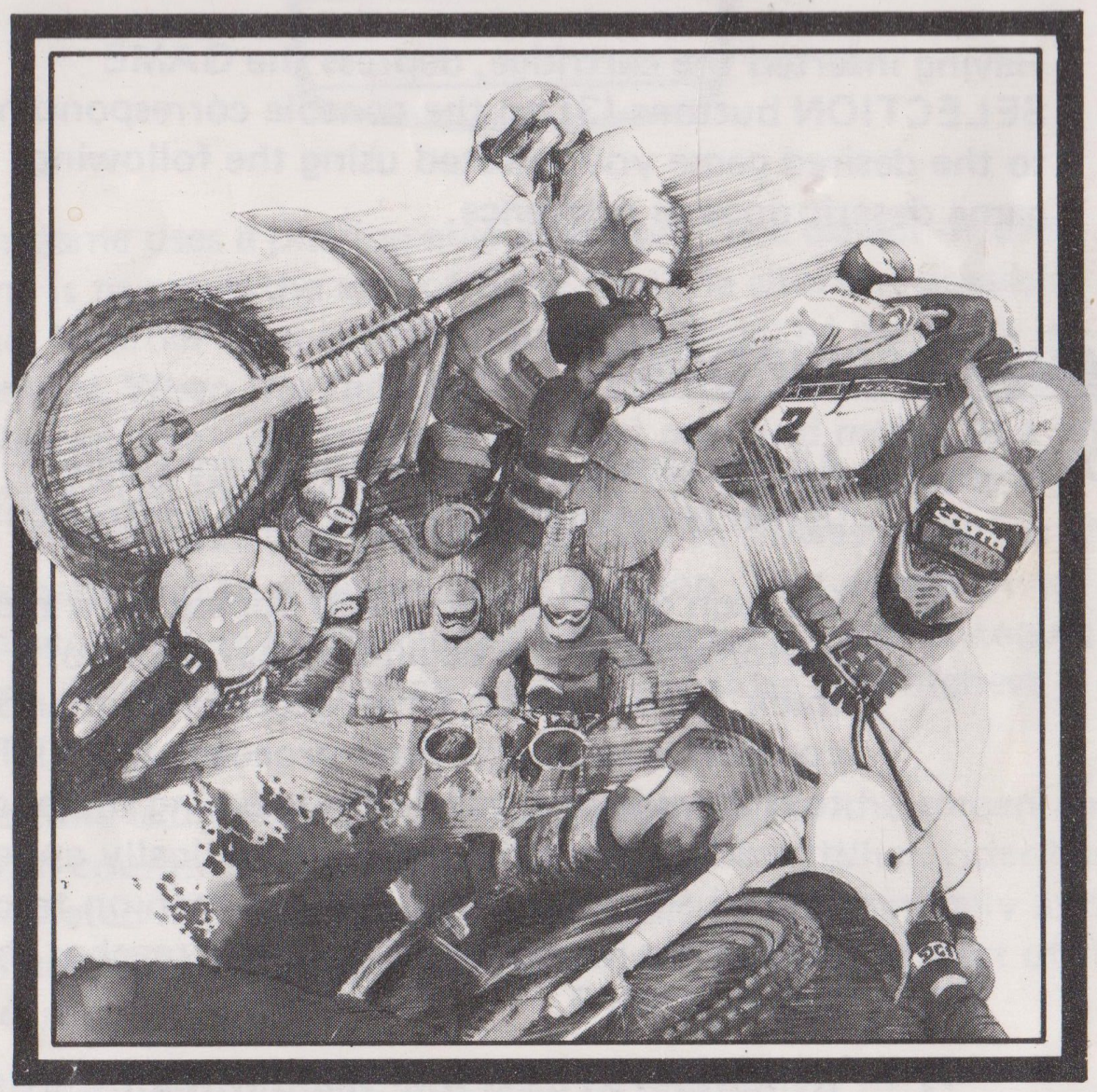
BINATONE

STUNT RIDER

FOUR EXCITING SLOT-IN MOTORCYCLE GAMES



MODEL 01/4591

INSTRUCTION MANUAL

Before operating this cartridge, please read these instructions carefully.

OPERATION

This Stunt Rider cartridge has 4 different games which can be played with the Binatone Superstar programmable TV Game master console (Model 01/4354). Proceed as follows:

1. Insert the cartridge into the TV Game console following the instructions outlined in console Instruction Manual.

2. Having inserted the cartridge, depress the GAME SELECTION buttons (3) on the console corresponding to the desired game you selected using the following game descriptions as reference.

