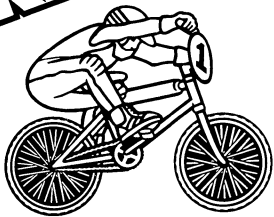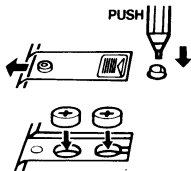# GRANDSTAND®

INSTRUCTION BOOKLET
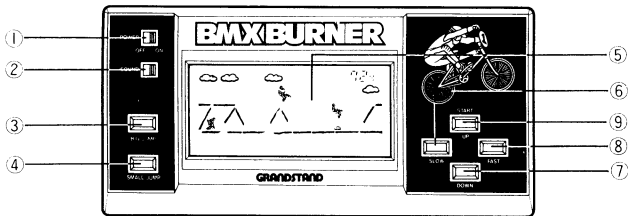
Double Hander

BMX BURNER

HOW TO INSERT BATTERIES

1. Slide the battery cover in the direction of the arrow to open.
2. Insert two 1.5 volt(LR44 or equivalent) batteries. Be sure that the (+) sides are facing up.
3. If possible, handle batteries with a cloth to avoid transferring grease from the skin.
4. Close the battery cover.

GAME, OPERATION BUTTONS AND DISPLAY

1. **Power Switch**

   To play, set the Power Switch to "On" position.

   Be sure to set the Power Switch to "Off" position when you finished playing.

2. **Sound Switch**

   If you set Sound Switch to "On" position, you can play game with sound effect.

   If you wish, you can play the game in silence with Switch in "Off" position.

3. **BIG JUMP BUTTON**- Use this button to make big jump on the Ramp.

   This button is also used to jump down from the Table-Top.

4. **SMALL JUMP BUTTON**- Use this button to clear the obstacle with a small jump.

5. **LCD GAME DISPLAY**

6. **LOW SPEED (SLOW) BUTTON**- Each time press this button the speed of bicycle decreases.

7. **DOWN BUTTON**- Use this button to descend the slope of Table-Top.

8. **HIGH SPEED (FAST) BUTTON**- Each time press this button the speed of bicycle increases.

9. **START/UP BUTTON**- Use this button to begin the game.

   This button is also used to ascend the slope of Table-Top or the Ramp.

The game consists of preliminary round and final round.

Each round has two Novice races and two Expert races, total 8 races.

If you do not win a prize, you will be unable to advance to the next race.

To qualify for entry in the preliminary round, you must at least win the fourth prize.

To qualify for entry in the final round, you must at least win the third prize.

There are 7 bike riders in the game.

Your bike rider is at the back, in 7th place when the race starts.

Your bike rider pedals as hard as he can, swinging his head.

Please note:There is nothing missing from the pedalling bike rider's bicycle, it looks different to other bike riders' bicycles for easier identification.

The points in each race are calculated in terms of time plus position.

The points you get from the previous race are added to points in next race.

Each time you qualify in two races, the course becomes longer and the speed of the race is increased.

HOW TO PLAY

1. Set the Power Switch to "On" position.

2. Press Start button.

You will hear an electronic sound signaling that the game is beginning.

First, you will see the highest score achieved on your game. If you set the Power Switch to "Off" position, highest score will be cancelled.

3. Class indication will be displayed before race starts.

Preliminary round ┌ FIRST RACE AND SECOND RACE · · · · · 1*A*

┆ THIRD RACE AND FOURTH RACE · · · · · 1*B*

Final round ┌ FIFTH RACE AND SIXTH RACE · · · · · · · 2*A*

┆ SEVENTH RACE AND EIGHTH RACE · · · · 2*B*

4. Your bike rider is disqualified and the game is over when he does not reach the finish within 100 seconds.

5. Your bike rider has three speeds low speed, middle speed and high speed.

Your bike rider runs at middle speed when the race starts.

6. Your bike rider cannot overtake another bike rider on the flat part of the course, even by using High Speed button.

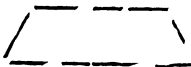Your bike rider can only overtake in the following ways:

   *By jumping over the Ramp.

   *By going over the Table Top.

HOW TO USE THE TABLE TOP

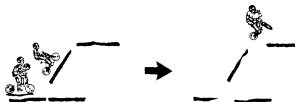To catch another bike rider, press High Speed button.

Table Top

How to ascend.

If you press Up button when your bike rider is just in front of the Table Top, the bicycle will go up the slope.

Your bike rider will slow down as he ascends the slope, so you must accelerate by pressing High Speed button.

Some Table Tops have more than one "Up" ramp which your bike rider can use.

Press Up button when your bike rider is just in front of the Table Top, and the bicycle will go up the slope.

Your bike rider will slow down as he ascends the slope

Press High Speed button when your bike rider reaches Top

Up-ramp.

