

MODEL 7-881

ELECTRONIC

Disney's

DARKWING DUCK



LCD GAME

DARKWING DUCK

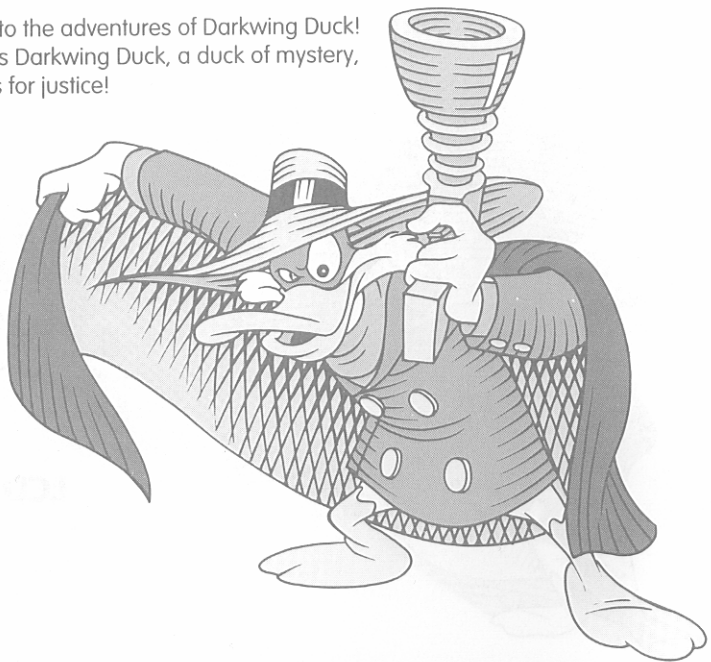
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Welcome to the adventures of Darkwing Duck!
Our hero is Darkwing Duck, a duck of mystery,
who fights for justice!



Darkwing Duck needs your help! There are criminals on the loose! With your
help, he can put them right where they belong—in jail!
The criminals are:



QUACKERJACK

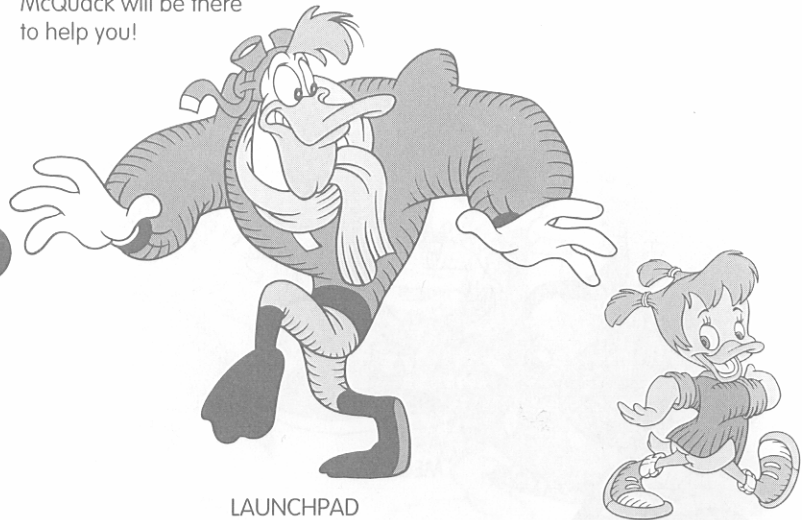


MEGAVOLT



BUSHROOT

You will control every move of Darkwing Duck! Your best friend, Launchpad McQuack will be there to help you!



LAUNCHPAD

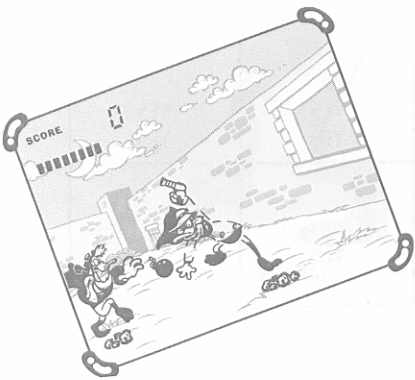
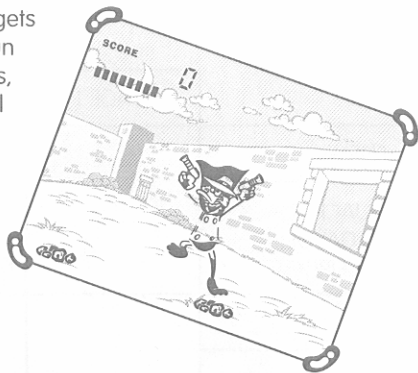
GOSALYN

Your daughter, Gosalyn, also needs your protection from the bad guys!