GAME DESCRIPTIONS

NOTE:

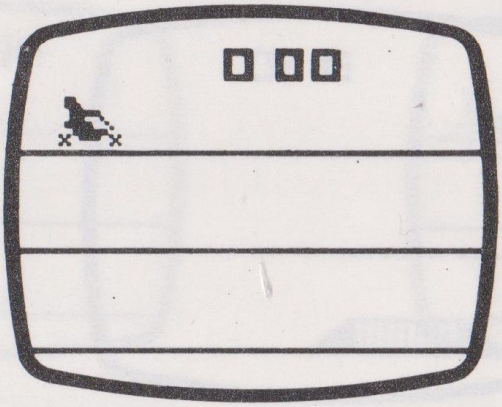
1. All the games on this cartridge are single player games using the **left** hand control only.

2. On each game, 3 tracks will appear with the motorcycle at the beginning (left side) of track 1 (top track). When accelerator (hand control) is used, the rider proceeds from left to right side of track 1. On reaching the end of track 1, the rider will automatically appear at the beginning of track 2 and then on track 3. One run is over when the rider reaches the end of track 3.

3. At the end of each run, the throttle (hand control) should be returned to 'STOP' position before attempting acceleration for a new run.

DRAG RACING

(GAME SELECTION button No. 7)



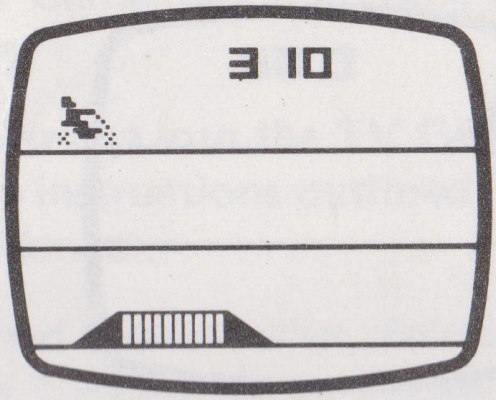
This game uses a playing area as shown. The object of the game is to reach the end of track 3 in the shortest possible time. In order to accelerate, 'speed-shifting' of the gears is required. When the throttle (hand control) speed is initially increased, the rider is moving in first gear and moves at a set speed across the track. In order to shift into a higher gear, the throttle must be returned quickly to slowest position then re-accelerated to a higher speed position. This decelerating and accelerating movement will simulate the rider changing gears. Another such action will put the rider into highest gear.

The time is displayed on the upper portion of the screen and starts counting immediately on start of run. When rider has completed his run, the time display stops automatically and will continue to display the elapsed time until the start of the next run.

With the SKILL LEVEL SELECTOR switch 1 in 'A' position (Professional mode) the rider will flip over and crash if the accelerator is advanced too rapidly when starting and after each shift. After each crash, the rider will be placed at the start of track 1 ready to start a new run. When in 'B' position (Amateur mode), there will be no crash.

MOTOR JUMP

(GAME SELECTION button No. 8)



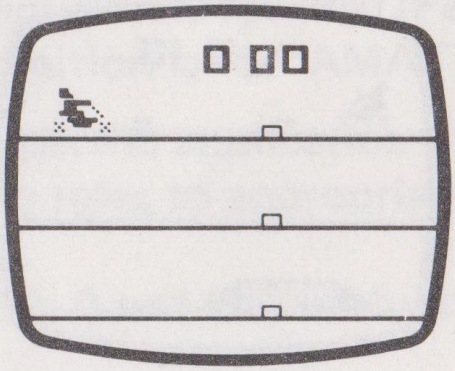
This game uses a playing area as shown. The object of the game is to accelerate the rider to a speed great enough to enable it to jump the obstacle ramps and buses located at the beginning of track 3. Each time a jump is made successfully, the number of buses between the obstacle ramps will increase by one. The game begins with 8 buses. The rider, on completing the jump, must land within a given distance behind the obstacles. If the speed is not great enough, he will land on the obstacles and crash. Alternately, if the speed is too great, the rider will over-shoot the safe landing area and also crash.

With the SKILL LEVEL SELECTOR Switch 1 is in 'B' position (Amateur mode), the rider is allowed 7 crashes per game and with the switch in 'A' position (Professional mode), the rider is allowed only 3 crashes.

