



MODEL 60-027

TIGER
ELECTRONIC LCD GAME



60027000 / WFL-02

© Disney/Pixar

"THIS YEAR, SOMETHING'S DIFFERENT!"

Every year, under the rule of the Queen Ant and Princess Atta, the ant colony gathers food for the winter. And every year Hopper, the evil grasshopper and his henchmen steal it. And this year is no different.

As the ants gather food for the grasshopper offering, a very smart ant named Flik invents a harvesting machine! But the invention doesn't work very well — and all the food is destroyed! When Hopper finds out that the ants have no food offering, he's furious. He promises to return for "twice as much food — when the last leaf falls."

Now, the Council of Elders is very upset with poor Flik. But Flik has one more idea: find warrior bugs to protect the colony. Happy to get rid of Flik, Princess Atta agrees.

Flik travels to "The City" where he convinces out-of-work circus bugs, thinking they're "warriors, to come to the Colony. When Flik returns to the colony, he's a hero — until the circus bugs find out they're supposed to be warriors and leave. But they don't get far before a bird attacks.

Working together, Flik and the circus bugs escape from the bird, also rescuing young Princess Dot. Impressed with each other's bravery, and excited by the colony's applause for their heroic performance, the circus bugs agree to stay and help Flik build a fake bird to scare off Hopper and his gang when they return.

While the circus bugs act out a circus performance to draw the attention of the grasshoppers, Flik launches the fake bird! The grasshopper gang flees, but when the bird crashes, Hopper realizes it was all a trick to scare him. Now Flik's in big trouble!

But this time something has changed: Flik has become brave! He stands up to Hopper, which inspires the entire ant colony take action. Flik leads Hopper towards a bird's nest, and CRUNCH — Hopper's lunch!

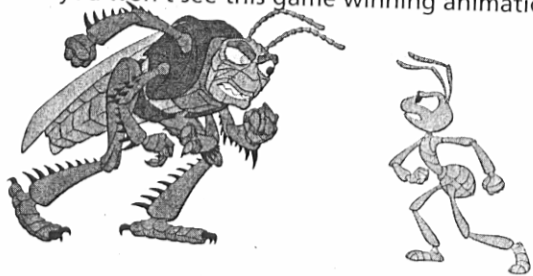
With this great victory, Flik finally gains the recognition he deserves and earns the admiration — and love — of Queen Atta!



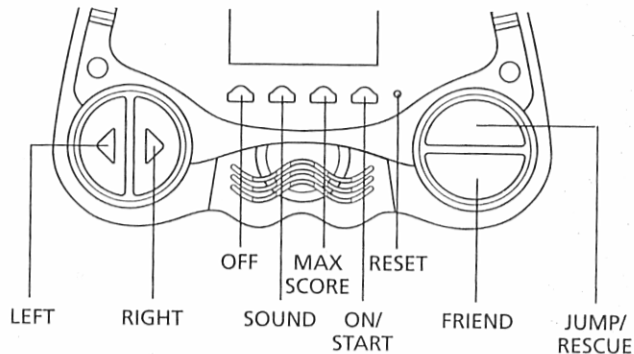
"DEFEAT A WHOPPER OF A HOPPER!"

There are 6 stages of play. In each stage, you play as Flik. You have a time limit for each stage. There is a tree full of leaves, which is the stage timer. As the stage continues, the tree begins to drop its leaves. When the last leaf falls off the tree, the stage is over.

If you can defeat Hopper in the 6th and final stage, you WIN the game. You always play through all 6 stages. If you defeat Hopper in the 6th and final stage, you WIN the game and will see the "game winning" animation of Hopper getting carried off by a bird —Hopper is LUNCH!!!! If you don't defeat Hopper, then you won't see this game winning animation!



"YOU CAN WIN AGAINST ALL ODDS!"



- 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 the story is complete (after stage 6).
- SOUND — to control sound: on or off.

- OFF — to turn off the unit. (The unit also shuts off automatically after three minutes of no action.)
- " ◀ " — to move left.
— to steer your mechanical bird left (stage 5).
- " ▶ " — to move right.
— to steer your mechanical bird right (stage 5).
- JUMP/RESCUE — to jump up.
— to rescue Princess Dot (stage 4).
— to bump into Hopper (stage 6).
- FRIEND — to call for help from a friend (Francis or Dim) in stage 4.
— to pick up the pieces of the mechanical bird.
- RESET — to reset your game if your unit malfunctions.

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

Press the ON/START button again to start the game from stage 1 when you are ready. You will hear a "Game Start" melody and you begin play with zero score.

