



MATTEL ELECTRONICS®

SPEED FREAK™

Auto Race Game

INSTRUCTIONS

OBJECT OF THE GAME: To complete 3 laps of the race course in the shortest possible time. If you scrape the rail or crash into another racer, you lose speed (and add seconds to your time). 5 crashes in 1 lap ends the race. Choose your race course and skill level. Then fire up your engines and get ready to burn rubber!

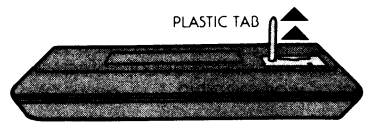
FOR 1 PLAYER

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BEFORE YOU START

Game comes with 2 watch/calculator type batteries (A76 or LR44) already installed. A thin, plastic tab prevents battery contact. Find tab sticking out of the battery compartment door. Gently pull it out and throw it away. The game will come on and stay on. Gently push the **ALL CLEAR** button with a pencil or pen tip, to set the game computer properly. Game starts in Demonstration Mode.



DEMONSTRATION MODE

Once battery contact is made, the game remains ON all the time. Demonstration Mode conserves battery power when the game is not in use. In this mode, the computer repeats a brief game sequence, without sound.

To put the game in Demonstration Mode at any time, gently push the **ALL CLEAR** button with a pencil or pen tip.

To switch to Demonstration Mode at the end of a game, hold down the ◀ button for about 5 seconds.

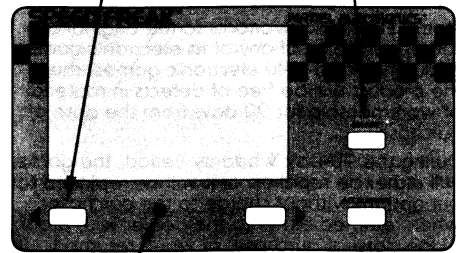


PUT THE GAME IN DEMONSTRATION MODE WHEN YOU ARE NOT USING IT.

GAME CONTROLS

LEFT ARROW:
Press to move racer 1 lane left.
HOLD DOWN to continue movement left.

BRAKE:
Press to slow speed of racer by 30 mph. Hold down to continue braking.



ALL CLEAR:
Gently push with pencil or pen tip to put game in Demonstration Mode.

RIGHT ARROW:
Press to move racer 1 lane right.
HOLD DOWN to continue movement right.

ACCELERATE:
Press to accelerate speed of racer by 30 mph. Hold down to continue accelerating.



SKILL LEVELS

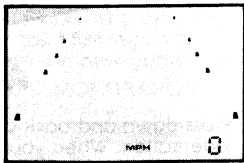
LEVEL	TYPE OF COURSE*	OTHER RACERS ON TRACK
1	Curves & straightaways	No**
2	Straightaways only	Yes
3	Curves & straightaways	Yes
4	Randomly selected course with curves & straightaways.	Yes

* At all levels, the track has both 3-lane and 5-lane sections. Once a course is selected, it repeats for the second and third laps.

** Reference car only.

START THE GAME

1. Press to get out of Demonstration Mode. Screen shows L1 for Skill Level 1, then automatically cycles through all skill levels — L2, L3, L4 and back to L1.
2. When you see the skill level you want, press again, to stop cycling through skill levels and start the game.



You see the race track through the windshield of your racer. You are the driver, so you do not see your own car.

You begin at 0 mph. Press **ACCELERATE** to move forward in a straight line. Your speed is displayed in mph (miles per hour) at the bottom of the screen. You accelerate 30 mph each time you press this key. When accelerating, your engine sound gets higher.

Top speed possible is 210 mph. To slow down, press the **BRAKE BUTTON**. You decelerate 30 mph each time you press this key. When decelerating, your engine sound gets lower.

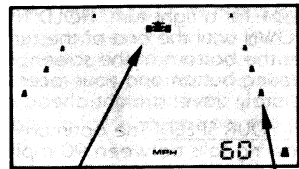
At the end of a lap, the speed display changes to show the number of laps completed. This display remains for a couple of seconds, then the speed display returns.

You must complete 3 LAPS in under 10 MINUTES to win the game. The computer keeps time and displays it at the end of the game. (Speed display changes to time display.)

COMPUTER-CONTROLLED RACERS

LEVEL 1 — REFERENCE CAR

This car remains at the top of the screen throughout the race. By watching it, you can tell in advance when the track is curving. The reference car never approaches your car, so you cannot hit it. If it takes a sharp curve, the reference car may temporarily move off screen.



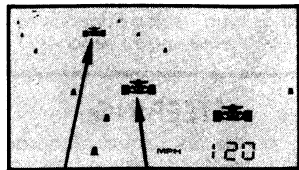
REFERENCE CAR

RAILS

LEVELS 2, 3 & 4 — OTHER RACERS ON TRACK
Your computer-controlled competitors travel at a constant speed of 100 mph. They can and do change lanes when the race track narrows from 5 to 3 lanes.

- If you are traveling at speeds below 100 mph, these racers will appear to come up from behind you and pass you. IT IS NOT POSSIBLE TO BE HIT FROM BEHIND BY A COMPUTER-CONTROLLED RACER.

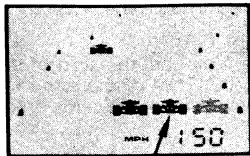
- If you are traveling at speeds over 100 mph, the computer-controlled racers will appear at the top of the screen and move down toward you, as you overtake them.



COMPUTER-CONTROLLED RACERS

CRASH!

If you sideswipe or rear-end a computer-controlled racer (directly in front of you), you will crash.



