

**ELECTRONIC****LCD VIDEO GAME**

## 1 THE CAPTAIN PLANET™ STORY

Gaia, the Spirit of Earth, has awakened from a hundred-year nap to discover that the 20th Century has been particularly devastating to our planet's environment. Fearing for the future, she has called upon five special children from around the globe to lead the battle to save the earth.

These five children are Planeteers -- and Gaia has given them magic rings which enable each of them to control one element of Nature: Earth, Fire, Wind, Water and Heart!

Each Planeteer can use his or her power individually -- or they can combine their powers to summon Captain Planet! Captain Planet absorbs the power of the magic rings. The five elements he absorbs are stronger within him than they could be individually.

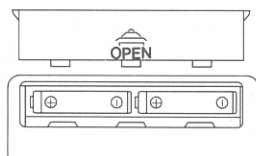
Captain Planet will need these powers like never before. The Eco-Villains -- enemies to the Earth's environment - are out to trash the planet's resources! Captain Planet can't stop them alone! He needs your help! He is fond of saying, "The Power is Yours!", which means that each of us has the power to help stop pollution! With this game, you also have the power to control Captain Planet's every move as he goes up against the Eco-Villains in three stages of environmental warfare!

## 2 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.

Do not use rechargeable 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 in the diagram below.



### 3 CAUTION



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



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



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

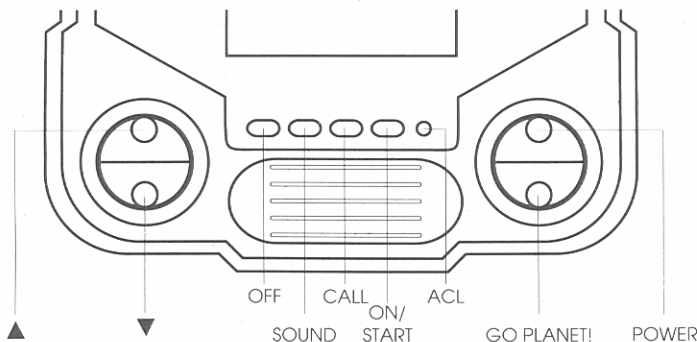
### 4 THE OBJECT OF THE GAME

There are 3 stages. Each stage requires you to solve an environmental problem!

To solve each problem, Captain Planet must avoid enemy attack from the Eco-Villains, and use the powers given by the power rings! It's up to you to provide Captain Planet with the right ring for each challenge!

To WIN the game, you must solve all 3 environmental problems before the Eco-Villains can complete their destruction and defeat Captain Planet!

### 5 CONTROL GUIDE



- ON/START --To turn on the unit.  
--To start the game.  
--To start the next stage.
- CALL --To call Captain Planet to start fighting pollution.  
(required at start of stages only)
- SOUND --To control sound: on or off.
- OFF --To turn off the unit.
- ▲ --To move up.
- ▼ --To move down.
- POWER --To select the power rings in cyclic order:  
EARTH > FIRE > WIND > WATER > HEART > EARTH.....
- GO PLANET! --To take action (apply power)

## 6 FEATURES

- 3 stages of environmental chaos
- 5 power rings
- 7 Eco-Villains
- call button to send for Captain Planet
- maximum score retained
- built-in sound
- sound on/off control
- built-in auto power-off timer

## 7 GAME SUMMARY

As Captain Planet says, "The Power is Yours!" to defeat the evil forces of pollution! But now the foulest collection of Eco-Villains imaginable are teaming up to destroy our environment.

Captain Planet can stop them -- but only if you select the right power rings for each challenge!

There are 3 stages of environmental warfare. In each stage, you will face a different environmental crisis. With your help, Captain Planet must solve the crisis and defeat the Eco-Villains to win each stage.







As you play, you'll score points for each problem you solve and each Eco-Villain you defeat!

To WIN the game, you must win all 3 stages. The game is LOST if in any stage, Captain Planet is defeated or if the crisis is left unsolved!


















Call for Captain Planet!