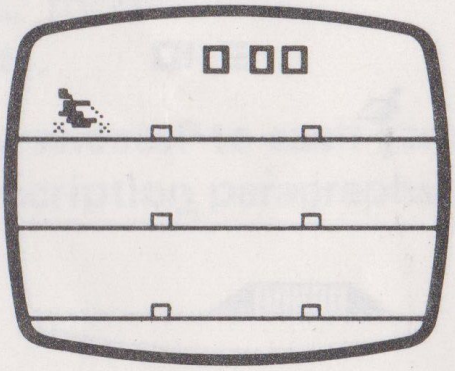
The score displayed indicates the number of crashes already met and the number of buses to be jumped (indicative of the number of successfull jumps).

OBSTACLE RACE

(GAME SELECTION button No. 10)



AMATEUR MODE



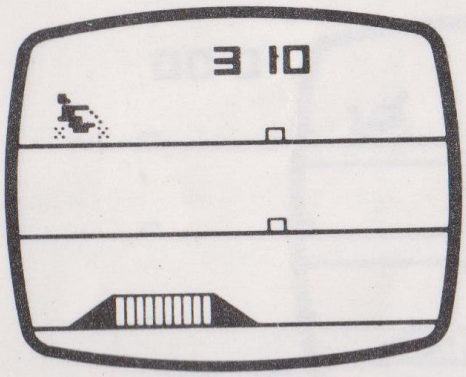
PROFESSIONAL MODE

This game uses a playing area as shown. Located on each of the three tracks are obstacles (number of obstacles per track depends on the position of the SKILL LEVEL SELECTOR switch 1). The object of the game is to make one complete run, jumping over the obstacles in the shortest possible time. To make the rider jump the obstacle, the front wheel of the motorcycle must be raised into the air immediately in front of each obstacle. Sudden acceleration (from a decelerated throttle position) will cause the front wheel to momentarily raise up into the air. If an obstacle is not jumped properly, the rider will flip over and crash. The score is counted in the same way as the Drag Race game. At the end of each run or after each crash, the rider will be re-set at the begining of track 1 ready for another run. Rapid acceleration will not cause the rider to crash in this game.

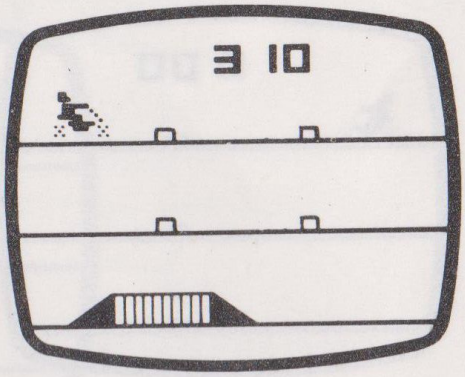
When the SKILL LEVEL SELECTOR swtich 1 is in 'A' position (Professional mode), there will be 2 obstacles placed on each level of the track.

RALLY RUN

(GAME SELECTION button No. 9)



AMATEUR MODE



PROFESSIONAL MODE

This game uses a playing area as shown, and is a combination of the other 3 games. Obstacles are placed on tracks 1 and 2 and the obstacle ramps and buses from the Motor Jump game appear on track 3. The obstacles on tracks 1 and 2 must be jumped as in Obstacle Race game. The obstacle ramps and buses on track 3 must be jumped in same manner as Motor Jump game. Crashes are caused by too rapid acceleration (when not in position to jump obstacles), failure to raise front of motorcycle over track 1 and 2 obstacles and failure to land in safe area after jumping buses on track 3. The score displayed is in the same manner as in Motor Jump game.

Placing the SKILL LEVEL SELECTOR switch 1 in 'B' position (Amateur mode) will place one obstacle on each of tracks 1 and 2, and also allow a total of 7 crashes per game. The 'A' position (Professional mode) will place 2 obstacles on each of tracks 1 and 2 and allows a total of 3 crashes per game.

SKILL LEVEL SLECTORS OPERATION

Switch 1 – Difficulty

'A' position is for 'PROFESSIONAL' mode
'B' position is for 'AMATEUR' mode.

For specific application of difficulty selector to each game, please refer to appropriate games description paragraphs.

Swtich 2 and 3 – no function

SPECIAL NOTE:

Since this cartridge employs only 4 games, 6 of the GAME SELECTION buttons (No. 1–6) on the master console will be neutralized and should not be used.

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