

High Performance
Games™

TIGER
ELECTRONICS, LTD.

Model 64-002

Ages 5 & up

ATTACK FROM MARS™

INSTRUCTION

640020001IWTIE-01

THE BATTLE IS ABOUT TO BEGIN!

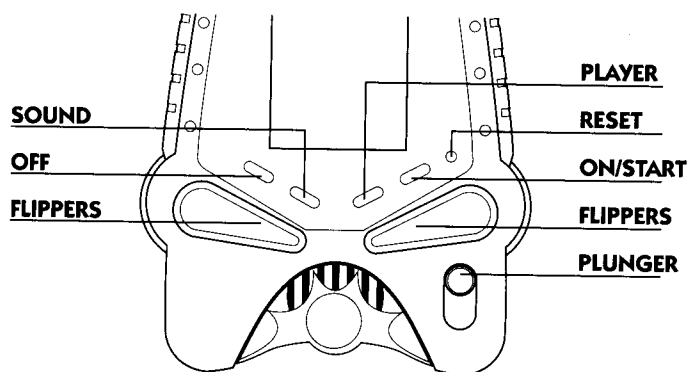
Players become soldiers in the Earth's battle against the ugly green Martians. Players are challenged to save the world that is under attack. To save the world, players must destroy all the Martians, disable force fields around the alien saucers, and destroy the Mother ship.

OBJECT OF THE GAME

The goal of the game is to keep the ball active as long as possible, trying to get the highest score possible on each turn. ATTACK FROM MARS can be a One or Two player game. Each player will start off with three balls. When player one loses his ball, it will then be player two's turn. The player with the highest score wins. The game is over when a player loses all their balls fall through the center of the screen, between the two main flippers or past the side alleys.

KEY TO GAME

Here's the keypad:



- ON/OFF** — to turn on the unit.
— to turn off the unit.
- SOUND** — to control sound: on or off.
- PLAYER** — to select a one or two player game.
- PLUNGER** — to launch the ball into action
- LEFT FLIPPER** — to flip the left flipper.
- RIGHT FLIPPER** — to flip the right flipper.
- RESET** — to reset the unit if your game malfunctions.

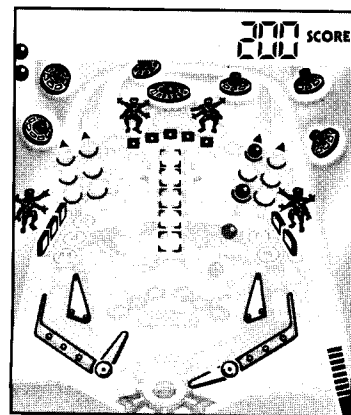
LET'S PLAY

ATTACK FROM MARS SPECIAL GAMEPLAY FEATURES!

SUPER SKILL SHOT

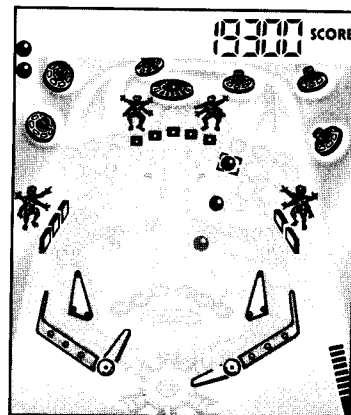
To play Super Skill Shot challenge, hold the LEFT FLIPPER button while pulling the plunger to launch the ball. The arrows on the playing field will be flashing in the following sections: Capture, Big-O-Beam, Tracker Beam, Atomic Blaster, and Attack Wave.

If you hit those paths the arrows will stop flashing and you will hear a sound effect and will receive 10,000 points for each one you hit.



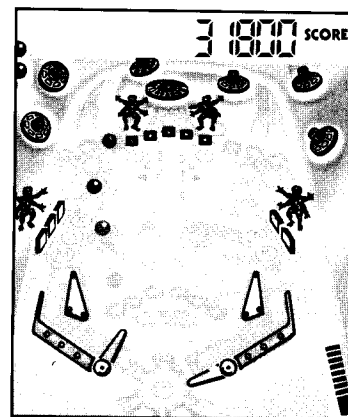
STROKE OF LUCK

When the Stroke of Luck indicator is shown, try to shoot the path and hit the Right Reject (the top right Martian) to score 10,000.