There are 6 stages of play. You always play as Flik. You always play through all 6 stages of play. Each stage presents its own special challenges:

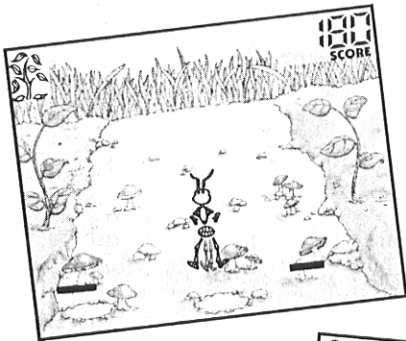
FLIK SETS OFF TO BUG CITY TO FIND "WARRIOR BUGS"

You always play as Flik. You are off to "The City" to get help for the colony. You need to find yourself some warrior bugs who have the muscle to go toe to toe (or at least antennae to antennae) with the grasshoppers. Princess Dot is the only one who believes you're up to the task. So don't let her down!

To leave Ant Island, you must walk across the dried up riverbed. The dried earth provides obstacles for you!

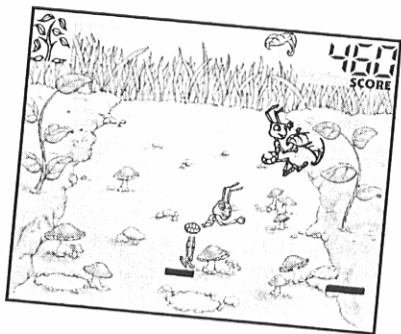
Avoid obstacles in the riverbed. Obstacles are POINTED STICKS JUTTING OUT OF THE MUD (which to a bug are as sharp as knives!), and HOLES IN THE MUD (which to a bug are like falling into a well!)

For extra points, when you see a FALLEN LEAF, you can JUMP onto the leaf and take a drink of dew!



STROLL ACROSS THE
DRIED UP RIVERBED.

WHEN YOU SEE A LEAF,
JUMP ON IT — AND YOU
WILL AUTOMATICALLY
TAKE A DRINK!

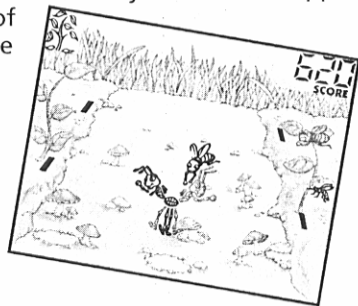


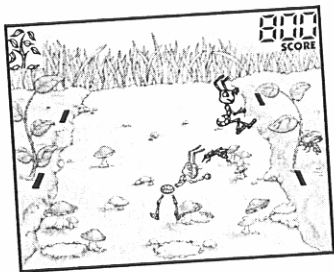
FLIK ARRIVES AT THE CITY

You arrive safely at "The City"! You encounter all kinds of "pests" in your warrior bug search! But you must find the warriors you need!

Dodge LEFT, RIGHT and JUMP UP to get out of the way of pesty MOSQUITOS! Beware of the FLYING INSECT that will try and steal your backpack. Try not to get stuck in SPIDER WEBS. Don't get run over by a BEETLE TAXI (an actual beetle bug is the taxi). Also watch out for FLIES — they're real troublemakers who like to buzz around you! When you see a leaf appear, JUMP on it and have a drink of dew for extra points. It's quite refreshing!

HEY, WATCH YOUR
BACKPACK!



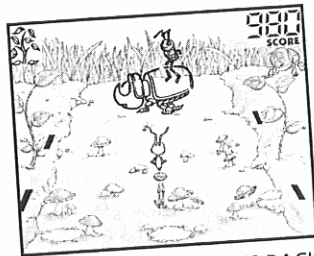


DON'T GET "BUGGED" BY MOSQUITOS!

WORLD'S GREATEST BUG CIRCUS

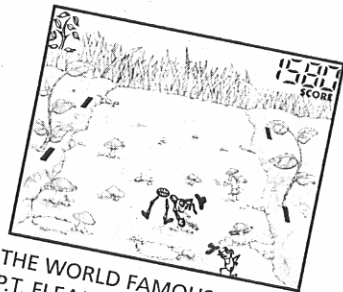
You finally find your "warriors", but what you've really found is a well-meaning but slightly pathetic out-of-work bug circus. They were fired by their owner, P.T. Flea, who claims "they'll never be any good." You invite them to the colony, and the circus bugs accept, thinking it's a "gig"!

As you head back to the colony, have some fun with your new circus friends:



HITCH A RIDE ON DIM'S BACK!

When DIM the rhino beetle charges across the screen, JUMP on his back for a ride! When GYPSY the moth, opens her incredible wings, move directly beside her — and she will "fan" you with her wings — which feels better than air conditioning! When you see FRANCIS the ladybug, give him a high-five. When P.T. FLEA appears, move directly next to him, and he'll stick his HAT ON YOUR HEAD! When you see leaves, JUMP on them for a drink of dew. They're quite refreshing!