Your game has 3 stages filled with action and detective adventure!

	STAGE 1	STAGE 2	STAGE 3
ENEMY			
QUACKERJACK	YES	YES	YES
MEGAVOLT	-	YES	YES
BUSHROOT	-	-	YES
WEAPON			
GAS GUN	YES	YES	YES
BOMB	YES	YES	YES
COMPANION			
LAUNCHPAD	YES	YES	YES
GOSALYN	-	-	YES

Darkwing Duck loves to use fancy gadgets in his crime fighting. His favorite is a gun that shoots laughing gas! The trouble is, he's not very good at making it work all the time!



However, Darkwing's best pal, Launchpad, is more coordinated than Darkwing. He will toss you comic bombs to use!

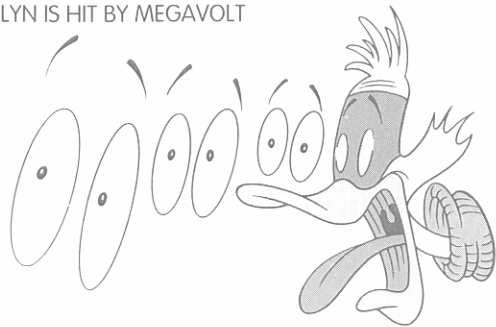
There is a **TIMER** for each stage. Shoot as many bad guys with laughing gas, pick up as many bombs from Launchpad, and drop bombs on as many bad guys as possible before the timer runs out on each stage!

You'll score points for your work!

- 100 POINTS SHOOTING A BAD GUY WITH LAUGHING GAS
- 50 POINTS PICKING UP A BOMB
- 150 POINTS BOMBING A BAD GUY

But you'll lose points when the bad guys get you before you can get them!

- 50 POINTS WHEN QUACKERJACK HITS YOUR PAL, LAUNCHPAD
- 100 POINTS WHEN DARKWING DUCK IS HIT BY ANY ENEMY
- 50 POINTS WHEN GOSALYN IS HIT BY MEGAVOLT



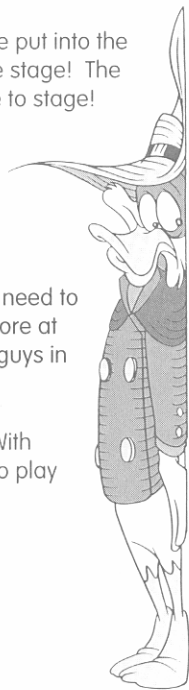
At the end of each stage, all the bad guys will automatically be put into the cage—if you have scored a minimum number of points on the stage! The number of points needed goes up as you advance from stage to stage!

MINIMUM POINTS TO CAGE THE BAD GUYS

STAGE 1	500 POINTS
STAGE 2	1000 POINTS
STAGE 3	2500 POINTS

7 To automatically cage the bad guys appearing in stage 1, you need to score at least 500 points! To cage the bad guys in stage 2, score at least 1000 points! Score at least 2500 points to cage the bad guys in stage 3!

You also get a 1000 POINT BONUS for completing the game! With you controlling the fabulous Darkwing Duck, you will be able to play the game all the way through each time! So you'll always be scoring your 1000 point end-of-game bonus!



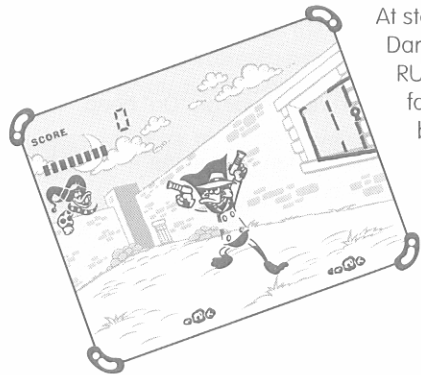
NOW YOU KNOW THE DARKWING STORY. SO NOW IT'S TIME FOR DARKWING'S GLORY!!!

