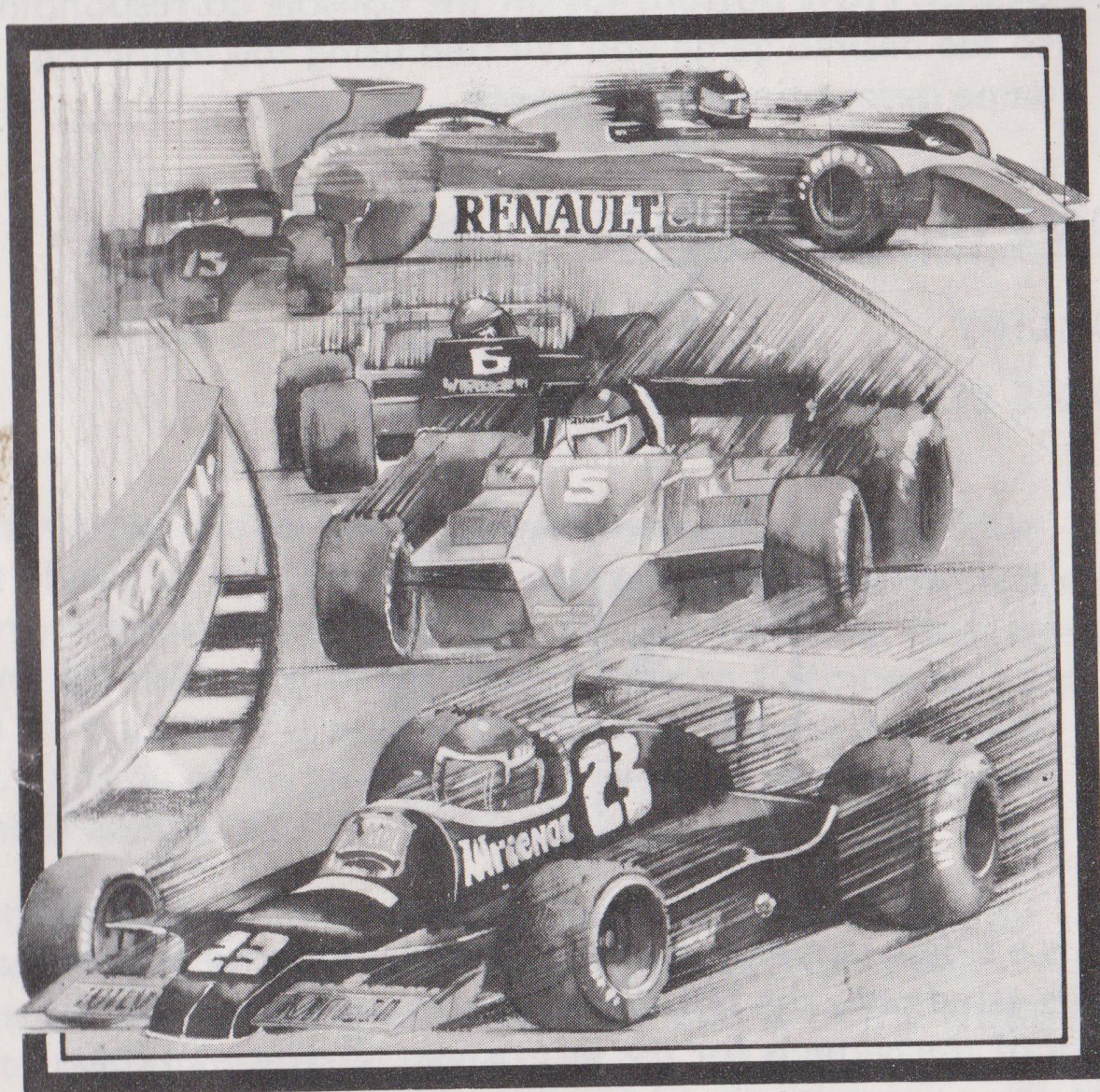


 **BINATONE**

BRANDS HATCH

TWO EXCITING SLOT-IN ROAD RACE GAMES



MODEL 01/4540

INSTRUCTION MANUAL

Before operating this cartridge, please read these instructions carefully.

OPERATION

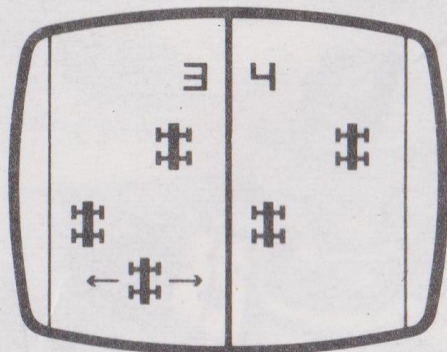
This Brands Hatch cartridge has 2 different games, which can be played with the Binatone Superstar programmable TV Game master console (Model 01/4354). Proceed as follows:

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

QUALIFY

(GAME SELECTION button No. 1)

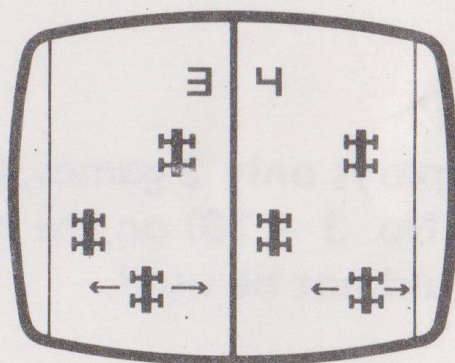


This is a single player game using the playing area as shown. In this game only the left driver control operates. The object of the game is for the left driver, to overtake (pass) eight cars consecutively without crashing in order to score a point (which will appear on the left hand counter). For each crash, the right counter gains a point. When either counter reaches 15 points, the game ends. Other features are same as Road Race game described below.

NOTE: As in real life motor racing, the single player game may be used for practice runs or, when more than two players wish to play the TV Game, as a qualifying test to choose the two best drivers to race on the two player game.

ROAD RACE

(GAME SELECTION button No. 2)



This is a two player game using the playing area as shown. The object of the game is for each player to overtake (pass) as many slower cars as possible without crashing. Each time a driver (player) crashes the game comes to a temporary stop and his opponent is awarded one point. The first driver to reach a total of 15 points is the winner, at which time the game is concluded.

Each car may be steered left or right on its own track by means of the player hand controls (included with the console). Once game score is reset by means of the RESET button (5) on master console the race will begin automatically. The track speeds-up every two seconds for a total of seven speeds or until a driver crashes. Upon crashing, a crash sound is heard and the track motion is momentary suspended. The race will then once again commence.

SKILL LEVEL SELECTORS OPERATION

Switch 1 – Difficulty

'A' position is for 'AMATEUR' mode

'B' position is for 'PROFESSIONAL' mode

The professional mode increases the frequency of slower cars which must be overtaken (passed) without crashing.

Switch 2 and 3 – no function

SPECIAL NOTE:

Since this cartridge employs only 2 games, 8 of the GAME SELECTION buttons (No. 3 – 10) on the master console will be neutralized and should not be used.

ADDITIONAL NOTE:

When the SKILL LEVEL SELECTOR switch 1 is in 'A' position ('AMATEUR' mode), it will remove one of the three obstacle cars to allow handicapping on 1 track.