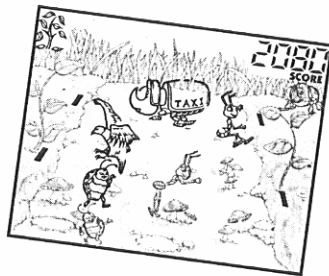
THE WORLD FAMOUS HAT OF P.T. FLEA!

RESCUE PRINCESS DOT!

When you return to the colony, you're a hero for bringing the "warriors." But you don't feel good for long — because the bug circus finds out they're supposed to be warriors and they leave the island! But as you try to get the circus bugs to change their minds, suddenly Princess Dot is attacked by a giant sparrow!

Use your directional buttons to move next to Princess Dot whenever she appears! Then press the RESCUE button to grab her hand and pull her to safety! Move as quickly as you can to stay ahead of the sparrow, but when the sparrow gets too close to you, use your directional buttons to dodge clear! Sometimes the sparrow is too fast for you. You need to distract the bird — and there's no better way than with the help of a friend! Press the FRIEND button when the sparrow is close by — and either FRANCIS or DIM will appear, which will confuse the sparrow, and the sparrow will chase THEM! You're also going to get tired — so when you see a leaf, jump on the leaf and then take a drink of dew drop! Try to RESCUE Princess Dot 5 times before the timer expires!

WHEN THE SPARROW APPEARS, PRESS THE "FRIEND" BUTTON TO CALL FOR HELP!



BUILD THE BIRD

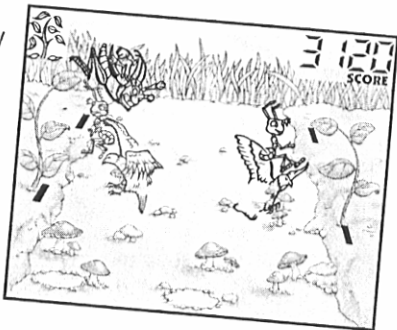
All the circus bugs are impressed by their own bravery (and yours!) during the rescue of Princess Dot! The circus bugs are also moved by the colony's applause for their heroic performance and so they agree to stay and help you build a fake bird to scare off Hopper and his gang when they return.

Here's the plan: The circus bugs will perform a circus routine as a "decoy" to distract the grasshoppers. While the grasshoppers are distracted, you can fly the fake bird! The gang flees, but when the bird crashes, Hopper will realize it's all been a trick!

As the stage begins, you will see parts of the BIRD on the ground. Use your directional buttons to move to the various pieces as they appear and pick up each piece! This fake bird will be your friend — so whenever you use a directional button to reach a bird part, then press the FRIEND button to automatically pick up a piece of the bird!

Then when the bird is completely assembled, you will hold it and can swing it left and right so that it appears to be flying! Aim the bird LEFT and RIGHT at either HOPPER, THUMPER, or MOLT, whenever they appear! Score points each time, you fly the fake bird by each of the grasshoppers! Unfortunately at the end of the stage, the fake bird will automatically crash, ending the stage. Don't forget to drink dew drops for extra points!

USE YOUR "◀" AND "▶"
BUTTONS TO SWING THE
MECHANICAL BIRD LEFT
AND RIGHT!



WHAT'S FOR LUNCH?

With the fake bird crashed and Hopper realizing he was tricked, you're in big trouble. But this time, something has changed: your pride. You bravely CHALLENGE HOPPER, inspiring the entire colony into action. You will lead Hopper toward a bird's nest (a REAL bird this time!), and CRUNCH — Hopper is lunch!

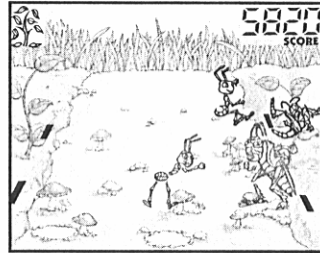
You gain the recognition you deserve — plus the admiration and love of Queen Atta!

So here's how it works:

First, watch out for the pesty insects, try not to get stuck in SPIDER WEBS and don't get run over by a BEETLE TAXI. Also beware of the pesty MOSQUITOES. The grasshoppers are attacking! You are on foot against the grasshoppers. THUMPER and MOLT appear — use your directional buttons to avoid them and score points each time you do so. Don't forget to drink dew drops, either! But when HOPPER appears, it's time to stand up and be counted. Don't try to dodge him — instead try to jump directly on him! He's bigger and stronger — but you're braver!

EACH TIME YOU JUMP ON HOPPER, YOU ARE CLOSER TO FINAL VICTORY — because you WIN the game if you can bump into HOPPER enough times!

PRESS "JUMP" + "▶"
TO BUMP HOPPER!