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

Now press the ON/START button again to begin the fun from stage 1! You'll hear a "Game Start" tune and you begin with zero score!

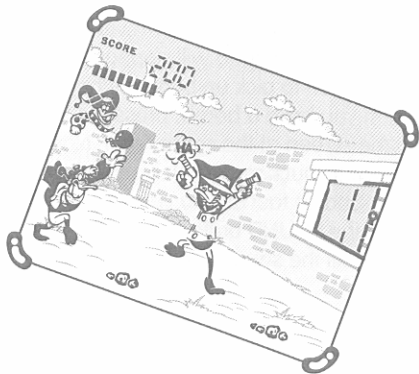
You have your own DARKWING DUCK control panel!

Press the SHOOT/BOMB button to shoot laughing gas on Quackerjack, Megavolt, or Bushroot whenever they appear! They're always up to no good! Your pal, Launchpad will appear to help you! He'll throw you bombs! Press the PICK button to pick up bombs whenever Launchpad throws them to you! When you have a bomb, press the SHOOT/BOMB button to blow all the criminals off the screen at the same time! Now that's a pretty good trick! Darkwing Duck moves along at a fairly slow speed. Press the RUN button as often and as fast as you can to make him run faster! Press the SOUND button if you ever want to fight in silence! Press it again to regain all the sounds of the great chase!



Look! It's your pal, Launchpad! He's throwing bombs to you! But Quackerjack is attacking—both you and Launchpad! Protect yourself and Launchpad by shooting laughing gas at Quackerjack!

At stage 1, Quackerjack will appear! Darkwing Duck will chase him! Press the RUN button to make Darkwing Duck run faster! Then press the SHOOT/BOMB button to shoot laughing gas at Quackerjack! Remember—you score points for defeating bad guys, but you lose points if they get you first!

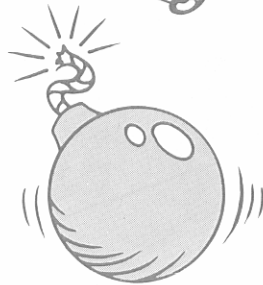
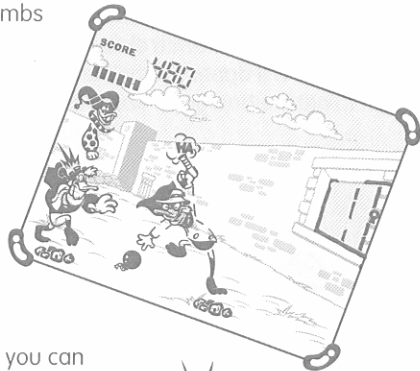


Press the PICK button to pick up the bombs Launchpad brings to you!

When you reach the end of stage 1, you'll hear a "Stage Complete" tune! The game pauses and stage 2 is displayed! Congratulations on finishing the first stage! Have you scored the minimum score to put the bad guys in cages? Watch the screen and see!

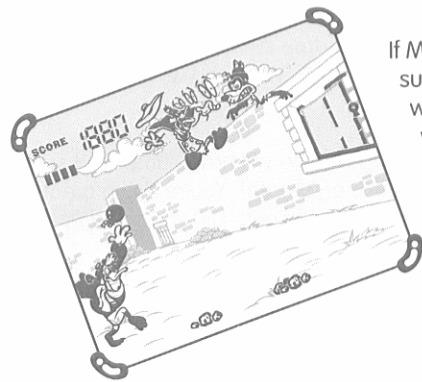
During the pause between any stages, you can press the MAX SCORE to see the maximum score!

Press the ON/START button when you're ready to begin stage 2!



At stage 2, you have more unwanted company! Now Megavolt will appear to attack Darkwing Duck with electricity! Be careful—both Megavolt and Quackerjack will appear! Don't forget to pick up bombs from Launchpad! Don't forget to get the bad guys—before they get you!

