

TIGER
ELECTRONICS, LTD.

MODEL 64-006
AGES 5 & UP



BOMBS AWAY!TM

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PRINTED IN CHINA

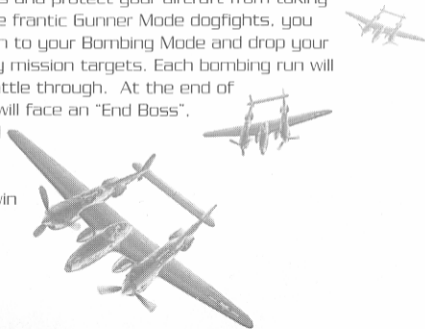
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BOMBS AWAY

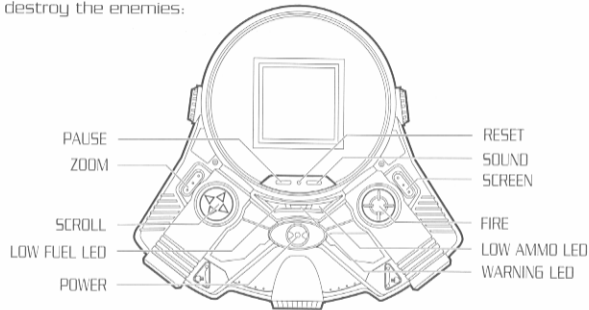
YOUR MISSION...

You and you alone, must fly your top-secret aircraft into five dangerous bombing runs taking out select mission targets in each stage. Your aircraft has two views for intense gameplay action, a Gunner Mode and a Bombing Mode. In the Gunner Mode your "topgun" skills are needed to take out incoming bogies and protect your aircraft from taking damage. Between all the frantic Gunner Mode dogfights, you must then quickly switch to your Bombing Mode and drop your bomb payload on enemy mission targets. Each bombing run will have three stages to battle through. At the end of each bombing run, you will face an "End Boss", which must be defeated before starting the next mission. Survive all five bombing runs and you win the game!



YOUR DEFENSE SYSTEM...

Use your control panel as a highly elaborate, finely-tuned defense system to destroy the enemies:



POWER — to turn the power ON/OFF. (The unit also shuts off automatically after 3 minutes of inactivity.)

SOUND — to turn the sound ON/OFF.

PAUSE — to pause the game.

LED WARNING LIGHTS

— These warning lights will flash On and Off as an advanced warning system to let you know when your aircraft is in danger and for gameplay features. The three warning lights are located directly below the LCD screen.

RADAR WARNING LED

— The Radar Warning light is used in both the Gunner and Bombing Mode. If you are in the Gunner Mode and the Radar Light flashes, it means one of your mission targets is coming up, you must then quickly switch to the Bombing Mode to destroy it. If you are in the Bombing Mode and the Radar Warning light flashes, it means enemy fighters are attacking. Quickly switch to the Gunner Mode to shoot down the incoming fighters. The Radar Warning light is the most important warning system to watch in the game. It tells you which mode to be in at critical locations in the game and helps you locate and destroy all your mission targets.

LOW FUEL LED

— If the Low Fuel light flashes, it means your aircraft fuel level is dangerously low. If your fuel level reaches zero you crash and lose the game.

LOW AMMUNITION LED

— If the Low Ammo light flashes, it means your aircraft is either low on bombs (used in the Bombing Mode) or the 50 caliber machine gun is out of bullets (used in the Gunner Mode).

◀ — to move your crosshair to the Left.

▶ — to move your crosshair to the Right.

▲ — to move your crosshair Up. Note: You can only move your crosshair Up in the Gunner Mode.

▼ — to move your crosshair Down. Note: You can only move your crosshair down in the Gunner Mode.

FIRE

— to fire your 50 caliber machine gun in Gunner Mode and to drop bombs in the Bombing Mode.

SCREEN

— to switch from Gunner Mode and Bombing Mode and to check your fuel and ammo gauges.

ZOOMING MODE

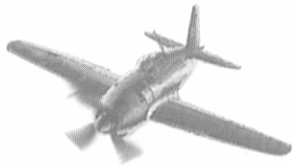
— to zoom in on targets up to 3x in the Bombing Mode only.

THE WAR BEGINS

Press the POWER button to turn on the unit. The unit will then display the Bombs Away title on the screen.

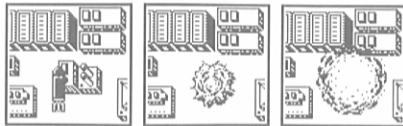
YOUR MISSION TARGETS ARE...

