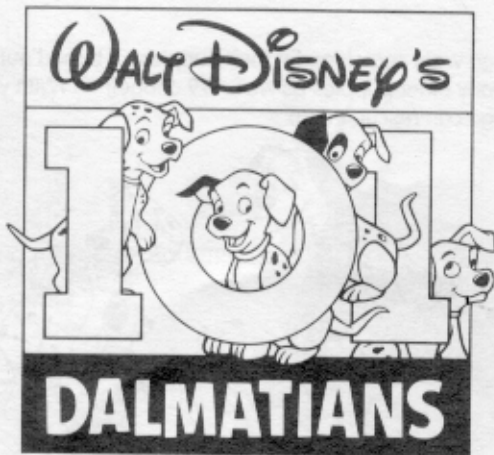


72503IWE-1

MODEL 72-503

ELECTRONIC



LCD GAME

Once upon a time, Perdita and Pongo, two wonderful dalmatians, started a family when Perdita had 15 adorable dalmatian puppies! But then they were stolen by the evil Cruella de Vil, and her horrid henchman, Jasper and Horace Bad'un!

Perdita and Pongo went searching for their puppies! It turned out that Cruella de Vil had stolen many other puppies as well—99 altogether! With your help, Perdita and Pongo can rescue them!

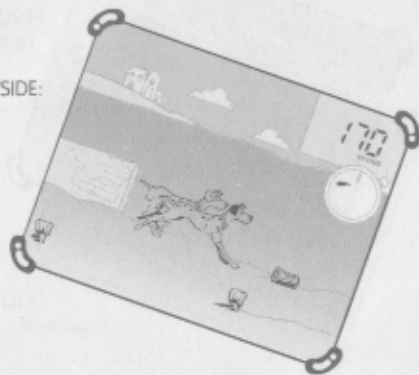
1



PRESS THE ON/START BUTTON TO TURN ON THE UNIT.
PRESS THE ON/START BUTTON A SECOND TIME TO START THE GAME FROM STAGE 1! As the game begins, Perdita and Pongo move forward automatically!

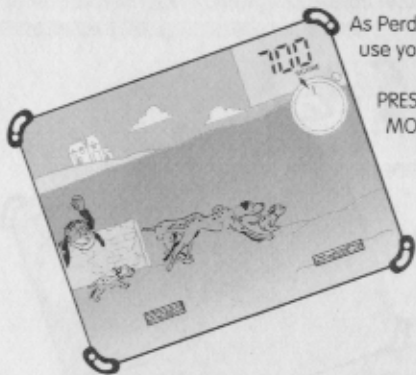
2

STAGE 1: CROSSING THE ENGLISH COUNTRYSIDE:
ON YOUR WAY TO HELL HALL



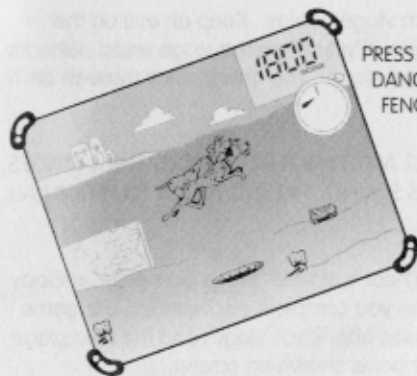
You always play as Perdita and Pongo. You must track down as many of the 99 puppies as you can! You're in the English countryside on your way to Hell Hall, where Horace and Jasper Bad'un, and Cruella de Vil have dognapped the 99 puppies! On the first stage, go as fast as you can toward Hell Hall! In this stage, you won't find any puppies yet!

3



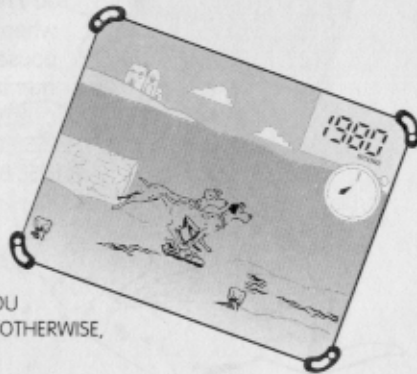
As Perdita and Pongo move forward automatically, use your control buttons to control them!

