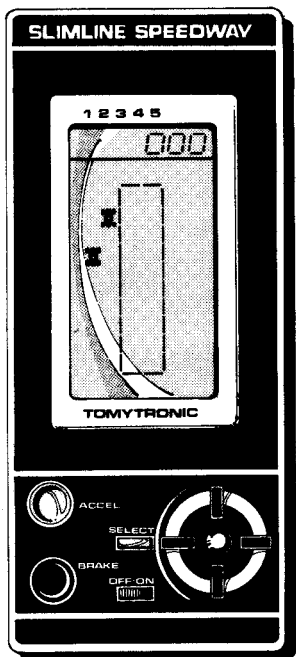
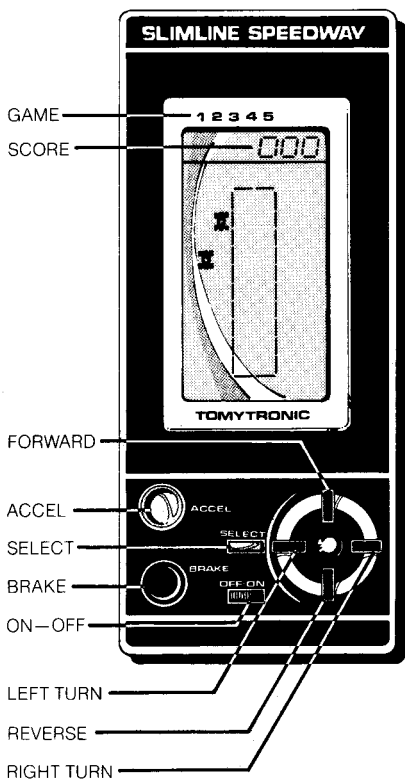


TOMYTRONIC™

Slimline Speedway



Tomytronic™ Slimline Speedway



©1980 Tomy Corp. 901 E. 233 Street,
Carson, CA 90745 Made in Japan

Tomytronic Slimline Speedway consists of five electronic games.

1. Practice Racing
2. Circuit Racing
3. Dodge Racing
4. Car Chase
5. Head On

In each race, press the accel button to drive your car faster, the brake button to slow it down. Your car has 4 speeds; each time you press the accel button it goes to the next faster speed.

1st gear has 0.4 seconds
per blink

2nd gear has 0.3 seconds
per blink

3rd gear has 0.2 seconds
per blink

Top speed has 0.1 seconds
per blink

Pressing the brake button will slow your car one increment with each push until you reach the slowest speed.

SCORING

When the race ends, game will beep 5 times, then the checkered flag and your ranking will appear. Highest score in each game is 999 points. The higher the score, the higher your ranking will be at the end of the race.

Ranking: 1st place: 900–999
2nd place: 700–899
3rd place: 500–699
Beginner: Under 500
points

Game 1: **Practice Racing**

Object: Drive as many laps as possible without crashing into the jam car to score the most points in a 2 minute time limit.

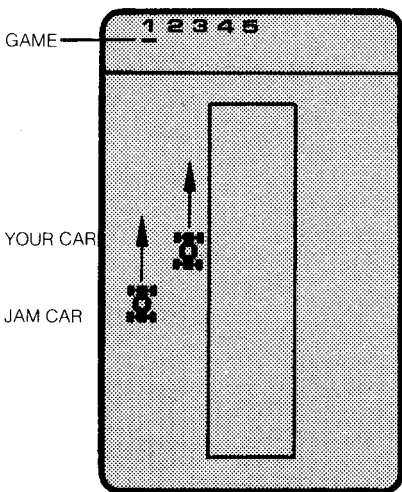
Control Buttons Used: Accel,
Brake, Right Turn, Left
Turn

To Play: Drive your car (the blinking vehicle) around the race track as fast as possible. (In Practice Racing, the cars will steer themselves around the course.)

To start, press the accel button. Press the button a 2nd, 3rd, and 4th time to move your car the fastest. As you approach the jam car, press the brake button to slow your car. Pass the jam car by pressing the left turn button to move your

car to the outside lane and accel around it. But be careful, the jam car runs an erratic course, moving to the inside and outside lanes at random.

If you crash into the jam car or fence, your car will flash and both cars will start over again. Each crash shortens the game 7.5 seconds.

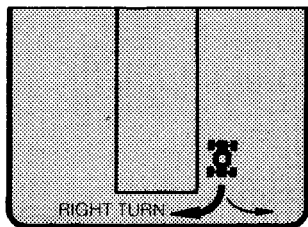


Game 2: **Circuit Racing**

Press select button to game 2.

