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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.

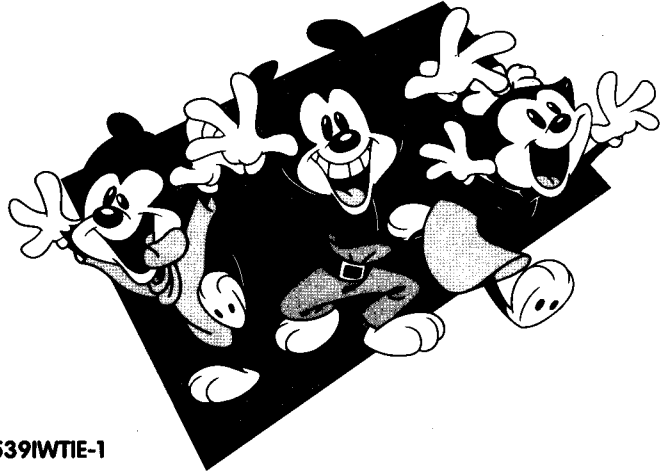
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# ANIMANIACS

MODEL 72-539

## HOLLYWOOD HI JINKS!



72539IWTIE-1

ELECTRONIC LCD GAME

TIGER

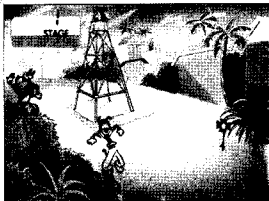
## LIGHTS, CAMERA, ACTION!

The stars of Animaniacs are the Warner Brothers (and Warner Sister!). Yakko Warner, Wakko Warner, and Dot Warner are the inseparable siblings whose goals in life involve having a great time and standing up to uppity, unreasonable adults!

The Warner Bros. and their Sister were created about 65 years ago by a gifted but eccentric animator at Warner Bros. Animation Studio. They were deemed far too zany to be let loose on an unsuspecting public, so they were immediately locked away in the Warner Bros. Studio Water Tower, where they have lived for nearly half a century. Until now...

Now they've escaped the Water Tower, and run around the studio lot bugging stars, pitching their scripts, and convincing up producers for roles. And nobody seems to be able to catch them!

YIKES! THE WARNER BROTHERS (AND WARNER SISTER!) HAVE ESCAPED FROM THE WATER TOWER AND ARE RUNNING AROUND THE STUDIO LOT!



Here they are:

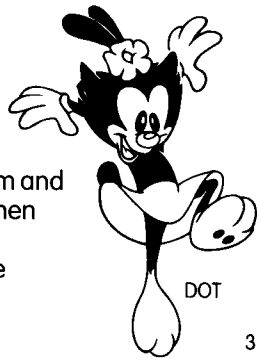


WAKKO

Wakko is the younger brother. He's not a fast talker like his older brother—he's just non-stop action! He's probably been smacked on the head with a mallet too many times.

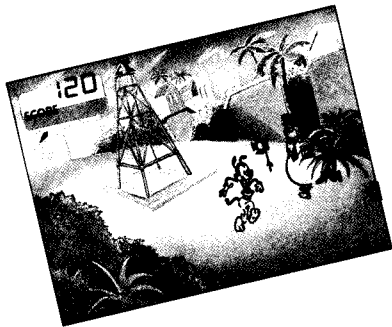
Dot can do anything her brothers can...and she's much cuter! She uses her charm and femininity to hold poor dumb saps hostage. When Yakko and Wakko introduce themselves as the Warner Brothers, Dot will always say "...and the Warner sister!".

YAKKO



DOT

DO YOU HAVE WHAT IT TAKES  
TO BECOME A STAR?