PRESS THE FAST BUTTON TO MOVE FASTER.



PRESS THE JUMP BUTTON TO JUMP CLEAR OF DANGERS! IN STAGE 1, JUMP OVER HOLES AND FENCES!

4

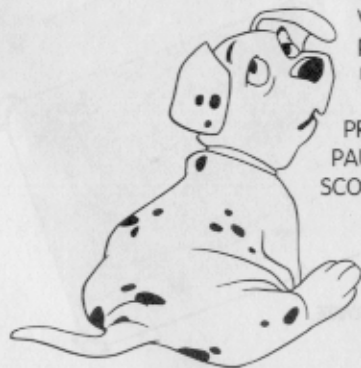


WHEN YOU REACH THE RIVER, YOU CAN CROSS IT BY JUMPING ON THE ICE! CROSSING THE RIVER THIS WAY WILL SAVE YOU TIME AND YOU'LL SCORE MORE POINTS! OTHERWISE, YOU'LL SWIM ACROSS THE RIVER.

There is a timekeeper displayed for each stage of play. Keep an eye on the timekeeper so you'll know how much time is left before the stage ends! When a stage ends, you must move on to the next stage. You always play through all four stages of the story!

YOU CAN PRESS THE SOUND BUTTON AT ANY TIME THROUGHOUT THE 4 STAGES OF THE GAME TO TURN OFF THE GAME'S SOUND. PRESS IT AGAIN TO REGAIN ALL THE SOUNDS OF THE CHASE!

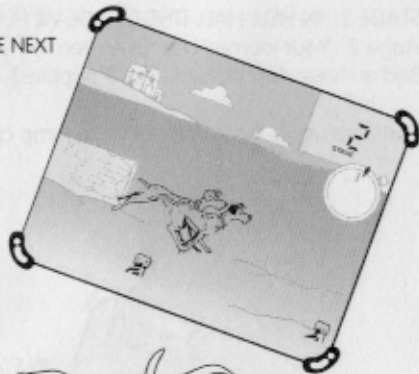
5



You'll hear a simple "Stage Complete" melody when you complete each stage. The game pauses after each stage, and the next stage number is shown on screen.

PRESS THE MAX SCORE BUTTON DURING THE PAUSE BETWEEN STAGES TO SEE THE MAXIMUM SCORE.

PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU'RE READY!



6

STAGE 2: IN HELL HALL (THE OLD DE VIL PLACE) Congratulations. You're now in stage 2. Your journey has taken you to Hell Hall, where Horace and Jasper Bad'un have dognapped the 99 puppies! Rescue the puppies!

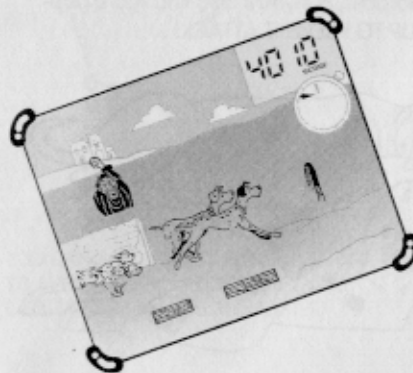
Continue using the JUMP button to jump and the FAST button to move faster!

7



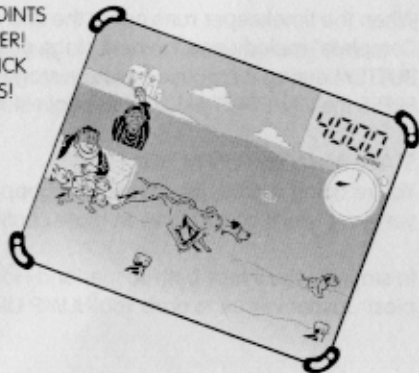
IN STAGE 2, JASPER WILL COME OUT TO KEEP YOU FROM RESCUING PUPPIES! WHEN PUPPIES APPEAR, PRESS THE TAKE BUTTON! YOU'LL SCORE POINTS AND THE PUPPY WILL FOLLOW YOU!

