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ALIEN BLASTER™

TIGER
ELECTRONICS, LTD.

MODEL 64-008
6400800011WT1-01

TIGER
ELECTRONICS, LTD.

PEOPLE OF THE EARTH BEWARE!!!
WE HAVE COME TO CLAIM YOUR
WORLD FOR OUR OWN. YOUR
ELIMINATION CANNOT BE
STOPPED. PREPARE TO DIE.....

Peace. For the first time in the history of the earth, the world had achieved internal peace. No more armies. No more oppression. No more fear of global annihilation. With the threat of world war abolished, the weapons of mass destruction were dismantled and the nations were united in the pursuit of global happiness. The ways of war were quickly forgotten and only local militias and small police forces were in place to retain order. All herald the reign of peace.

First Contact. A day most thought would never come. For hundreds of years, tales of aliens and otherworld races were told. None were ever confirmed. The world was happy and it was no longer necessary to cling to the hope that these stories would bring. The belief in such possibilities soon faded and the myths and hopes went with them. Then they came.



Help! Not the friendly races from outer space. Not the compassionate beings come to share technology that would help us conquer space. But violent aliens come to conquer US! There were no armies to fight them. No force to keep them at bay. There was only a gun. The single leftover from the time of war long forgotten.

The Alien Blaster.

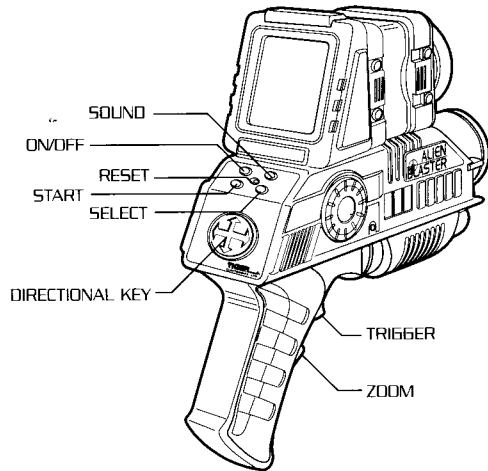
Now, all we need is a hand to wield it...

YOUR MISSION

You must destroy the alien invasion force continent by continent. Four cities from each continent will come under attack and you must warp in and destroy all the aliens in each city. Your protective shield can only sustain a limited amount of hits and when your life meter reaches 0, the game is over and the Earth will fall to invasion. If you can manage to clear all 20 cities, the world is saved and the stories of your heroism will forever be told.

Controls

- ON/OFF** - Turns the Alien Blaster on and off.
- START** - Begins the game or pauses the game during gameplay.
- SOUND** - This turns the sound Off and On.
- SELECT** - Toggles between hi-powered and regular ammo
- DIRECTIONAL KEYS** - moves the target cursor around the screen or toggles between warp locations in the World View
- TRIGGER** - Fires a round from the alien blaster or initiates warp from World View.
- ZOOM** - Press up on the zoom key to zoom in. Press down on the zoom key to zoom out. There are 3 magnification levels.



Views



WORLD VIEW

When you begin the game, this is the first view you will see. It is a view of the world from your orbiting Moonbase. You will also see your ammo and life meter at the bottom of the screen. From here you can select a city to warp into or choose to enter the OPS center.

To select a city, use the left and right directional keys to place the target cursor over the city of choice. Press the TRIGGER to initiate warp sequence. You begin the game with North America under attack. You will only be able to select cities in North America until all are cleared. Each continent will come under attack separately and you can only choose cities from a continent under attack. Cities that have been cleared can no longer be warped into.

To enter the OPS center, press UP on the directional key. The target cursor should now be positioned out in space, to the right of the Earth. Press the TRIGGER to enter OPS.



OPS VIEW

Inside the Moonbase is your OPS center. From OPS you can:

RELOAD: When you warp into the OPS center you will automatically begin to reload your alien blaster. The ammo bar at the bottom will begin to rise. Once the ammo is fully loaded, you can leave OPS by pressing the trigger.

VIEW CITY INFORMATION: You will see the information for the currently selected city. The city name will appear with information about the alien invasion. From the OPS center you can view the status of any 1 of the 4 cities on the continent under attack. Use the Left and Right keys to change cities.

CLEARED: This tells you how many aliens have already been cleared from the city.

ATTACKING: This tells you how many aliens are currently attacking the city.

If both the Cleared and Attacking are 0, then this city has not yet been attacked. As a result, if you warp to this location, you will see no aliens. It is usually a good idea to check each city status to determine which cities need your immediate attention. If you delay too long, the city may fall and the game will be over.

SCORE: This is your total score. The more aliens you destroy the higher your score.

GO TO WORLD VIEW: Press the trigger at any time to move to the World view.

NOTE: Changing the cities in the OPS view will also change the selected city in the World view. So if you have Chicago selected in the World view, and then go to OPS and change the city to Cleveland, the selected city in the World view will now be Cleveland. It may be best to select the city you wish to warp to in the OPS view so you know you are warping to a city under attack. Once the desired city is selected, pressing the trigger twice will first take you to the World view, and then initiate a warp to the city selected in OPS.



CITY VIEW

This is where all the action takes place. From here you will do battle with the aliens, collect power-ups, and warp back to the Moonbase. You can press LEFT or RIGHT on the directional key to scroll across the city view. Press UP and DOWN to move the cursor up and down.

ZOOMING: When you warp into a city, you will be in the lowest magnification. You will see aliens attacking the city and enemy spacecraft flying over. If you press UP on the ZOOM button, you will zoom into the area around the location of your target cursor. Press UP on the ZOOM key again to zoom into the highest magnification. Press DOWN on the ZOOM key to pull out to the previous view. Press DOWN on the ZOOM button again to see the lowest magnification of the City view. Different situations will require you to be in different zoom levels.