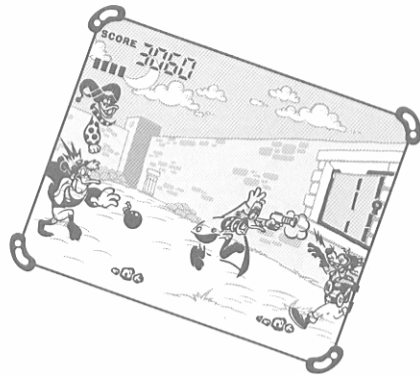
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If Megavolt or any other criminal is able to successfully attack you, Darkwing Duck will tremble and jump up—and it'll cost you points!

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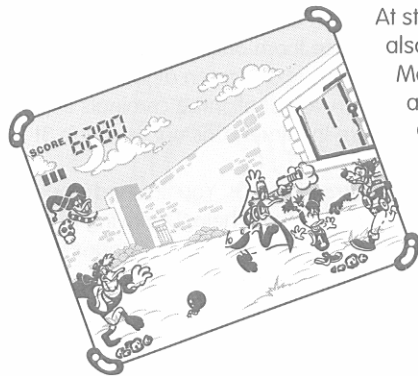
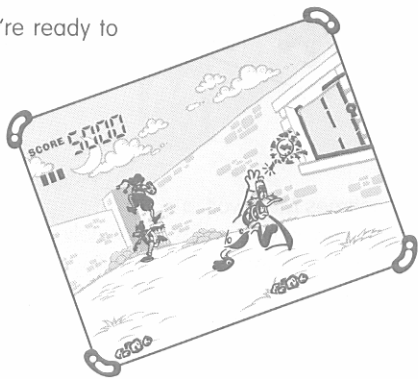
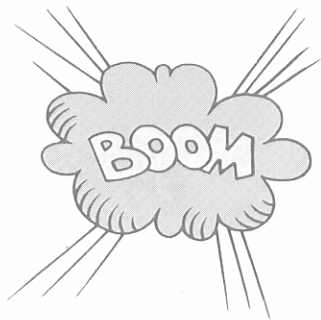
Sometimes Megavolt and Quackerjack will appear separately on stage 2. Sometimes they will appear at the same time! Watch out for Megavolt above and below you!



When Megavolt and Quackerjack appear together, press the BOMB button if you haven't already picked one! Darkwing Duck will drop the bomb, which will chase both of them away—at least for a little while! You need as many bombs as you can get!

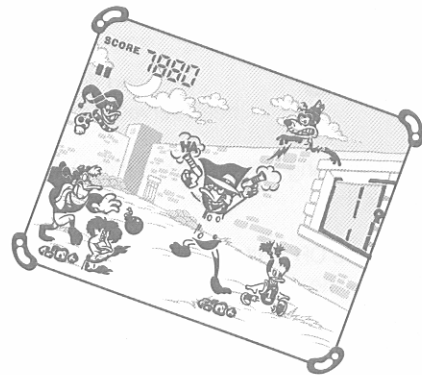
When you hear the "Stage Complete" tune again, you will have completed stage 2! The game pauses and stage 3 is displayed on screen! You're doing great! Press MAX SCORE if you want to see the maximum score! Did you score the minimum number of points to automatically cage the bad guys?

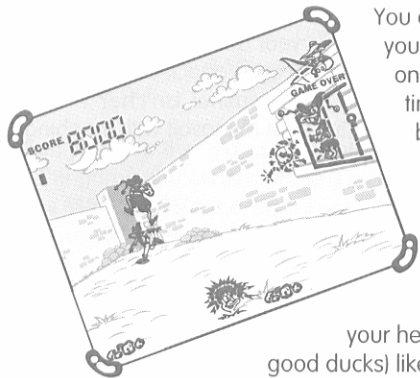
13 Press the ON/START button when you're ready to begin stage 3. This is the final stage!



At stage 3, as you fight the criminals, you'll also run into your daughter, Gosalyn! Megavolt will try to attack Gosalyn! He's a really nasty criminal, isn't he? Protect Gosalyn from Megavolt with laughing gas and bombs!

At stage 3, the third criminal, Bushroot appears! Bushroot will try to steal bombs from Launchpad! So you have to be really quick to pick up Launchpad's bombs before Bushroot beats you to them!





You can't use bombs whenever you want—you can use them only when more than one enemy is on screen at the same time! Try to put all three criminals in jail before the timer runs out on stage 3!

