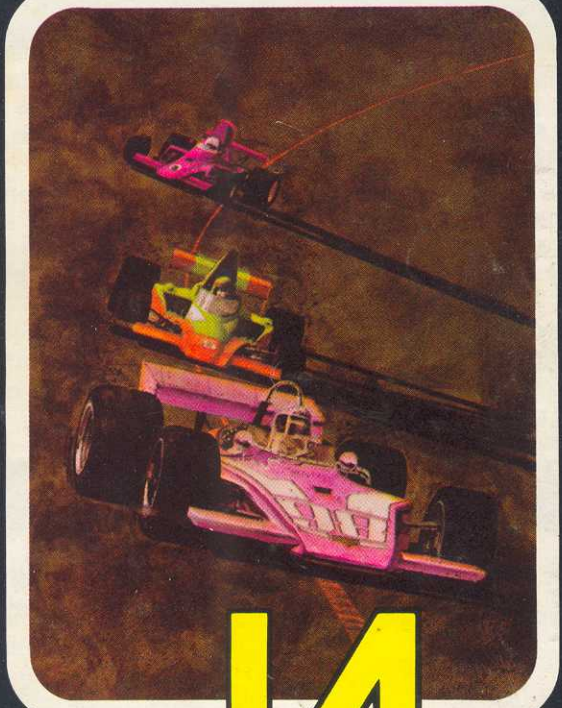
Sears

TELE-GAMES™

RACE

GAME INSTRUCTIONS



14

GAMES

FOR 1 OR 2 PLAYERS

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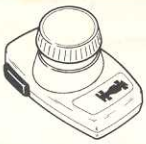

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SCORING

In one-player time trial games, you race against the clock. See how many laps you can make around the track in 60 seconds.Race against another player in two-player racing games. The first player to complete 25 laps wins.

In games of **Crash n' Score**T.M., a player scores one point each time his race car crashes into the white square. In one-player games, a player has 60 seconds to make as many hits as possible. In two-player games, the first player to score 50 points wins.

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In all games you lose only time, not points when you crash into any playfield boundary or barrier.

SKILL OPTIONS

Slide the Skill switch from "Novice" to "Expert" position and your race car travels at high speeds--making it more difficult for you to control.

RACE DRIVER

Whether you compete against the clock or another player, your race car tackles the curves of some dangerous tracks.

During one-player games, you race against the clock using your right Controller to move the car. The top left number on the playfield is the number of laps; the top right number is the time keeper.

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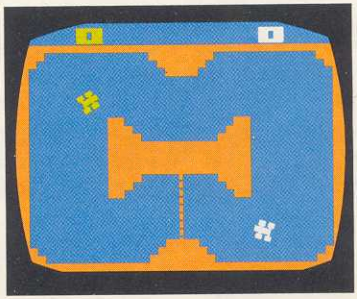

RACE DRIVER

GAME 1
Race Driver Track

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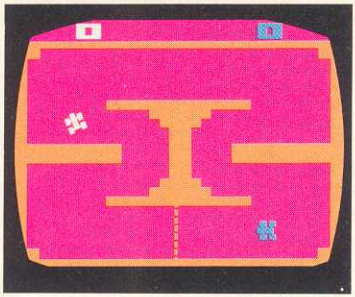

Devil's Elbow Race Track

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You have some wicked turns to master before you conquer this track. At high speed, you race against an opponent. Faster and faster you steer your race car to be the first to complete 25 laps.

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It's a race against time as you practice for those competitive races. Race against the clock and try to complete as many laps as possible in 60 seconds.

CRASH n' SCORE™

Score points by crashing! Each player controls one race car with a hand-held Controller. The white box is your target. When it appears on the playfield, race cars attempt to crash into it. When the crash occurs, the player scores one point and the box disappears.

The box reappears at random on another part of the playfield. Hear the engines roar, and the CRASH when your car collides with the opponent's car. A "BEEP" will tell you when you score one point.