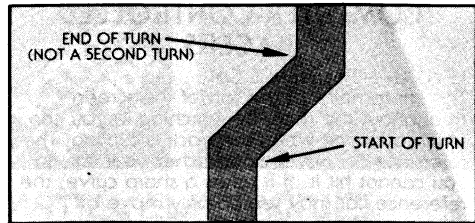
COMPUTER-CONTROLLED RACER YOU HIT.

- You will hear 3 BEEPS.
- The computer-controlled racer will be bumped off the track and disappear to the right.
- Your speed will decrease by 60 mph.



SCRAPING THE RAILS

You cannot run your car off the track. If you move too far left or right, you will scrape your racer against the rails. (You hear a SCRAPING SOUND.) This does not count as a crash, but it causes you to lose speed. You continue to lose speed as long as you continue to scrape the rails or until your speed reaches 0.



STEERING

Steering is the trickiest aspect of this game. Practice on Level 1, to get the hang of cornering before you try steering around computer-controlled racers.

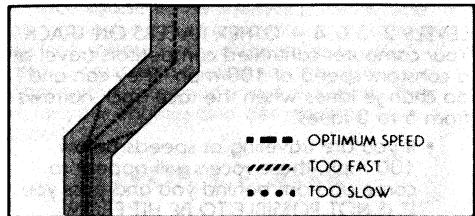
Use the ◀ to move left. Each time you press the key, you move 1 lane. Holding the key down causes continuous movement left.

Use the ▶ to move right. This button works the same as the ◀.

TO CORNER

1. Wait until the start of the turn reaches the BOTTOM of the screen. This is the point at which your racer is entering the turn.

2. Press a **STEERING BUTTON** — ◀ for a left turn, ▶ for a right turn. **HOLD THE BUTTON DOWN** until the end of the turn reaches the bottom of the screen. Release the steering button and your racer will immediately travel straight ahead again.
3. **WATCH YOUR SPEED!** The optimum speed for cornering falls between 90 mph and 150 mph. If your speed is slower or faster than optimum, you may scrape the rails. At



slower speeds, it is possible to avoid scraping by letting up on the steering button now and then. At faster speeds, no steering compensation is possible. (Just slow down.)

If you scrape the rails while cornering, HOLD DOWN THE **ACCELERATE** BUTTON until you get out of the turn. You will continue to scrape the rail and your top speed will be 60 mph, but you will eventually make it out of the turn (if you don't crash).



THE KEY TO EFFECTIVE STEERING IS PRACTICE.


END OF GAME

If you successfully complete 3 laps in under 10 minutes, you will hear a VICTORY TUNE and see your time for this race. You're a winner!

If you fail to complete 3 laps in 9 minutes, 59 seconds, the game will end. You will hear a LOSING TUNE and see your time of 9:59.

If you crash 5 times in any one lap, the game will end. You will hear the LOSING TUNE. No time will be displayed.

TO PLAY AGAIN, press the  to cycle through the skill levels. Press  again to select a skill level and start the new game.

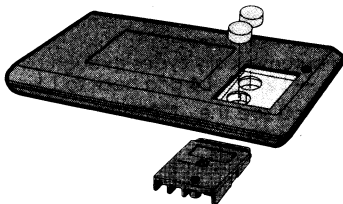
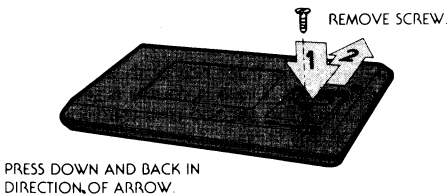
TO RETURN THE GAME TO DEMONSTRATION MODE, hold the  BUTTON down for about 5 seconds. Or push the **ALL CLEAR** BUTTON with a pencil or pen tip.

BATTERY LIFE & REPLACEMENT

The computer and liquid crystal display in this game use very little power. The two A76 (or LR44) batteries installed may give over 1 year of average game play, if the game is left in Demonstration Mode when not in use.

TO REPLACE THE BATTERIES:

1. Turn the game over and remove the screw in the battery compartment door, using a small, Phillips head screwdriver.



Press down and back on the rectangular indentation. When you stop pressing, the door will pop up. Lift it off.

2. Remove the old batteries, using your fingernail or a tiny screwdriver and throw batteries away. Insert two A76 (LR44) or equivalent batteries.
3. Replace the battery compartment door. Tighten the securing screw, but do not over-tighten.
4. Press the **ALL CLEAR** BUTTON to reset the game properly.

90-DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material of workmanship for 90 days from the date of purchase.

During this 90-Day Warranty Period, the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to either of the following locations: In the Eastern United States, Mattel Electronics Service Center (East), 10 Abeel Road, Cranbury, New Jersey 08512; In the Western United States, Mattel Electronics Service Center (West), 13040 East Temple Avenue, City of Industry, California 91746.

Units returned without proof of the date-of-



purchase, or units returned after the 90-Day Warranty Period has expired, will be repaired or replaced (at our option) for a service charge of \$12.00*. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to a MATTEL ELECTRONICS SERVICE CENTER.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM A MATTEL ELECTRONICS SERVICE CENTER

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from a Mattel Electronics Service Center, please make the following arrangements:

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.

2. Carefully print on the box or carton the following name and address:

In the Eastern United States:
MATTEL ELECTRONICS SERVICE CENTER (EAST)
10 Abeel Road
Cranbury, New Jersey 08512

In the Western United States:
MATTEL ELECTRONICS SERVICE CENTER (WEST)
13040 East Temple Avenue
City of Industry, California 91746

Also, don't forget to show your return address.

3. Put parcel post stamps on the package; insure the package; then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for \$12.00* as payment for the repair service.

*Service charge subject to change without notice.

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