THROUGHOUT THE GAME, YOU'LL SCORE POINTS FOR JUMPING CLEAR OF HORACE AND JASPER! BUT YOU'LL LOSE POINTS IF YOU'RE NOT QUICK ENOUGH TO JUMP CLEAR OF THEIR ATTACKS! OH, THEY'RE BAD'UNS ALL RIGHT!



IN BOTH STAGES 2 AND 3, ALSO PRESS THE TAKE BUTTON TO CRAWL THROUGH HOLES IN THE WALLS OF HELL HALL WHEN THE HOLES APPEAR!

8



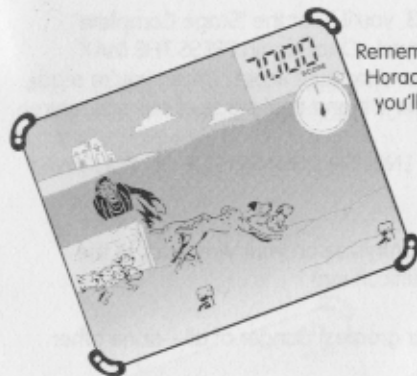
When the timekeeper runs out at the end of stage 2, you'll hear the "Stage Complete" melody and the next stage number is shown. PRESS the MAX SCORE BUTTON during the pause between stages to see the maximum score. Then PRESS the ON/START BUTTON to begin stage 3!

STAGE 3: MORE FUN IN HELL HALL

You're doing a great job of rescuing puppies! But you're not out of Hell Hall yet—and you'll be facing even more challenges in stage 3!

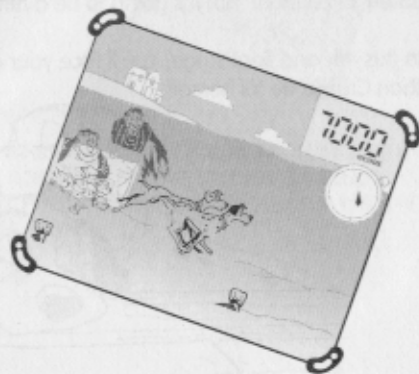
9

In stage 3, you'll face both Jasper and Horace! But you'll also find more puppies! Jasper will try to grab you! JUMP UP TO PREVENT ATTACK!



Remember, you score points by jumping clear of Horace and Jasper and by rescuing puppies! But you'll lose points if they catch you!

10



YOU CAN ALSO PRESS THE FAST BUTTON TO AVOID JASPER'S ATTACKS! HE WILL DISAPPEAR WHEN YOU RUN FASTER!

When the timekeeper runs out, in stage 3, you'll hear the "Stage Complete" melody and then the next stage is displayed. Once again PRESS THE MAX SCORE button during the pause to see the maximum score. When you're ready, PRESS THE ON/START BUTTON to begin the 4th and final stage of our adventure!

STAGE 4: ESCAPE FROM HELL HALL: THE ENGLISH COUNTRYSIDE ON YOUR WAY BACK TO THE SAFETY OF LONDON

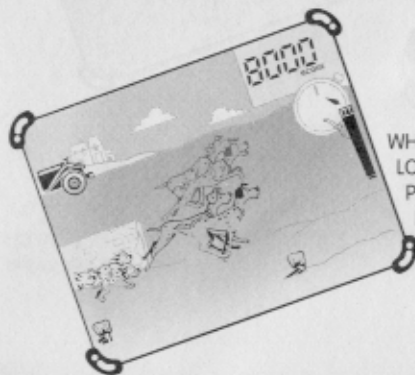
In stage 4, you're crossing the English countryside on your way back to the safety of London! But it's going to be a difficult trip!

In this 4th and final stage, you'll face your greatest danger of all—none other than Cruella de Vil herself!

