

NASCAR® i-RACER™

VIRTUAL VISION CAR RACING

E



Model 8012 P/N 82347800 Rev.A

NASCAR® i-RACER™
For 1 player / Ages 8 and up

INSTRUCTION MANUAL

OBJECT OF THE GAME

This game consists of an 8-race NASCAR® circuit. In the Championship Race Mode, after racing on the first track, you will advance to the second track, and so on, until you have completed all 8 tracks. The goal is to place 1st on each track to maximize your score. In the Single Race mode, you will be able to practice on any of the 8 tracks.

SETTING UP YOUR i-RACER

HAND UNIT

To install the batteries, unscrew the battery compartment door located on the underside of the hand unit, install two AA batteries (we recommend alkaline), making sure to align the + and - with the markings in the bottom of the battery compartment, and replace the battery compartment door.

HEAD UNIT

To adjust the head unit to fit comfortably and securely on your head, slide the stereo headphones closer to or further from the viewing unit, slide the top strap closer to or further from of the stereo headphones, and loosen or tighten the elastic back strap by repositioning the Velcro® fastening strip.

GETTING STARTED

HAND UNIT

A and B Buttons - There are two buttons, marked A and B, located on the underside of the hand unit. The A button is the Accelerator / On / Enter button and the B button is the Brake button. These can be controlled by holding the hand unit in your right hand and using the first finger of your right hand to press the A button and the second finger to press the B button.

Volume - The volume control toggle is located near the A and B buttons, on the forward facing side, under the Steering Wheel. Use this button to control the volume of the stereo headphones.

Gear Shift Buttons - On the top side of the hand unit, in the upper right corner, are the Shift Up (+) and Shift Down (-) buttons. These buttons can be controlled by pressing with your right thumb. They are only active if you selected the Manual Transmission (MT) option at the beginning of your race.

Selector Dial - To switch between Championship Race mode, Single Race mode, Pause, or Best Lap / High Score mode, turn the Selector Dial, located near the middle of the hand unit, to the desired position. NOTE: The Best Lap / High Score mode can not be accessible before race over.

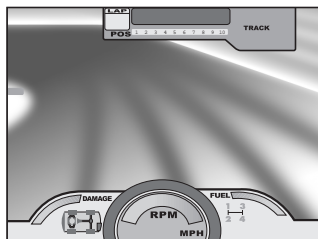
Reset Button - The Reset Button will reset all scores and times back to 0 as well as correct minor malfunctions that may occur.

New Game Button - Pressing in and holding the New Game button for 2 seconds will begin a new game. You will need to select new race, track, and transmission settings prior to starting your new race.

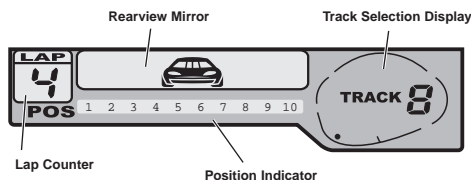
Steering - You steer your car by grasping the Steering Wheel with your left hand and turning the wheel right or left to steer in the desired direction. You also use the Steering Wheel to switch between race courses (in the Single Race mode) and between Manual and Automatic Transmissions when starting a new game.

HEAD UNIT

Your view will be from inside of your car. Your car will not be visible on the track.



Rearview Mirror Panel



COCKPIT VIEW

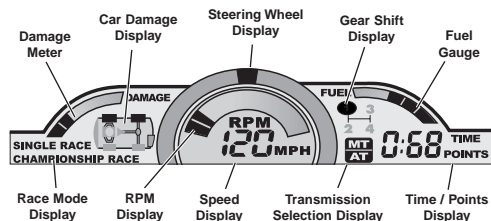
Rearview Mirror - Displays the opponent cars approaching from behind.

Track Selection Display - Displays the track layout you selected or are racing on. The dot represents your position on the track. The short line sticking up inside of the track is the Start / Finish Line.

Lap Counter - Displays the number of laps remaining in the race. All races are 4 laps in length.

Position Indicator - Indicates your position in the race. You start all races in the 10th position.

Instrument Panel



Race Mode Display - Displays the race mode (Championship Race or Single Race) that you selected using the Selector Dial.

Damage Meter - Displays how badly your car is damaged. Bars are added with each collision you have. You must make a pit stop to have the damage repaired before the Damage Meter is full, otherwise the damage will be irreparable and the race will be over.

Car Damage Display - Displays where damage has occurred on your car.

Steering Wheel Display - A single bar displays the position of your Steering Wheel.

Speed Display - Displays the speed at which you are driving.

RPM Display - Displays how fast your engine is revving. Each bar represents 1000 RPM (Revolutions Per Minute). If you are in the Manual Transmission (MT) Mode and allow your RPMs to remain in the red area too long before shifting to a higher gear, engine damage will occur.

Gear Shift Display - Displays the gear in which you are currently driving. Once you have reached the maximum speed or dropped below the speed range for the gear in which you are driving, the display will prompt you to shift by flashing on the appropriate gear.

Fuel Gauge - Displays how much fuel remains in your car. Each race takes 1.5 tanks of fuel to complete. If your fuel gets too low the bottom bar will flash, warning you to make a pit stop as soon as possible. If you run out of fuel before making a pit stop, the race will be over.