Control Buttons Used: Accel, Brake, Right Turn, Left Turn

To Play: Circuit Racing is played identical to game 1 but with the added difficulty factor that you must steer your car around the course by pressing the right turn button at the correct time. (Note: steer your car as if you were in the driver's seat so when your car comes towards you, press the right turn button for it to continue around the course. Pressing the left turn button will cause it to crash.)



LEFT TURN

Game 3: Dodge Racing

Press select button to game 3.

Object: To dodge the oncoming cars to score the most points in a 2 minute time limit.

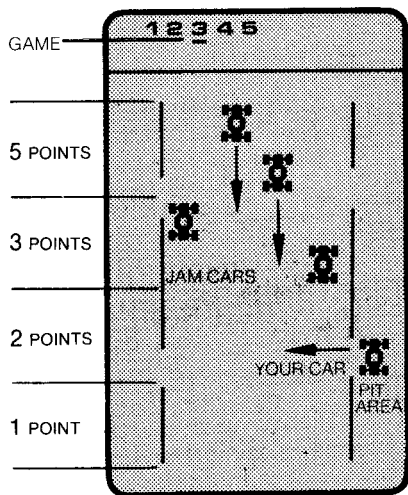
Control Buttons Used: All 6

To Play: Press the accel button to start cars coming down the track. Pressing the accel button a 2nd and 3rd time will make the oncoming cars approach faster. To score points move your car out of the pit area onto the track by pressing the left turn button. Dodge the cars by pressing the turn buttons. Score more points by pressing the forward button to move your car closer to the top of the screen. If the action gets too hectic either push the reverse button to move your car lower on the screen, or you can dodge your car back into the pit area. You do not score points while your car is in

the pit area.

Crashing into a car or the wall will put your car back at the pit area, where you can move back onto the track.

Scoring: (See illustration)



Note:

Jam cars will come up from the bottom of the screen until the accel button is pressed. Pressing the accel button will start the cars approaching from the top of the screen.

Game 4: Car Chase

Press select button to game 4.

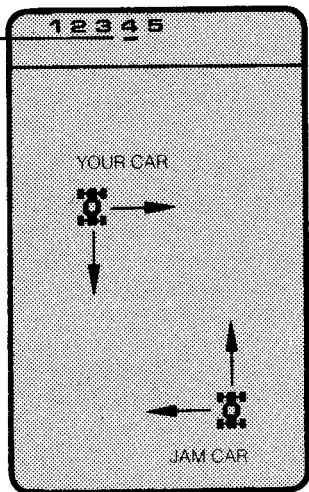
Object: To catch up and capture the jam car as many times as possible in a 2 minute time limit.

Control Buttons Used: Forward, Reverse, Right Turn, Left Turn

To Play: Push the accel button to start, and the jam car will begin to move at random. Using the steering buttons maneuver your car into the jam car. Each hit scores 55 points and the cars start over. The cars will also start over if you crash into a wall, scoring no points.

Both cars run at a fixed speed, so accel and brake buttons are not needed.

GAME



Game 5: **Head On**

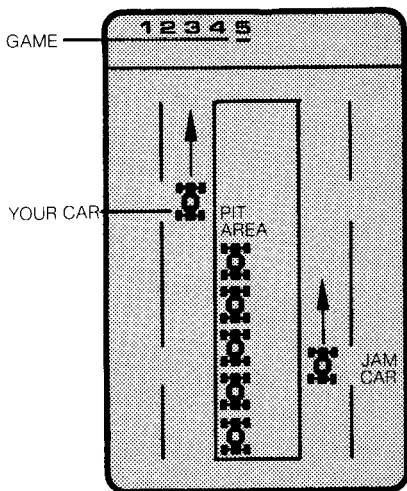
Press select button to game 5.

Object: To run as many laps as possible by keeping your car on the course without crashing into the jam car.

Control Buttons Used: Accel, Brake, Left Turn, Right Turn

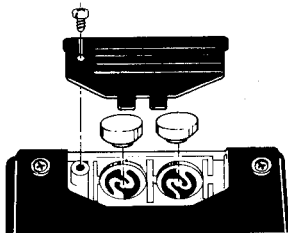
To Play: Press accel button to start game. Your car races clockwise, the jam car races counter-clockwise around the track. Steer your car around the track avoiding the jam car. Each time you crash into a wall or the jam car, you lose a car in your pit area. Game ends when all the cars in the pit area are gone. There is no time limit.

Score 999 points and game will end with a winner's fanfare.



Replacing Batteries:

Remove batteries from the back of the game. When purchasing new ones, take the old batteries along to insure the correct size replacements. G-13, Eveready 357, Eveready A76, 1.5 volt batteries or similar brands are suitable replacements.



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