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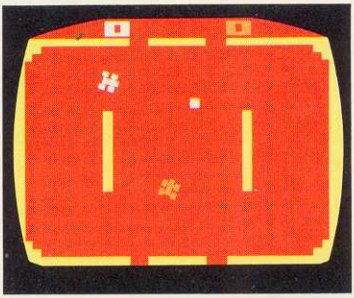


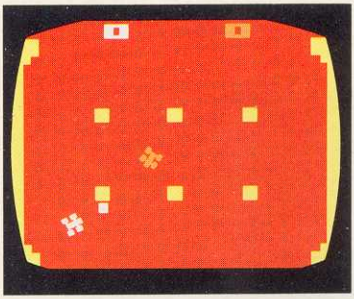
Crash n' Score Track

GAME 5
Crash n' Score Track

In two-player games, players compete for crashes with the box. The first player to score 50 hits win the game.

GAME 6
Crash n' Score Track (Time Trial)

The player races against the clock to score as many hits as possible in 60 seconds. The top left number is the number of hits; the top right number is the time keeper.



Demolition Track

GAME 7
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Two players move at high speeds to be the first to score 50 hits. The playfield is more complex with six treacherous barriers.

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One player races at high speed against the clock. The player's object? To score as many hits as possible in 60 seconds on a playfield with six treacherous barriers.

TAG™

Two persons play these games like a regular game of tag. Each player controls one car. The car that is NOT blinking is "it."

When your car is blinking, you must avoid becoming tagged by your opponent's car. ("it") Score one point for every second you avoid the tag.

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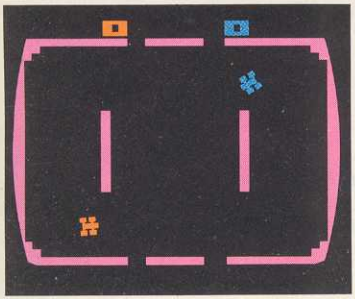

Tag Track

GAME 9
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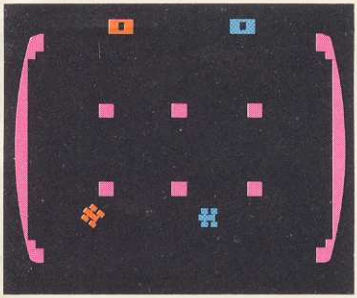
The first player to tally up 99 points wins the game.



Motor Hunt Track

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The first player to tally up 99 points on this complicated playfield wins. The race cars move at high speed.

ICE RACE

Cars race around the icy track and compete against each other or the clock. The ice makes steering on the track difficult.

In two-player games, players race against each other. The top two numbers represent the number of laps each player has completed. The right score refers to the right Controller player; the left number shows the left Controller player's score.

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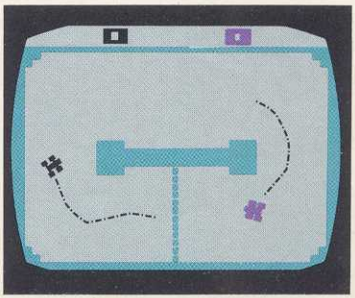

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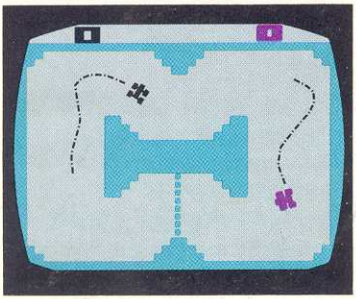