Transmission Selection Display - Displays MT (Manual Transmission) or AT (Automatic Transmission) depending on the mode that you select prior to the start of the race.

Time / Points Display - Displays the total time of the race, from start to finish. It will also display the best lap time and total points earned in the Championship Race mode, when the Selector Dial on the Hand Unit is set to Time / Points Display. To toggle between time and points, press the A (Accelerator / On / Enter) button on the hand unit.

STARTING A NEW GAME

Press the A (Accelerator / On / Enter) button to start up your iRacer. There is no "OFF" button. The game shuts off by itself after about one minute of inactivity.

Press in and hold the New Game button for 2 seconds.

SINGLE RACE MODE

The object of this mode is to practice your driving on the 8 tracks. Your iRacer will display your lap times but no points will be awarded.

Turn the Selector Dial on the Hand Unit to Single Race. Press the A (Accelerator / On / Enter) button to accept your Single Race mode selection.

Next, you will need to select the track on which you would like to race. The currently selected track is blinking in the Track Selection Display portion of your Rearview Mirror Panel. To switch to a different track, move the Steering Wheel. When you see the track layout on which you would like to race displayed in the Track Selection Display, press the A (Accelerator / On / Enter) button to accept that track.

Lastly, you will need to select your desired Transmission mode. The currently selected mode is blinking in the Transmission Selection Display portion of your Instrument Panel. To switch to the opposite mode, move the Steering Wheel. After selecting either MT (Manual Transmission) or AT (Automatic Transmission), press the A (Accelerator / On / Enter) button to accept that mode. NOTE: If you chose the MT (Manual Transmission) mode, you will have to shift gears using the Shift Up (+) and Shift Down (-) buttons in order to accelerate properly.

You will hear 3 tones and the race will start.

CHAMPIONSHIP RACE MODE

The object of this mode is to race on each of the 8 tracks and get the highest scores possible. You will receive bonus points for placing 1st, 2nd or 3rd. If you finish in one of the top three positions, you will also receive bonus points for each bar remaining in each of your gauges.

Turn the Selector Dial on the Hand Unit to Championship Race. Press the A (Accelerator / On / Enter) button to accept your Championship Race mode selection.

In this mode you do not select the track you would like to race on. Your iRacer will automatically cycle through all 8 tracks.

You will still need to select your desired Transmission mode. The currently selected mode is blinking in the Transmission Selection Display portion of your Instrument Panel. To switch to the opposite mode, move the Steering Wheel. After selecting either MT (Manual Transmission) or AT (Automatic Transmission), press the A (Accelerator / On / Enter) button to accept that mode. NOTE: If you chose the MT (Manual Transmission) mode, you will have to shift gears using the Shift Up (+) and Shift Down (-) buttons.

You will hear 3 tones and the race will start.

PIT STOPS

If your Car Damage is high or your Fuel Gauge is low, look for the "PIT" sign on the left side of the screen. When you see the pit area, steer to the left to enter. If your Car Damage is extremely high or your Fuel Gauge is extremely low, your Crew Chief will tell you to head for the pits. Your first pit stop in each race will not cost you a position. If you need to make additional pit stops due to car damage, you will lose positions. How many you lose will be determined by how severely your car is damaged and how long it takes for your pit crew to repair your car. You will need to make one pit stop for fuel in each race, as it takes 1.5 tanks of fuel to complete each race.

SPEED

The maximum speed of your car is 200MPH.

The Speed Limits for turns are:

Tight Curve: Inside Lane - 120MPH, Middle Lane - 130MPH, Outside Lane - 140MPH

Medium Curve: Inside Lane - 140MPH, Middle Lane - 150MPH, Outside Lane - 160MPH

Big Curve: Inside Lane - 160MPH, Middle Lane - 170MPH, Outside Lane - 180MPH

OIL SLICKS

Oil Slicks will appear in some of your races. Before they appear, your Crew Chief will warn you. You must avoid them by changing lanes before you get to them or you will lose control of your car.

CRASHING

If you crash into the track barricades or into the car ahead of you, red "Crash Sparks" will be displayed on the sides of the screen and your Hand Unit will vibrate.

REPLACING THE BATTERIES

1. Remove the screw on the battery compartment door (located on the underside of the hand unit). Remove the battery compartment door. Remove the old batteries.

2. Insert two (2) AA batteries (we recommend alkaline), making sure to align the + and - with the markings in the bottom of the battery compartment.

3. Replace the battery compartment door.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- Do not play for extended periods of time. Eye fatigue may occur.
- Do not play while walking, running, driving, or participating in other activities.
- As with all batteries, the batteries used with this product should be kept away from small children. If a battery is swallowed, consult a physician immediately.
- Always follow the game and battery manufacturers' instructions.
- The batteries might leak if improperly installed, or explode if recharged, disassembled or heated.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected

Consult the dealer or an experienced radio TV technician for help.

MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep away from moisture or temperature extremes.
- Do not disassemble this game. If a problem occurs, press the reset button. If problems continue, remove and replace the batteries – or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Use only the batteries that are recommended for this game.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove worn out batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries must be inserted with terminals matched up to the correct polarity game contacts.

Keep this manual because it contains important information.

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PRODUCT SHAPE™

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