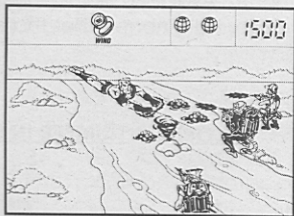


Select the right power ring for each challenge. Each power ring controls an element of Nature.

POWER RING	 EARTH	 FIRE	 WIND	 WATER	 HEART
ELEMENTS OF NATURE					

Select the right power ring for Captain Planet to solve each environmental problem and to defeat the Eco-Villains causing the problems!

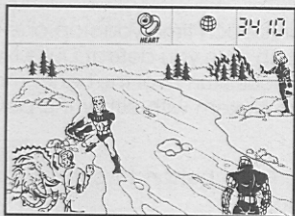
POWER RING	ENVIRONMENTAL PROBLEM	ECO-VILLAINS
 EARTH	 NUCLEAR RADIATION	 DUKE NUKEM
 FIRE		 RIGGER
 WIND	 OIL SPILL	 HENCHMAN
 WATER	 FOREST FIRE	 VERMINOUS SKUMM
 HEART	 NUCLEAR RADIATION	 DUKE NUKEM
	 ELEPHANT IN DANGER	 DR. BLIGHT
		 LOOTEN PLUNDER



In stage 1, stop the oil spills!



In stage 2, save the fish and trees!



In stage 3, protect the endangered elephants!



Press the POWER button to choose the right power ring. Then press the GO PLANET! button to apply the power!

## 8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep, and the maximum score is displayed.

Press the ON/START button again to begin from stage 1. The stage number is displayed, and you begin with zero score. Two Eco-Villains, Rigger and a henchman, are spilling oil!

Press the CALL button to call Captain Planet!

Press "▲" to have Captain Planet move up.

Press "▼" to have Captain Planet move down.

Captain Planet flies forward automatically when he's in the air. He stops whenever he encounters an Eco-Villain or when he reaches the spot of an environmental problem!

As Captain Planet likes to say, "The Power is Yours" for stopping pollution. Captain Planet needs your help. So whenever you reach an Eco-Villain or the spot of an environmental problem, press the POWER button to select the right power ring for fighting the problem or the villain.

When you press the POWER button, the powers will appear on screen in the order of EARTH > FIRE > WIND > WATER > HEART and then repeat.

After you've selected the right power ring, press the GO PLANET! button so Captain Planet can use that power on the problem or Eco-Villain!

To WIN the game, you have to win all 3 stages of the game. Each stage represents a major environmental crisis.

To WIN each stage, you have to solve the environmental problem and defeat the Eco-Villains. You do both with your power rings.

You lose the game if Captain Planet uses up all 3 chances on any stage. You are restored to a full 3 chances at the beginning of each stage.

You lose a chance:

- If Captain Planet is hit 3 times by Verminous Skumm or Duke Nukem;
- If an oil spill on the lake lasts more than eight seconds;
- If a forest fire burns up every tree on the screen;
- If Duke Nukem launches a radioactive attack on Captain Planet.

When you complete a stage, the game pauses, and the next stage number is displayed. Press the ON/START button when you're ready to tackle the next environmental crisis!

You can press the SOUND button at any time, to save the planet in silence. Press the SOUND button again to regain all the noise of the planet!

After a GAME OVER, just press the ON/START button to start a new game!

When you're finished playing, press the OFF button to shut off the unit. But don't worry if you forget. The game shuts itself off automatically after about 3 minutes of non-play in order to save energy!

Each stage has its own environmental problems and Eco-Villains who are causing the problems! The Power is Yours to help Captain Planet save the earth from the following challenges:

## STAGE 1: OIL SPILL

Nothing can pollute faster than spilled oil! But with the cost of oil so high, it's a sure bet that Eco-Villains will try to exploit the energy crisis by drilling carelessly for oil and not caring what happens to the planet -- as long as they can make a profit!

Here are your stage 1 challenges:

<u>PROBLEM/ENEMY</u>	<u>POWER USED</u>	<u>SCORE</u>	<u>NUMBER IN STAGE</u>
OIL SPILL	WIND	100	10
VERMINOUS SKUMM	WIND	10	YES
HENCHMAN	FIRE	10	YES
RIGGER	FIRE	10	YES

Press the POWER button to choose the right power ring to defeat each problem and enemy shown in the chart.