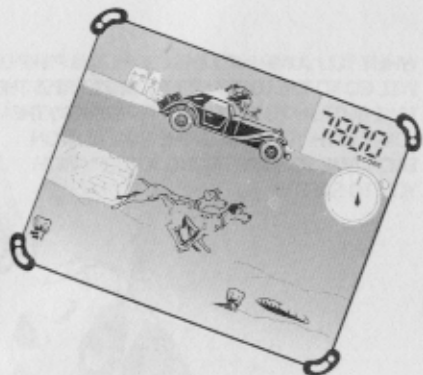


11

THERE'S CRUELLA DE VIL! SHE'S TRYING TO CATCH UP TO YOU IN HER AUTOMOBILE TO SLOW YOU DOWN!

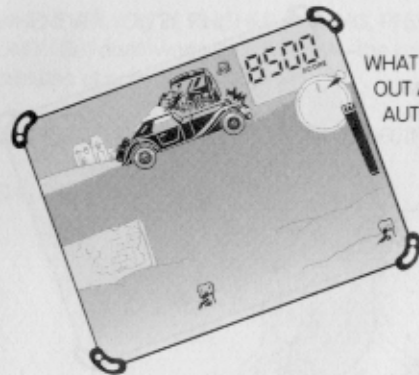
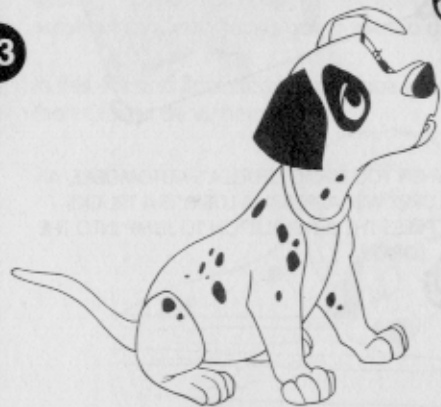
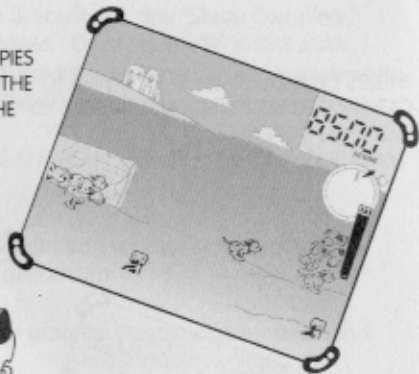


WHEN YOU AVOID CRUELLA'S AUTOMOBILE, A LORRY WILL APPEAR! (A LORRY IS A TRUCK!) PRESS THE JUMP BUTTON TO JUMP INTO THE LORRY!



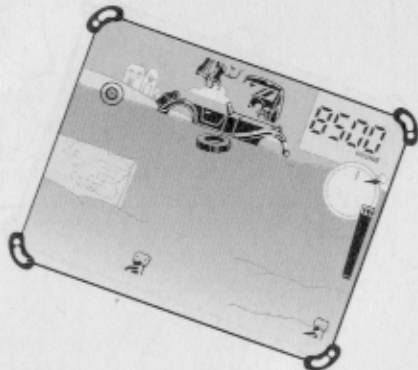
12

WHEN YOU JUMP INTO THE LORRY, THE PUPPIES WILL GO TO THE LORRY ONE BY ONE! PRESS THE TAKE BUTTON TO TAKE EACH PUPPY INTO THE LORRY WITH YOU! PRESS THE TAKE BUTTON EACH TIME YOU ARE TAKING A PUPPY WITH YOU TO SAFETY!



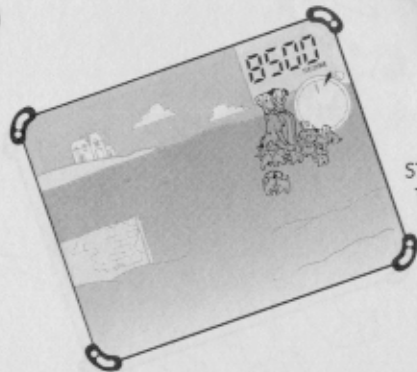
WHAT A RESCUE! NOW LOOK—A VAN COMES OUT AND CRASHES INTO CRUELLA DE VIL'S AUTOMOBILE!