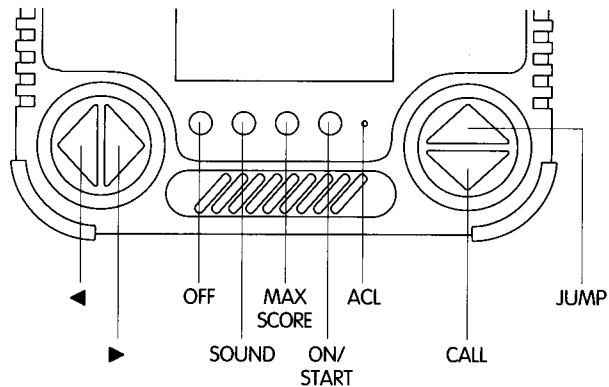


YOU ALWAYS PLAY AS YAKKO

The object of the game is to find the pages of the script scattered throughout the Warner Bros. studio lot. This script is the perfect starring roles for the Warners, and if they can find them all and bring them to the C.E.O. (the Big Cheese, the Head Honcho, the Top...you get the idea!) in the last stage, they will finally get the fame and attention they deserve!



THERE'S NO BUSINESS LIKE SHOW BUSINESS!



- ON/START
  - to turn on the unit.
  - to start the game.
  - to start each stage.
- MAX SCORE
  - to take a look at the maximum score during the pause between stages and after a game over.
- SOUND
  - to control sound: on or off.

- CALL —to call WAKKO and DOT (three times per stage).  
 JUMP —to jump up to avoid obstacles/enemies.  
 "▶" —to dodge right to avoid danger.  
 "◀" —to dodge left to avoid danger.

Press the ON/START button to turn on the game. You will hear an "ON" beep and the maximum score will be displayed.

Press the ON/START button again to begin the game from STAGE 1 when you are ready. You will hear a "game start" melody, and you will begin the game with a score of zero (don't worry...there's lots of chances to score points!).

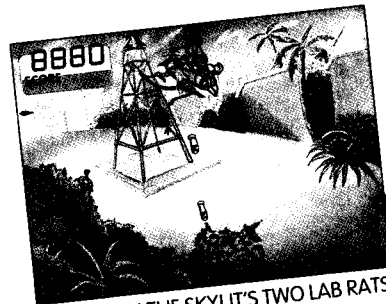
There are 4 stages of play, and each stage is a different area on the Warner Bros. studio lot. You always play the game as YAKKO, and you will always get to see all 4 stages of the game. If you can find and collect the missing pages of the script, and give them to the C.E.O., you will become rich, famous, and on the cover of supermarket tabloids everywhere!! (you also win the game!).



There is a VISUAL TIMEKEEPER to let you know how much time remains in each stage.

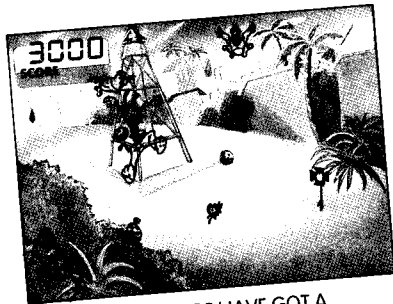
Along the way, you will face obstacles, including:

- PINKY & THE BRAIN in their flying machine,
- the GOODFEATHERS dropping rotten tomatoes (yechh!),
- RALPH, THE SECURITY GUARD who wants to lock you up in the water tower,
- DR. SCRATCHANSNIFF who chases you with his butterfly net. He just wants to lock you up (period!).

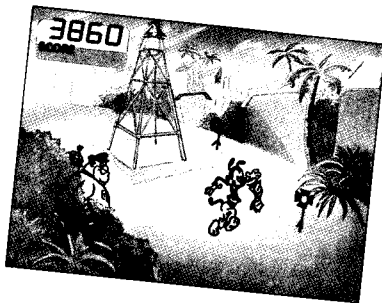


LOOK UP IN THE SKY! IT'S TWO LAB RATS IN A FLYING METAL BIRD (WHAT?!!)

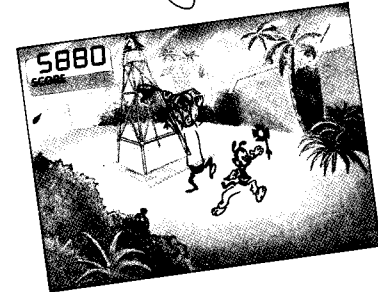




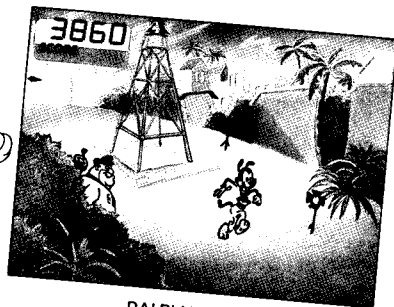
THE GOODFEATHERS HAVE GOT A LOAD OF TOMATOES FOR YA! BOMBS AWAY!



