

Chuck E. Cheese's

FUNNY CAR

OPERATING MANUAL

VERSION 1-2-03

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Introduction

Chuck E. Cheese's Funny Car is a sit down video driving game made for young children. The child controls the path and speed of the car with a steering wheel and accelerator pedal. There is also a horn for added excitement.

As the child directs the car down a street, the child will pass objects such as stores, animals, signs, etc. As each object is passed, a voice will identify that object to the child.

Chuck E. Cheese's Funny Car is not only fun to play, but is also educational for the child.

SET UP AND ADJUSTMENTS

All adjustments for the game are provided on the video screen. To gain access to the set up menu, do the following:

1. Press the black button located inside the coin door, to the left of the volume control.
 2. Use the steering wheel to select the desired adjustment.
 3. Use the "Horn" button to adjust.
- A. **"BOOK"** (screen no. 1)
1. **Total Coin:** Records the total number of coins deposited through the coin mechs. To clear, press the "Horn" button.
 2. **Counter:** Records the total number of credits. *Example: if set to 1 coin = 1 credit, then both "video meters" will read the same. However, if set to 2 coins = 1 credit, then the "Total Coin" will read twice as much as the "Counter".* This record cannot be cleared.
- B. **"GAME SET UP"** (screen no. 2)
1. **Coin Type (1 – 5 coins/1 – 5 credits):** Adjusts the number of coins per credit, and the number of credits per coin. To adjust, simply press the "Horn" button to cycle from 1 to 5 coins per credit. Once the "coins" reaches the limit of 5, then it will cycle to adjust the number of "credits" until it reaches the limit of 5. **Default setting: 1 coin/credit.**

2. **Play Time (60 – 600 seconds):** Adjusts the duration of game play in 30-second increments. To adjust, press the “Horn” button to cycle from 60 seconds to a maximum of 600 seconds. **Default setting: 60 seconds.**
3. **Demo (Disable/Enable):**
4. **Demo Music (Disable/Enable):** Controls the music in the attract mode. To adjust, press the “Horn” button to cycle between Disable and Enable. **Default setting: Disable.**
5. **Exit:** Returns to game play mode.