Throughout the stage, you're going to get tired. JUMP onto leaves when they appear and take a drink!

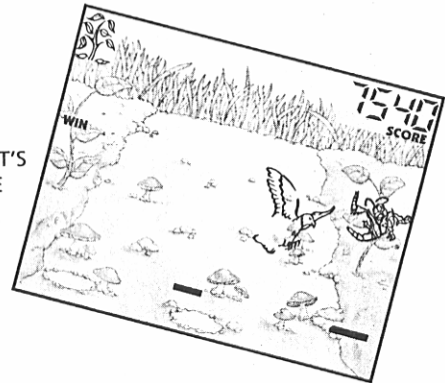
If you jump into HOPPER enough times, the bump pushes Hopper towards a bird's nest and a REAL bird pops out of the nest — and HOPPER IS LUNCH!!!!

While you play through each of the 6 stage, you only WIN the game (and see the game winning animation) if you can jump up and bump Hopper enough times in the final stage.

Game winning animation:

When you bump on Hopper enough times he falls back into a REAL bird's nest and the bird picks him up — and HOPPER IS LUNCH!! If you can't bump on Hopper enough times, you will not win the game and will not see the game winning animation.

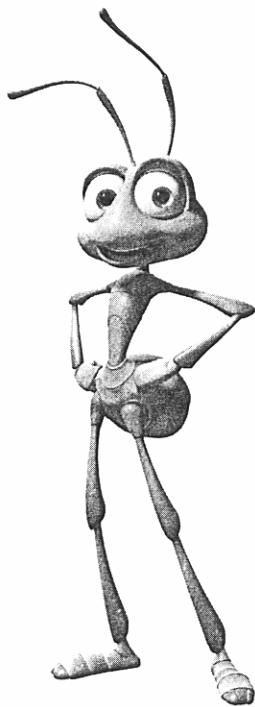
LOOK WHO'S LUNCH! IT'S HOPPER! YOU WIN THE GAME!



There is a simple "Stage Complete" melody as you complete each stage. The game pauses after each stage and the next stage number is shown. Press the ON/START button to start the next stage when you are ready.

After the story is complete (after stage 6), press the ON/START button to start the game again from stage 1. The maximum score is displayed for 2 seconds and then you will hear the "Game Start" melody again and the display will show stage 1. You begin again with zero score.

Press the OFF button to turn off the game after play. The unit also shuts off after three minutes of no action.



"DON'T GET BUGGED - GET EVEN!"

20 points for avoiding mosquitos (stages 2 and 6).
20 points for building the mechanical bird's first wing (stage 5).

30 points for avoiding pointed sticks (they look like knives to a bug!) in the dried up riverbed;
 for avoiding the beetle taxi (stages 2 and 6);
 for avoiding spider webs (stages 2 and 6);
 for wearing P.T. Flea's hat;
 for building the mechanical bird's second wing.

40 points to avoid holes in the dried up riverbed (the holes appear to a bug to be as deep as a well!) in stage 1;
 for dodging the flying insect trying to steal your backpack (stage 2);
 for avoiding flies (stage 2);
 for getting the large fly trying to bite you (stage 2);
 for getting "fanned" by Gypsy's wings (stage 3);
 for building the mechanical bird's belly (stage 5);
 for dodging Molt on foot (stage 6).

50 points for high-fiving Francis (stage 3);
 for dodging Thumper on foot (stage 6);

- 60** points for hitching a ride on Dim's back (stage 3);
for calling on a friend to distract the sparrow (stage 4);
for building the mechanical bird's beak (stage 5);
flying your mechanical bird past Molt (stage 5).
- 70** points each time you rescue Princess Dot (stage 4);
for building the mechanical bird's head (stage 5);
for flying your mechanical bird past Thumper (stage 5).
- 80** points for flying your mechanical bird past Hopper (stage 5).
- 100** points every time you jump on a leaf to take a drink of dew drop;
each time you manage to jump on Hopper (stage 6).
- 500** points for seeing the game winning animation of a real bird carrying off
Hopper for lunch!

INSERTING THE BATTERIES

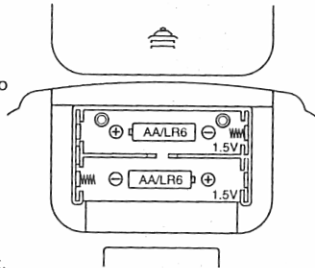
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA"/LR6 batteries (not included), making sure to align "+" and "-" as shown.

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.

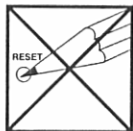
RESET BUTTON:

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 in the diagram at the right.



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 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.\$10. Payments must be by check or money order payable to Tiger Electronics, Inc.

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

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Patent Pending
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