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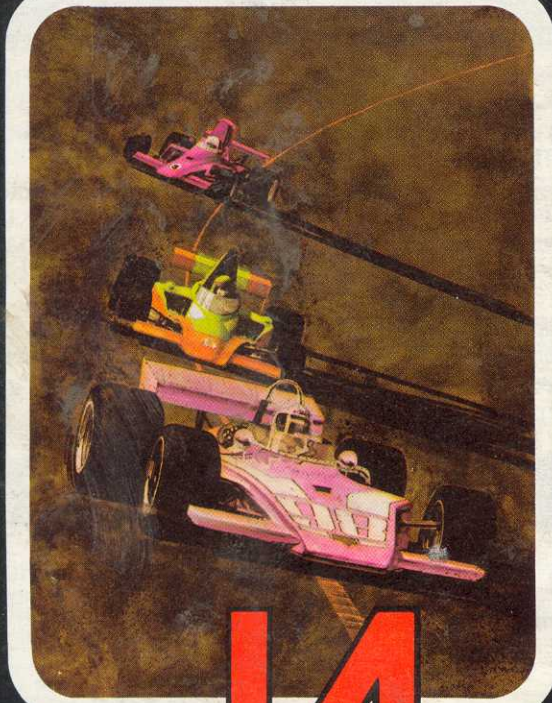

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SEARS, ROEBUCK AND CO.

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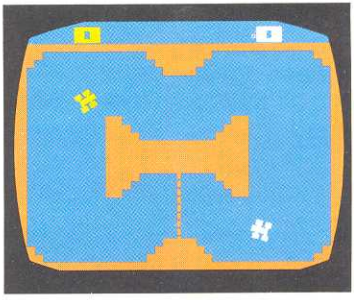

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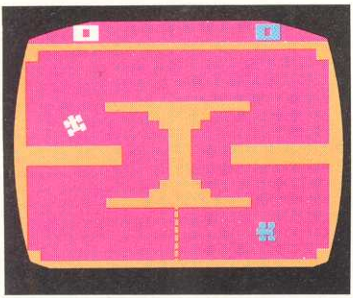

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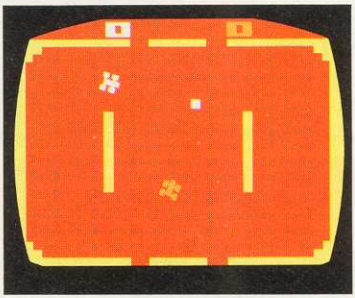

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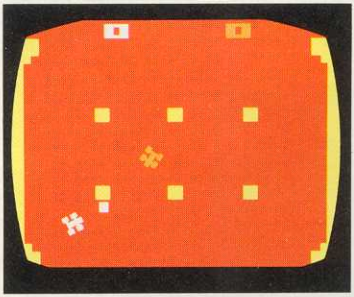

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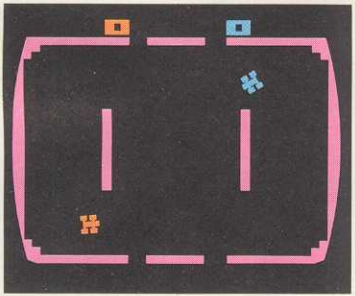

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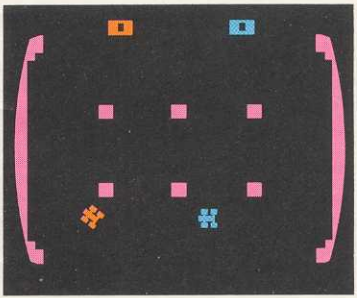

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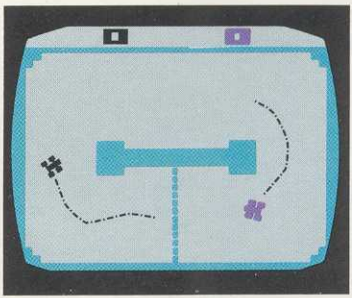

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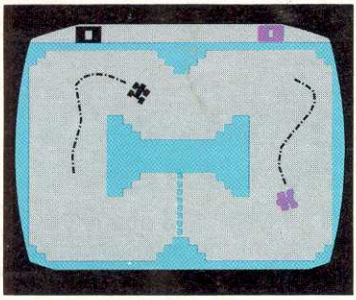

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