Your bike rider can use Up-ramp.

4

Descend Slope.

Precipice

Press Down button just before the bike rider gets to the down slope.

If your bike rider goes down the slope by pressing Down button, he will not slow down.

Press Big Jump button just before the bike rider gets to the down slope.

He will slow down as he jumps, so you must accelerate by pressing High Speed button when he is in the air after jumping.

Branched Descend Slope. Your bike rider can use the branched descend slope.

How to descend

To get the bike rider down the slope of Table Top press Down button just before the bike rider gets to the down slope, your bike rider can also jump off the Table Top by pressing Big Jump button just before he gets to the down slope.

He will slow down when he is in the air after jumping, so you must accelerate by pressing High Speed button while also pressing Big Jump button.

To extend the jumping distance, you must keep to press Big Jump button, he will land automatically after fixed time. If you want to make your bike rider lands during the jumping, you can do by releasing Big Jump button.

Some Table Tops have branched descend slope on which your bike rider can descend.

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But, in this case, your bike rider can not jump down at branched point on the Table Top.

How to use the Table Top with the end precipice.
Your bike rider cannot go down this sort of Table Top. Your bike rider must jump before he reaches the end of the Table Top by pressing Big Jump button.

If your timing in pressing the button is wrong, your bike rider will fly off the Table Top and fall off the bicycle.

HOW TO USE THE SINGLE RAMP

To jump on the Ramp, press Up button when your bike rider is just in front of the Ramp, and then press Big Jump button quickly. If your timing in pressing the button is wrong,

your bike rider will fly off the Ramp and fall off the bicycle.

And your bike rider can also jump on the Ramp by pressing Up button while also pressing Big Jump button.
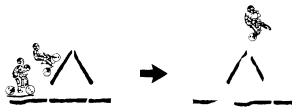
Press Up button when your bike rider is just in front of the Ramp, and then press Big Jump button quickly.

Your bike rider will slow down as he jumps, so you must accelerate by pressing High Speed button when he is in the air after jumping.

If your timing in pressing the button is wrong, your bike rider will fly off the Ramp and fall off the bicycle.

6

OBSTACLE

Your bike rider can get over the obstacle by pressing Small Jump button.

In this instance, the speed of your bike rider will not slow down.

You can not use Big Jump button when the bike rider is on the flat part of the course.

If your bike rider does not jump to clear the obstacle, your bike rider will collide with the obstacle and fall off the bicycle.

Also,if the timing of small jump is late, rear wheel of bicycle will collide with the obstacle and bike rider will fall off the bicycle.

If your bike rider tries to clear an obstacle while another bike rider just in front of him is jumping the obstacle, your bike rider will collide with another bike rider and fall off the bicycle.

To avoid this, your bike rider must jump after the other bike rider has landed on the ground after jumping.
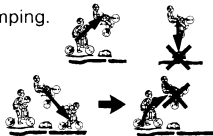
Your bike rider can get over the obstacle by pressing Small Jump button (You can not use Big Jump button.)

If the timing of small jump is late, rear wheel of bicycle will collide with the obstacle and bike rider will fall off the bicycle.

If your bike rider tries to clear an obstacle while another bike rider just in front of him is jumping the obstacle, your bike rider will collide with another bike rider and fall off the bicycle.

HOW TO OVERTAKE ANOTHER BIKE RIDERS

Overtake by Table Top

Press Up button when your bike rider is just in front of the Table Top, and the bicycle will go up the slope.

You must press High Speed button to run your bike rider at high speed on the Table Top in order to overtake another bike rider who is running on the flat part of the course.

Your bike rider will slow down as he jumps, so you must accelerate by pressing High Speed button when he is in the air after jumping.

Your bike rider can overtake another bike rider in the air after jumping at the end of the Table Top by pressing Big Jump and High Speed buttons when your bike rider runs in parallel with another bike rider who is running on the flat part of the course under the Table Top.

There are various types of Table Tops, short ones and long ones.

If another bike rider runs on the long Table Top, your bike rider can overtake another bike rider by only running on the flat part of the course at high speed.
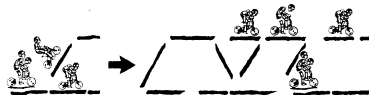
This can only happen if your bike rider is forwards the back of the race.

You must press High Speed button to run your bike rider at high speed on the Table Top in order to overtake another bike rider who is running on the flat part of the course.

Your bike rider can overtake another bike rider in the air after jumping at the end of the Table Top by pressing Big Jump and High Speed buttons when your bike rider runs in parallel with another bike rider who is running on the flat part of the course under the Table Top.

If another bike rider runs on the long Table Top, your bike rider can overtake another bike rider by only running on the flat part of the course at high speed.
This can only happen if your bike rider is forwards the back of the race.