(Select WIND to stop oil spills and Verminous Skumm, and select FIRE to defeat the henchman and Rigger.)

After pressing POWER to get to the right power ring, don't forget to press the GO PLANET! button for Captain Planet to apply the power!

When you successfully eliminate a problem, or defeat an Eco-Villian, you'll score points (as well as make the world a better place).

As the chart shows, you score 100 points for each oil spill you stop, and 10 points for defeating each Eco-Villain!

Remember that Captain Planet will lose chances if he doesn't eliminate the problem soon enough or if the Eco-Villains attack him successfully before he can defeat them!

Also keep in mind that all you get are 3 chances per stage!

## STAGE 2: SAVING FISH AND TREES

Another way Eco-Villains try to destroy our planet is by destroying our beautiful trees and filling our waters with nuclear waste.

Trees -- including our glorious redwoods -- are endangered by these Eco-Villains! Captain Planet must stop them! As far as nuclear waste is concerned, the biggest nuclear waste around is none other than Duke Nukem, whose body glows with radioactivity!

Here are your stage 2 challenges:

<u>PROBLEM/ENEMY</u>	<u>POWER USED</u>	<u>SCORE</u>	<u>NUMBER IN STAGE</u>
FOREST FIRE (DR. BLIGHT)	WATER	100	5
DUKE NUKEM	WATER/EARTH	100	1
VERMINOUS SKUMM	WIND	10	YES
HENCHMAN	FIRE	10	YES

As you can see, you will score 100 points each time you stop one of the forest fires caused by Dr. Blight and each time you defeat Duke Nukem, as well as 10 points for defeating Verminous Skumm or the henchman. As the chart shows, you can defeat Duke Nukem with either the power of WATER or the power of EARTH!

Don't forget -- you have to press the CALL button to call for Captain Planet at the beginning of each stage!

Remember to use your "▲" and "▼" to move Captain Planet into position to reach his enemies -- and to dodge their attacks!

### STAGE 3: ENDANGERED ELEPHANTS

When our wildlife is not safe, our environment is not safe. Now because of the Eco-Villains, our African elephants are in great danger. You must travel to Africa for stage 3 where the Eco-Villains, led by Looten Plunder, are out to kill elephants in order to take their ivory tusks, (which they sell for gobs and gobs of money.) It is illegal in many countries to import ivory, but the evil Eco-Villains believe they can find a market to sell their ill-gotten gains!

Looten Plunder has hired Hoggish Greedly to do his dirty work. Also in for the kill is Dr. Blight -- who has brought along her henchman, Verminous Skumm, Rigger, and Duke Nukem!

Here are your stage 3 challenges:

<u>PROBLEM/ENEMY</u>	<u>POWER USED</u>	<u>SCORE</u>	<u>NUMBER IN STAGE</u>
ELEPHANT IN DANGER (LOOTEN PLUNDER)	HEART	100	5
FOREST FIRE (DR. BLIGHT)	WATER	100	5
DUKE NUKEM	WATER/EARTH	100	5
HOGGISH GREEDLY	WIND	10	YES
VERMIOUS SKUMM	WIND	10	YES
HENCHMAN	FIRE	10	YES
RIGGER	FIRE	10	YES

As you can see, Captain Planet is going to be attacked by every Eco-Villain in stage 3! But you still are only given 3 chances! So be careful! If Captain Planet can solve all the problems of stage 3 -- protecting the elephants from Looten Plunder, putting out the forest fires of Dr. Blight, and avoiding the nuclear radiation of Duke Nukem, as well as defeating the other Eco-Villains, you will not only score many points and win the stage, but you will also WIN THE GAME!

If you succeed in winning the game, you deserve great praise for helping Captain Planet save our environment. While this game belongs to you, the environment belongs to all of us. With your help, the environment will remain our most precious treasure. As Captain Planet says, "The Power is Yours!"

## 9 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.

## 10 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 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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