SHOOTING SHIPS: Alien spacecraft can only be seen and shot from the lowest zoom level. If you are zoomed in, listen for the warble of the engines. When you hear this, you know an enemy ship is overhead. Quickly zoom out to the lowest magnification level to locate and destroy the ship. Ships are very dangerous if left unattended as they will lock on to you and continue to fire.

SHOOTING ALIENS: Aliens can only be shot from the 2nd and 3rd zoom levels unless you have high power ammo (see Power-Ups). Use the directional keys to move the target cursor. Center the target cursor over an Alien and pull the trigger. If you hit the alien, you will hear it scream. Some aliens take more than 1 shot to kill.



WARP OUT: To warp out to the World view, find a warp site in the city. Warp sites are swirling circular disturbances in the air around the city. Center the target cursor over one of these and pull the trigger to warp out.



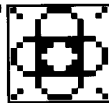
Power-Ups

Your AlienBlaster can utilize different types of ammo. Unfortunately, there are no stores for other than normal blaster rounds. As a result, you must try to acquire ammo from the bodies of dead aliens.

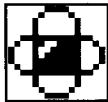
HIGH POWER AMMO - This can be gained by shooting down an enemy supply ship. Once the ship is destroyed look for the high power ammo icon. Center the target cursor on this icon and pull the trigger. Your gun will now be equipped with 3 rounds of high power ammo. High power ammo does twice as much damage as normal rounds and will also hit enemies from the lowest zoom level. You can also use the SELECT button to switch between high power rounds and normal rounds if you wish to preserve it for later use.



WECK MACHINE GUN AMMO - This can be gained by shooting a Weck. If the ammo is not destroyed when the Weck is killed, place the target cursor over the icon. Pull the trigger to load Weck gun ammo into your AlienBlaster. The Weck machine gun ammo will shoot 2 quick rounds at a time.



NORMAL ROUNDS -



A reload of normal ammo rounds is also located in each city. Look for this icon hidden in one of the buildings. Center the target cursor over this icon and pull the trigger. Your blaster will now be reloaded with normal rounds. This is helpful in reducing the number of trips to the Moonbase to reload.

HEALTH -







Life point power-ups can also be found hidden in the city. Center the target cursor over this icon and pull the trigger. One Life power up will restore 2 units to the life meter.

GUARDIAN SATELLITE -



You will notice radar dishes scattered about each city. Center your target cursor over the satellite dish and pull the trigger. This will call in a missile strike from the Guardian Satellite that orbits the earth. The missile strike will destroy all visible aliens and ships.

The Alien Invasion Force

- Droops**  : These make up the bulk of the enemy assault. Droops need only 1 normal round to be destroyed and will cause 1 LIFE point of damage.
- Goretors**  : These are the Alien commanders that coordinate the ground attack. Goretors need 2 normal rounds to be destroyed and will do 1 LIFE point of damage.
- Wecks**  : The Wecks employ the alien equivalent of a machine gun and can do serious damage if not quickly neutralized. A Weck needs 1 normal round to be destroyed and will do 2 LIFE points of damage.
- Masicons**  : Masicons are giant beasts released into Earth's cities to cause maximum damage. Though not particularly smart, they cause large amounts of destruction to the cities and will tear a city to ground in little time. A Masicon takes 2 normal rounds to destroy and will do 2 LIFE points of damage.

Mothership



: One normal round is enough to penetrate the hull and set-off a devastating chain reaction. If you are shot by the Mothership, you will lose 1 LIFE point.

Supply ship



: This ship carries ammunition supplies for the Alien force. Shoot these ships down to gain a weapons power-up. Because the hull of this ship is more heavily shielded to protect the volatile cargo, 2 normal rounds are needed to destroy it. Its weapons will do 1 LIFE point of damage.

Command ship



: Only in desperation will this ship appear. If you have cleared all the aliens from a city, look for the desperation attack of this ship. The command ship takes 2 normal rounds to destroy and does 1 LIFE point of damage.

Tips for Survival

1. Be sure to take out ships as soon as they appear. If a ship appears while you are zoomed in, it will continue to shoot at you as long as you ignore it. Zoom out, take out the ship, then get back to killing aliens. Use your ears!
2. Locate LIFE point power-ups in the city and make sure to use them. Sometimes when you warp out and then return, the resistance will replace them, so keep your eyes open.
3. Keep moving! If you sit still for too long, the aliens will zero in on you and start shooting. Sweep back and forth across the city, making sure to warp out when the action gets too intense.
4. Make sure to keep good track of your ammo and life points. If life is running low, maybe a visit to a city not yet under attack will help.

Inserting the batteries

TIGER RECOMMENDS



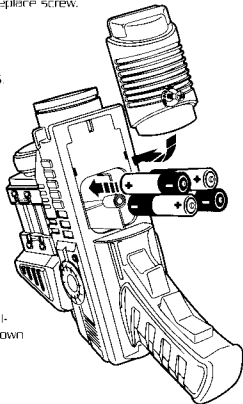
Remove the screw in the battery compartment door located on the back of the unit. Insert 4 "AA" batteries. LR6 or equivalent (not included), making sure to align "+" and "-" as shown. Close battery compartment and replace screw.

TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



RESET BUTTON: After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown at the left.



CAUTION



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



DO NOT USE A PENCIL OR PIN TO PRESS THE RESET SWITCH. USE A BALL-POINT PEN.



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



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 ELECTRONICS, LTD. 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 the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. \$10. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:
Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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