CRUELLA JUMPS OUT OF HER CAR! IT'S BREAKING INTO PIECES!

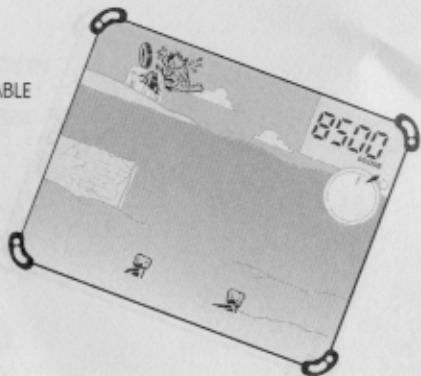


CRUELLA IS CRYING BECAUSE SHE WASN'T ABLE
TO CATCH YOUR PUPPIES!

15



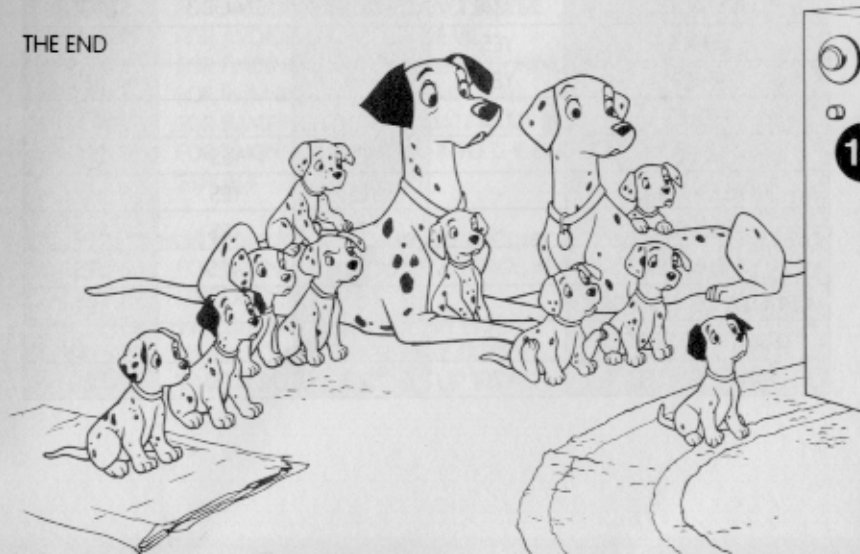
STAGE 4 FINISHES WITH A HAPPY ENDING!
THERE YOU ARE WITH PERDITA SURROUNDED
BY YOUR HAPPY PUPPIES! YOU'VE SAVED
THEM FROM THE EVIL CRUELLA DE VIL AND
THOSE BAD'UNS, HORACE AND JASPER!



WHENEVER YOU'RE FINISHED PLAYING, PRESS THE OFF BUTTON TO TURN OFF THE
UNIT. But don't worry if you forget—the game shuts itself off after about 3
minutes of non-action!

OR PRESS THE ON/START BUTTON TO BEGIN A NEW GAME FROM STAGE 1!

THE END



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STAGE SUMMARY

As you play the game, you face different challenges in each stage:

OBSTACLES:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
FENCE	YES	-	-	YES
RIVER	YES	-	-	YES
HOLES	YES	-	-	YES
LOGS	-	YES	YES	YES
HOLES IN WALL	-	YES	YES	-
JASPER	-	YES	YES	YES
HORACE	-	-	YES	YES
CRUELLA DE VIL IN CAR	-	-	-	YES
LENGTH OF STAGE:				
TIME (MIN:SEC)	1:20	1:40	2:00	2:20

SCORING SUMMARY

You can score plenty of points throughout the game!

