

# VINI-SPIL SUPERVISION™

## HAPPY RACE

### I. Game Introduction

This is a relaxed and happy race with you driving under the warm sun. The complex network of the crossing roads make this a difficult race to win.

### II. Game Controls

**START** Start / Pause & Resume a game

**UP** 1. Move car upwards  
2. Choose a game level

**DOWN** 1. Move car downwards  
2. Choose a game level

**LEFT** Move car leftwards

**RIGHT** Move car rightwards

**A-KEY** Send out exhaust fume

**B-KEY** Send out exhaust fume

### III. Game Details

After the title screen is displayed, pressing START will enter the game level selection screen. You should use the UP or DOWN keys to select one of the three game levels (EASY, NORMAL and HARD).

There are 30 levels. The player will enter a bonus stage for every 5 levels you have passed. Within this bonus stage, you can drive without any pressure because you will not be chased by your enemy cars. You can continue this happy race (bonus stage) until all your fuel is used up.

To pass a level, all you have to do is to collect all the flags displayed in the current level screen. However, during your collection, you must avoid your enemy cars and obstacles such as stones in the road. These enemy cars are always after your tail. If you are threatened by them, you should press either the A-KEY or B-KEY to send out exhaust fumes which will stop the enemy cars temporarily. The only penalty for producing this unfriendly fume is that some fuel will be wasted in this emergency.

In the actual game, the status lines at the bottom of the screen gives you the following 4 pieces of information.

CAR (Remaining car numbers)

SCORE (your score)

ROUND (Race number)

F (Fuel level)

As you drive normally in the race, the fuel will be reduced slowly. The use of exhaust fume will decrease this fuel much further. However, you can refill a certain amount of fuel when the black-flags are collected.

### IV. Game score

There are three types of flags. The scores are awarded as follows:

WHITE FLAGS	The first is 100 points The second is 200 point The N'th flag is $N \times 100$ points
FLAGS WITH DOTS	Two times the values of the above
BLACK FLAGS	Refill car with fuel

During a bonus stage, the score for collecting the prize objects are as follows:

CHERRY	500 points
STRAWBERRY	800 points
BANANA	1000 points
MILK	1500 points
APPLE	2000 points

For every 30000 you score, you will obtain another car life. The game is over when the car life is 0. The game over screen will display and you can either continue or end the current race. Choose the latter option to start a new race.

# VINI-SPII SUPERVISION™

## HAPPY RACE

HAPPY RACE er et sjovt og underholdende spil, der kræver en meget hurtig og skarp reaktionsevne. PRØV SELV!

### SPILLEREGLER

START: Tænd på ON og tryk på START

Vælg sværhedsgrad \* LET  
\* NORMAL  
\* SVÆR

Inden for hver sværhedsgrad er der 30 LEVEL's. For hver 5. LEVEL du passerer kommer du i en bonus runde, hvor du i ro og mag kan køre uden at blive jagtet af fjendens biler. Her gælder det om at samle så mange kirsebær, jordbær, bananer, mælk og æbler så hurtigt som muligt. Du kan køre i denne bonus runde indtil dit brændstof er opbrugt.

For at passere til et højere LEVEL skal du samle alle de viste flag og samtidig undgå fjendens biler såvel som stenene på vejen. Hvis du føler dig truet af fjendens biler kan du ved hjælp af A-eller B knappen udsende røgskyer som midlertidigt stopper fjenden. Men husk at du ved at udsende røgskyer bruger extra brændstof. Tanken kan dog fyldes ved at samle de sorte flag.

### POINTS:

Du kan samle 3 forskellige typer flag:

HVIDE FLAG:	Det første 100 points Det næste 200 points Efterfølgende 100 points
FLAG M/PRIKKER:	Dobbelt af ovennævnte
SORTE FLAG:	Opfylder din brændstoftank + extra bonus points
KIRSEBÆR	500 points
JORDBÆR	800 points
BANAN	1000 points
MÆLK	1500 points
ÆBLE	2000 points

For hver 30.000 points du scorer vinder du en extra bil. Spillet er slut når alle biler er tabt. Når GAME OVER viser sig på skærmen kan du vælge at prøve igen på samme LEVEL, (dog starter du på 0 points) eller du kan starte forfra.

A	UDSENDER RØGSKYER
B	UDSENDER RØGSKYER
SELECT	BRUGES IKKE
START	START SPILLET
	PAUSE/FORTSÆT SPILLET
OP	BILEN BEVÆGER SIG OP
	VÆLG SVÆRHEDSGRAD
NED	BILEN BEVÆGER SIG NED
	VÆLG SVÆRHEDSGRAD
HØJRE	BILEN BEVÆGER SIG MOD HØJRE
VENSTRE	BILEN BEVÆGER SIG MOD VENSTRE