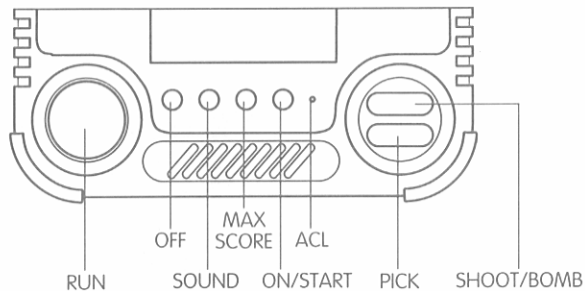
Hurray for you! You finished stage 3! With your help, Darkwing Duck has braved all the challenges and trouble that Quackerjack, Megavolt, and Bushroot have cooked up! With your help, the world is safe for good folks (and good ducks) like Launchpad and Gosalyn! Justice has been served—and you've earned your 1000 POINT BONUS!

After finishing stage 3, press the ON/START button to begin a new game from stage 1!

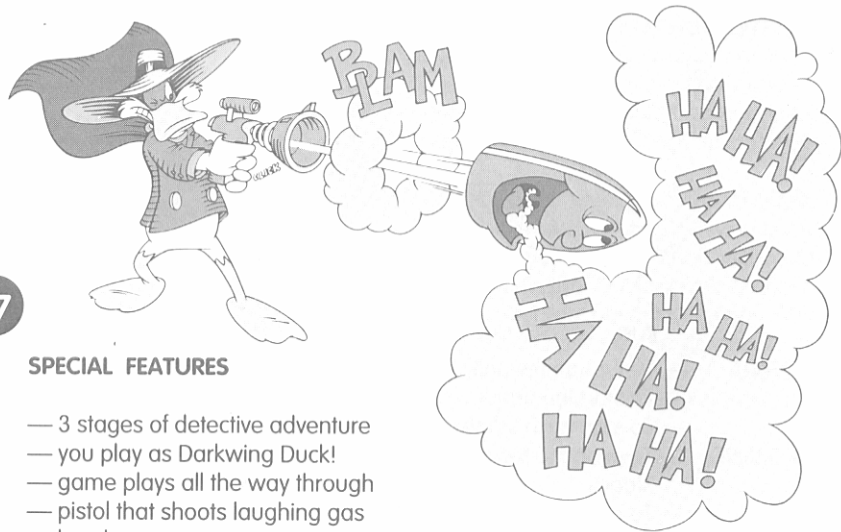
Press the OFF button when you're finished playing. But don't worry if you forget—the game automatically shuts itself off about 3 minutes of nonaction!

THE END

DETECTIVE CONTROL GUIDE

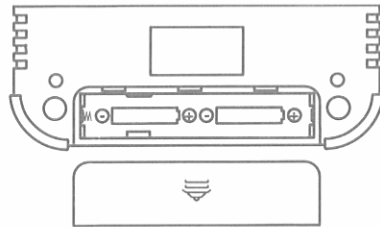


- RUN** — To make Darkwing Duck run faster.
- OFF** — To turn off the unit.
- SOUND** — To control sound: on or off.
- PICK** — To pick up bomb.
- SHOOT/BOMB** — To shoot laughing gas.
— To attack all the enemies on screen after picking up a bomb.
- ON/START** — To turn on the unit.
— To start the game.
— To start each stage.
- MAX SCORE** — To examine the maximum score during the pause between stages.



SPECIAL FEATURES

- 3 stages of detective adventure
- you play as Darkwing Duck!
- game plays all the way through
- pistol that shoots laughing gas
- bombs
- built-in melody
- sound on/off control
- built-in automatic power-off timer (game shuts itself off about 3 minutes of nonaction)



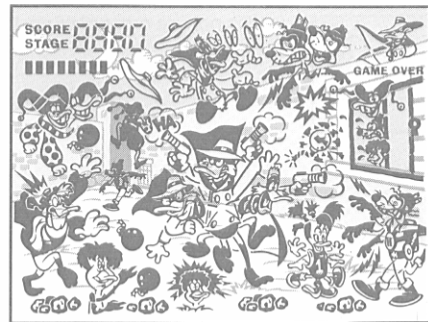
INSERTING THE BATTERIES

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 shown in the diagram below.



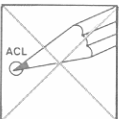
CAUTION



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.

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.

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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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