Press the FIRE button to begin the mission briefing at the start of each stage in the game! Your on-board computer will then display the targets you must destroy in the Bombing Mode. The targets themselves and how many you have to destroy during the stage vary depending on difficulty level. After your mission targets are displayed, your ammo and fuel supply targets will appear on the screen. These ammo and supply targets will be the same target icons for every stage in the game. NOTE: Once all the mission targets are destroyed, you advance to the next stage in the level.



HOW TO DESTROY YOUR MISSION TARGETS

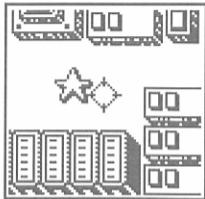
All the mission targets are located in the Bombing Mode. When you see one of the mission targets appear on the screen move your crosshair directly over target and drop a bomb to destroy it. Each target will only take one bomb to destroy it. However; lining up the crosshair and timing the actual bomb drop must be precise in order to successfully destroy the enemy target. To ensure a direct hit, use the Zooming Mode button to zoom in on the terrain. This will greatly increase your chances of destroying each target.



NOTE: To check how many targets you have left to destroy in a level, press the Screen button until you get to the Fuel and Ammo Gauge screen. Then press Right on the directional pad.



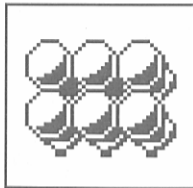
HOW TO OBTAIN YOUR POWER SUPPLIES



As the game progresses, you will start to lose fuel and ammo from all the heavy combat. Throughout each stage (in the Bombing Mode) several key ammo and fuel power supply targets are randomly placed for you to regain the needed power to complete each mission. When you see these targets appear on the screen move your crosshair over the target and press the FIRE button to drop a bomb on them. If you time the bomb drop correctly and destroy the target, a star will appear where the target used to be. With your crosshair lock on to the star, press the FIRE button again to them pick up the needed supply. As with your mission targets, use the Zooming Mode button to ensure a direct hit.

FUEL SUPPLY

Your fuel supply acts as your damage meter in the game. Each time you get hit you will lose fuel. If you lose all your fuel before the mission stage ends, you will crash and lose the game. The more fuel you pick up when damaged, the longer you will survive. Each Fuel Supply you successfully pick up adds 1/8 amount of fuel back to your total fuel meter.



BOMB SUPPLY

The bombs are used to destroy all the mission targets, some "End Bosses", and allow you to get all the power supplies in the game. However, if you run out of bombs before you can pick up more, the bomb star will randomly appear on the screen. Move the crosshair directly over the star and press the FIRE button to pick up more bombs. Each bomb supply adds 4 bombs back to your total bomb meter.



MACHINE GUN SUPPLY



The machine gun is used in the Gunner Mode to destroy enemy fighters and some "End Bosses". Each machine gun power supply you pick up adds 10 rounds back to your total Machine Gun Meter.

GUNNER MODE: THE DOGFIGHTS

At the start of each stage you will begin the game in the Gunner Mode. In the Gunner Mode you will be constantly bombarded by waves of incoming bogies trying to shoot you down and bring your mission to a halt. Each time an enemy attack is about to commence, a corner section



of your gunner screen will flash, this indicates where the attack is coming from and where to move your crosshair and start to fire at will.

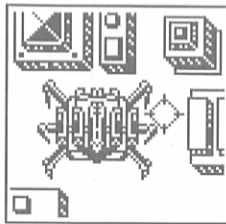
Most enemies attack in groups of two.

NOTE: You can check your fuel and ammo gauges by toggling the Screen button when in the Bombing Mode.

FIGHTING THE "END BOSSES"

Each of the 5 levels in the game is broken up into three separate stages. At the end of the third stage (after you destroyed all your mission targets) you must face and destroy an "End Boss" before you can go on to the next level. Each "End Boss" will take several concentrated shots to destroy. The "End Bosses" can attack in either the Bombing Stage or the Gunner Stage, depending on which level you're in. For example: At the end of stage one you will face a large attack bomber plane in the Gunner Mode. This Huge aircraft will require several shots at its engines and the main fuselage to destroy it. At the end of stage two you will face several top-secret Spider Tanks in the Bombing Mode.

You must drop bombs on each tank as it scrolls past you. The three remaining "End Bosses" in level 3,4,and 5 are highly classified and no information was available for your debriefing...Good luck.



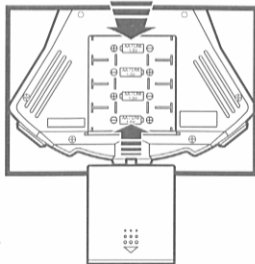
Inserting the batteries

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.

TIGER RECOMMENDS



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.

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.

If your product is not working properly, or if you have any questions and/or comments, please call us toll-free at 1-888-TIGR-505, and a service representative will be happy to help you.