



AFTER BURNER

THE GAME
UNDS

7-927

I N S T R U C T I O N S

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THE AFTER BURNER™ STORY

You are an ace fighter pilot with an extremely powerful and dangerous F-14 Thunder Cat plane, the most advanced fighter jet ever produced. The enemy has developed a strategy that will help them conquer the free world. Your mission: complete all 18 stages of aerial combat to battle the enemy and win the game.

INSERTING THE BATTERY

1. After Burner™ requires 2"AA" and 2"C" batteries (not included.) Use alkaline type batteries for longer playing life.
2. Open battery door on the back of unit as shown Fig.1
3. After battery insertion the ACL switch on the front of the unit may be slightly pushed. Use a ballpoint pen to activate the ACL switch.
4. Replace batteries at the first sign of erratic operation or any sound malfunction.

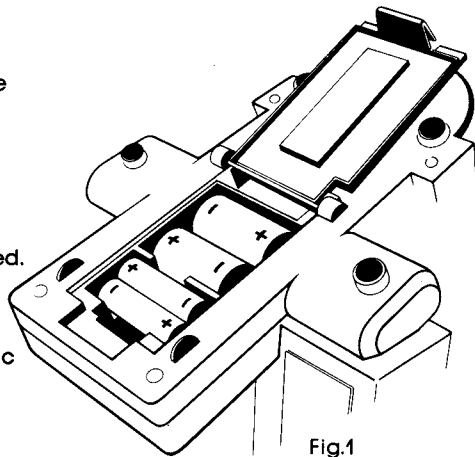
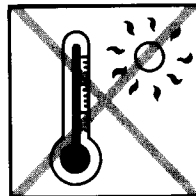
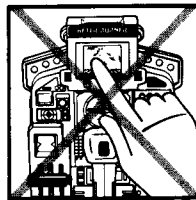


Fig.1

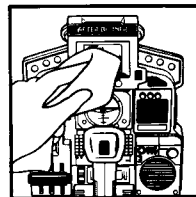
CAUTION



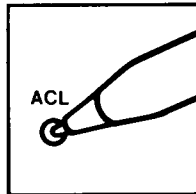
High temperatures will destroy the unit. Do not leave unit in direct sunlight.



Do not press the LCD screen and avoid heavy shock, or the display will fail.



Clean only with a piece of soft dry cloth.

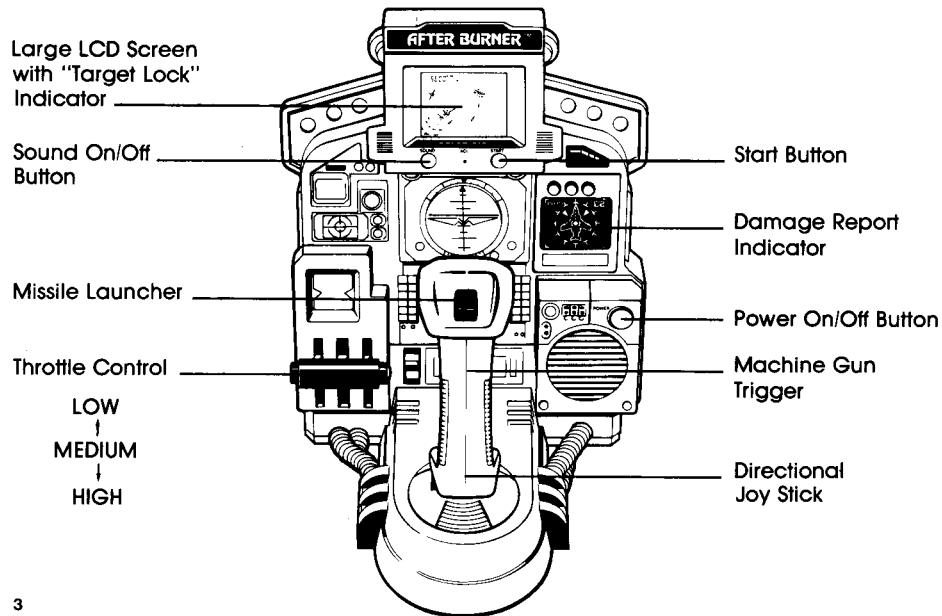


Do not use a pencil or pin to press the ACL switch. Use a ball pen.

OBJECT OF THE GAME

Complete all 18 stages of play as you maneuver your F-14 Thunder Cat into battle to defeat other enemy planes to win.

CONTROLS – KEY FUNCTIONS



FEATURES

- 18 exciting stages of play
- Speed control column Low/Med/High
- Maximum score retention
- Realistic sound effects
- Sound on/off
- Auto shut off to save power

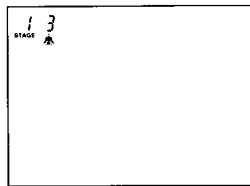
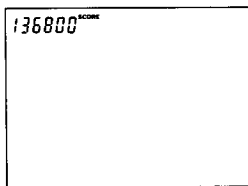
GAME SUMMARY

After Burner™ is an exciting table top LCD version of the popular video arcade game.