You score:

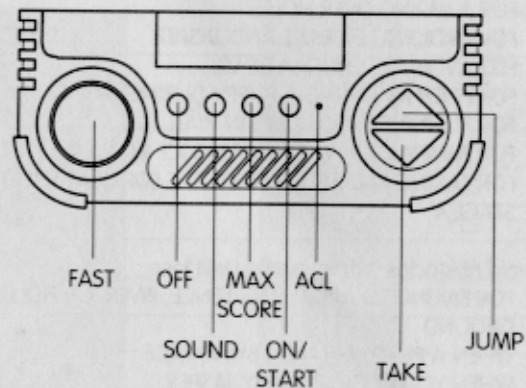
- 20 POINTS FOR JUMPING OVER FENCE/LOGS
- 30 POINTS FOR JUMPING OVER HOLES
- 50 POINTS FOR AVOIDING HORACE AND JASPER
- 100 POINTS FOR AVOIDING CRUELLA DE VIL
- 100 POINTS FOR FINDING/TAKING A PUPPY DURING GAME
- 50 POINTS FOR RUNNING INTO HOLES IN WALL
- 50 POINTS FOR JUMPING ON THE FLOATING ICE IN RIVER
- 50 POINTS FOR TAKING EACH PUPPY INTO THE LORRY AT THE END OF STAGE 4

You have to avoid obstacles, otherwise you will lose:

- 50 POINTS FOR FAILING TO AVOID LOG, FENCE, RIVER, OR HOLE IN THE GROUND
- 50 POINTS WHEN A PUPPY IS TAKEN BY HORACE
- 50 POINTS WHEN YOU'RE GRABBED BY JASPER
- 50 POINTS WHEN CRUELLA CATCHES UP TO YOU

CONTROL GUIDE

KEYBOARD



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CONTROL GUIDE

ON/START

- To turn on the unit.
- To start the game.
- To start each stage.

MAX SCORE

- To examine the maximum score during pause between stages.

SOUND

- To control sound: on or off.

OFF

- To turn off the unit.

JUMP

- To jump up.

TAKE

- To take a puppy when you find one.
- To go into a hole (in the wall).

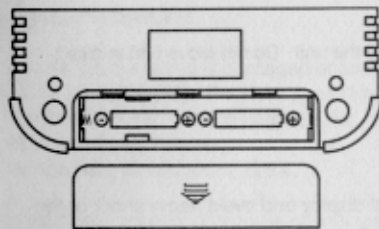
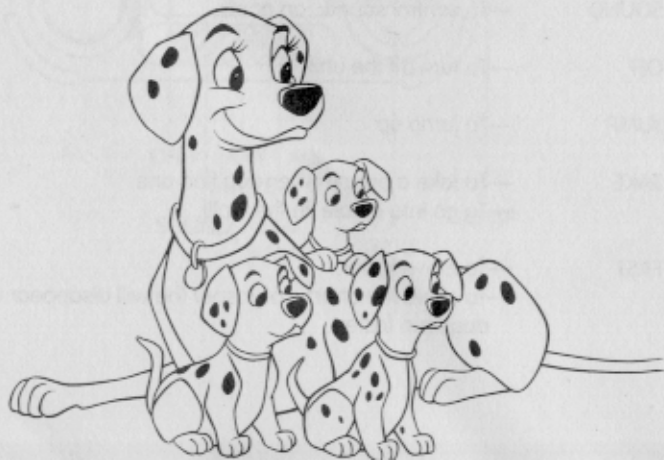
FAST

- To move faster.
- To avoid the attacks of Jasper (he will disappear when the dogs run faster).

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SPECIAL FEATURES

- maximum score retained
- built-in melody
- sound on/off control
- built-in auto power
- off timer (game shuts itself off after about 3 minutes of non-use)
- timer to control length of each stage



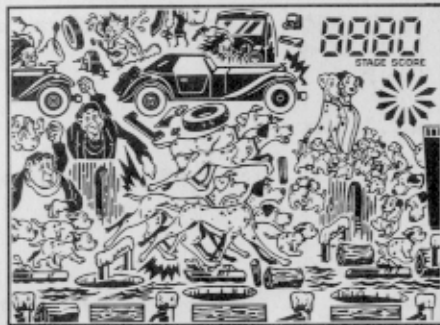
INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



CAUTION



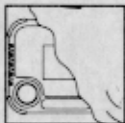
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

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Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does

not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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