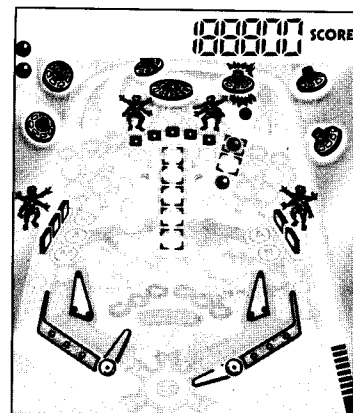
SNEAK ATTACK

In this award feature, one of the 4 Martians will be flashing. Hitting the flashing Martian will score the player 20,000 points.



EXTRA BALL

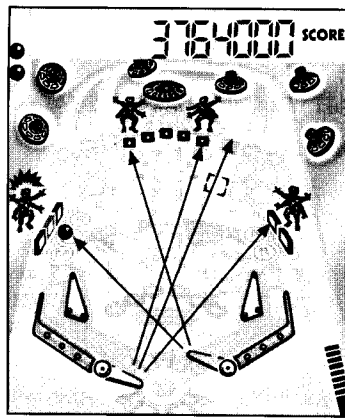
To light-up Extra Ball, hit the center 3-bank 5 times in Stroke Multi-Ball. Shoot the Right Reject (the top right Martian) to collect an Extra Ball.



MARTIAN ATTACK

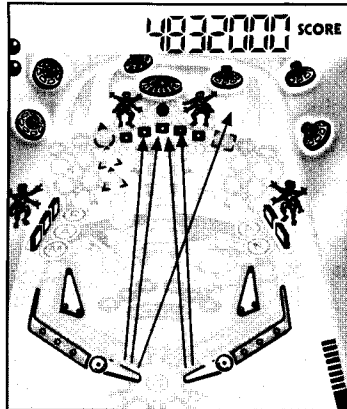
When the Start Martian Attack light is on, hit the ball passing through it and hit the right reject (the right top Martian) to start the Martians Attack. Then try to hit the 4 Martians to achieve the letters to complete M-A-R-T-I-A-N.

- the Left Martian gets the letters M-A-R.
- the top Left Martian gets the letter T.
- the top Right Martian gets the letter I.
- the Right Martian gets the letter A-N.



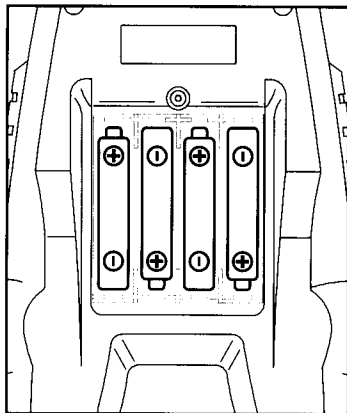
MULTI-BALL

Make a center loop shot to light the 3 locks. When the 3 indicators of Lock 1, 2, and 3 are lit, hit the ball to pass through it and "lock" the ball. If the top right martian is hit, the "Lock" ball is released and you start the Multi-ball play. Hit the Jackpots to collect 10,000 points for each shot.



INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 4 "AAA" OR LR03 batteries or equivalent, making sure to align "+" and "-" as shown.

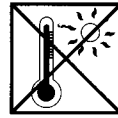


TO ENSURE PROPER FUNCTION :

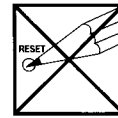
- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE 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.

CAUTION/DEFECT OR DAMAGE

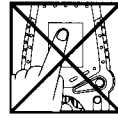
CAUTION



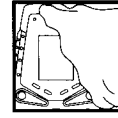
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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.

If a part of your ATTACK FROM MARS 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, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

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 either the dealer or 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. \$6.00. 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 AND 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.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

Instruction sheet and packaging should be kept since they contain important information.

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