Your bike rider will collide with another bike rider and fall off the bicycle in the following cases:

* If your bike rider ascends the Table Top when another bike rider in front of him is also about to ascend the slope.
* If your bike rider catches another bike rider at high speed on the Table Top.
* If your bike rider descends down the slope of the Table Top when another bike rider is running in parallel with your bike rider on the flat part of the course.
* Some Table Tops have more than one "Ramp". Your bike rider can use any ramp.
  If your bike rider used a second or third ramp and meet with a bike rider already on the Table Top.

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If your bike rider collide with another bike rider and fall off the bicycle, he will lose time in the race, and his position also drop by one place. (e.g. if your bike rider falls off the bicycle when he is in 5th place, his ranking will drop to 6th place).

If your bike rider ascends the Table Top when another bike rider in front of him is also about to ascend the slope, your bike rider will collide with another bike rider and fall off the bicycle.

If your bike rider descends down or jumps the slope of the Table Top when another bike rider is running in parallel with your bike rider on the flat part of the course, your bike rider will collide with another bike rider and fall off the bicycle.

Overtake by the Ramp

Another bike rider cannot jump the Ramp. To get your bike rider to clear the Ramp press Up button quickly when your bike rider is just in front of the Ramp, then press Big Jump button.

Your bike rider will slow down as he jumps, so you must accelerate by pressing High Speed button when he is in the air after jumping.

Your bike rider can overtake another bike rider in the air after jumping on the Ramp by pressing Big Jump and High Speed buttons when your bike rider runs in parallel with another bike rider who is running on the flat part of the course.
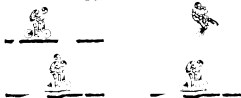
Press High Speed button to overtake another bike rider when your bike rider is in the air after jumping.

GOAL! GOAL!

If your bike rider reaches the finish, you will see the finish displayed with the time for your bike rider on the display and hear an electronic melody.

If your timing in pressing the button is wrong, your bike rider can not overtake another bike rider or your bike rider will fly off the Ramp and fall off the bicycle.

And, if your bike rider lands on the ground from the Table Top in parallel with another bike rider who is running on the flat part of the course, your bike rider will collide with another bike rider and fall off the bicycle.

If your bike rider does not overtake another bike rider completely, your bike rider will not change position for example, if your bike rider reaches the finish when another bike rider running on the Table Top in parallel with your bike rider, your bike rider cannot overtake another bike rider completely even if it is shown on the display.

If your bike rider reaches the finish with a big

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Time required to reach the finish

2nd position (2nd prize)

GOAL! *5 13*
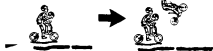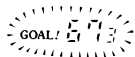
Total points 123

123

If you win a prize in a race, you hear an electronic sound signaling that the next race is about to start. If your bike rider is disqualified in a race, bike rider falls off the bicycle and game is over.

Points

lst prize points for position is 100 points, ten points will be reduced at each position, 7th is 40 points as the following points list.

jump when another bike rider is running in parallel with your bike rider, your bike rider cannot overtake another bike rider completely.

Then, you can see the position of your bike rider on the display, and the points calculated in terms of time and position added to points gained in previous races.

Game is over when your bike rider finishes eight races, or when your bike rider is disqualified.

If you set a new highest score when the game is over, you will hear a special electronic melody.

POSITION	1	2	3	4	5	6	7
POINTS	100	90	80	70	60	50	40

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Time is shown as two digits of positive numbers of time subtract from 100.

For example, if your bike rider reaches the finish in second position and the time for your bike rider is 67.3 seconds, time points are 33 (100 − 67 = 33) plus points for 2nd position 90 points.

The total points in this race for your bike rider is 123 points.

TO ENSURE THAT DISPLAY IS CLEAR, VIEW AS FOLLOWS:
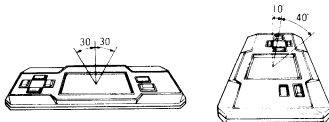
Remarks
- When the batteries are run down, the display will be hard to see. The batteries will need changing.
- This is a precision electronic instrument and it shoud not be abused. Do not press hard on all the buttons. They will not operate any faster and will avoid damage. Do not leave in the sun or allow it to go wet.
- Please keep used or spare batteries away from young children to avoid them being put in the mouth. If batteries are swallowed immediately consult your doctor.

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PERFORMANCE

Life of the batteries: about 4 months if used every day for one continuous hour.
Batteries:Alkali Manganese Button Batteries LR44 $\times$ 2 or equivalent such as Duracell MS76 or Eveready A76.
Dimensions: $162 \times 78 \times 14.5$(mm)
Weight: 114g(including batteries)

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LEISURE PRODUCTS