WHOOA! GRAB THAT SCRIPT!



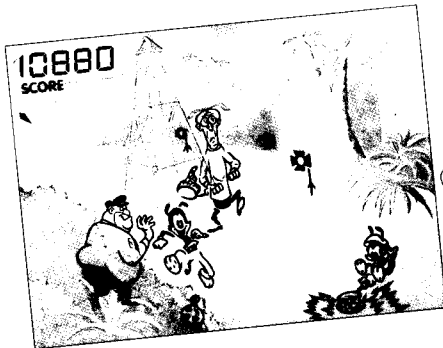
You can also CALL on your fellow Warners (WAKKO and DOT) three times per stage to help you get past enemies!



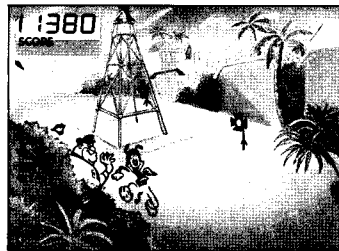
RALPH IS LOOKING TO LOCK YOU UP...FOR GOOD!

DR. SCRATCHANSNIFF IS OUT GATHERING NUTS...GUESS WHO'S THE NUT?

Wakko stuns enemies with a mighty THUD! of his wooden mallet.



Dot charms enemies by blowing a kiss at them!



WHATTA GAL! DOT'S KISSES ARE REAL STUNNERS!

You will hear a simple "stage complete" melody as you complete each stage (duh!). The game will pause after each stage, giving you a chance to catch your breath before moving on. Press the ON/START button when you are ready to move on to the next stage.

If you've collected enough pages of the script (20 pages!), you'll get the chance to present them to the C.E.O. for you're big break in show business! If you missed a few, sorry (tough luck...too bad...so sad...bye-bye!) you won't get a chance to see this "happy ending. Start the game over, and give it another shot, you'll get the hang of it!

## HOORAY FOR HOLLYWOOD!

You score points by dodging enemies and obstacles, and for picking those oh-so important script pages:

- 50** points for dodging the rotten tomatoes (yechh!) dropped by the GOODFEATHERS.
- 60** points for escaping RALPH THE SECURITY GUARD when he tries to grab you.
- 70** points for dodging the bombs dropped by PINKY & THE BRAIN.
- 100** points for dodging DR. SCRATCHANSNIFF and his butterfly net.
- 200** points for each enemy stunned by WAKKO and DOT.
- 200** points for each page of the script you collect.

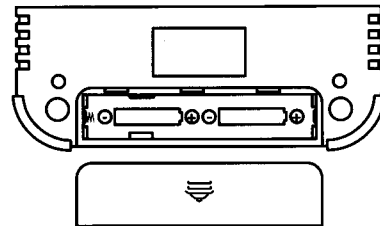
## INSERTING THE BATTERIES

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

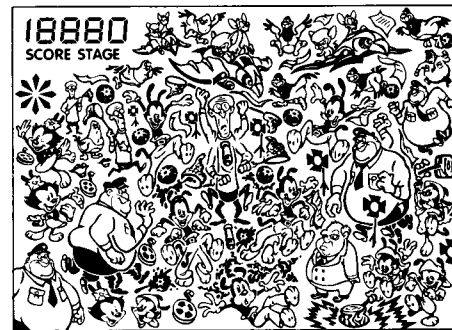
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

For proper function:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD (CARBON-ZINC) OR RECHARGEABLE (NICKEL-CADMIUM) BATTERIES



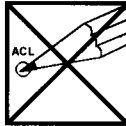
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



## CAUTION



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



Do not use a pencil or pin to press the ACL 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 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.

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