18 stages of play, realistic sound effects, and increasing levels of difficulty make After Burner™ a competitive game for even the quickest veteran war ace.

HOW TO PLAY

1. Use the "POWER" button to turn on the game. The maximum score will be displayed for about one second followed by Stage 1 with three F-14 Thunder Cats on the screen.

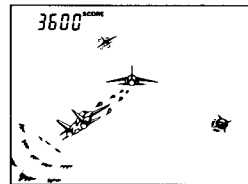


2. Press the "START" button to begin the game with the display showing the score is 0.

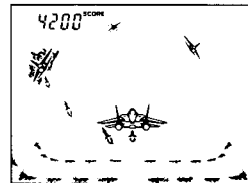
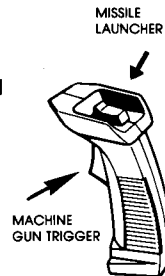


3. Enemy planes are randomly generated in "Waves" with 10 jets per wave. The first wave of jets will fly towards you allowing you to fire at them with air-to-air missiles.
4. Use the MACHINE GUN TRIGGER to shoot an enemy plane when the Red LED "TARGET LOCK" light comes on and shows the enemies are "on target".

You will score 100 points each time you make a successful hit with a cannon missile.

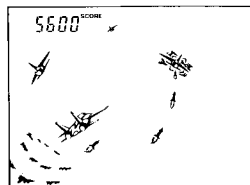
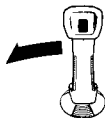


5. Use the "MISSILE LAUNCHER" to fire guided air-to-air missiles when you feel confident you have an enemy plane in sight. (The "Lock-on" light will not come on.) When you push the missile button only one shot will be fired. You cannot fire again until the previous missile is out of the display. For each successful hit you will be awarded 200 points.

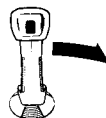


6. The second wave of jets will appear when the first wave has vanished. They will approach you from the back and fly away from you BUT WILL NOT ATTACK YOU. These two separate waves are generated alternately.
7. Control your plane by using the DIRECTIONAL JOYSTICK in the following manner:

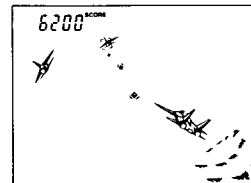
- A. Put the enemy plane on target. Destroy by shooting an air-to-air guided missile with the "Missile" button.



- B. Put the enemy plane on target. Destroy by firing the Machine Gun.



- C. Escape an enemy attack.

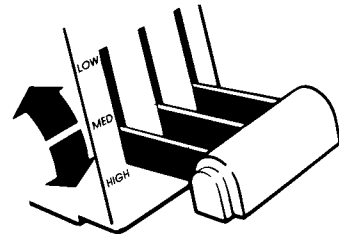


8. You will start the game with three F-14 Thunder Cat fighters. If your jet is hit by an enemy missile and explodes, you lose that jet and another will take its place so you can continue your battle, by pressing the 'START' button again.
9. If you lose all 3 jets, you lose the game. However, you get an additional jet as a bonus for each 10,000 points you gain up to a maximum of 9 jets at any given time.

10. There is a total of 18 stages you must complete to win the game. Please note: The game gets more difficult at the higher stages.

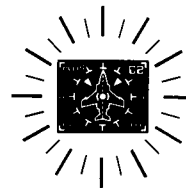
STAGE	NO. OF ENEMY PLANES TO DISTROY
1	10
2	15
3	20
4	25
5	30
6	35
7	40
8	45
9	50
10	55
11	60
12	65
13	70
14	75
15	80
16	85
17	90
18	95

11. Use the "THROTTLE CONTROL" to control your flying speed.

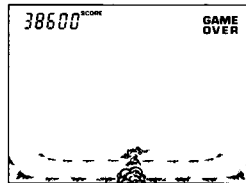


12. After successfully completing a stage, your score will be displayed for one second, then the next stage number along with your remaining aircraft number will be displayed. Press the "START" button to start the next stage of play.

13. When you are hit by an enemy jet, the red explosion LED indicator lights up along with an explosion sound and a corresponding LED graphic. Then the stage number and remaining aircraft number are displayed. Resume game play by pressing the "START" button.



14. The game is over when you have lost all your jets. The game over indicator is displayed along with your score. Press "START" to begin a new game from Stage One.



15. Use the Sound On/Off button to control the sound.
16. Please turn off the unit after play, however a built in timer is included to save power.

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 the date of purchase to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

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\$15.00. 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, U.S.A. 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, styrofoam or other padding all around and tie the box 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, U.S.A.
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\$15.00 payment for the repair service.