

ELECTRONIC

Dennis the MENACE™

LCD VIDEO GAME

1 THE DENNIS THE MENACE STORY

It's a beautiful summer morning and George Wilson is enjoying the peace and tranquility of his home. Then he hears a heart-stopping sound. It's the screeching tires and cheerful voice of his next-door neighbor and six-year old nemesis, Dennis Mitchell. The sweet sounds of, "Can Mr. Wilson come out to play?" echo up from the doorstep. Dennis the Menace has arrived!

Dennis defies the laws of reason and physics as he tries experiments and problem-solving techniques that invariably involve some form of physical torment for grumpy George Wilson next door.

Then when slippery, sneaky, and sly Switchblade Sam tries to hold Dennis hostage, Dennis' true spirit really comes out!

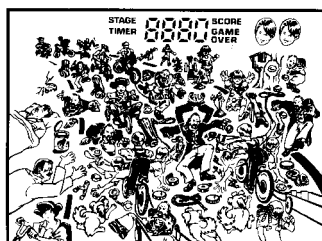
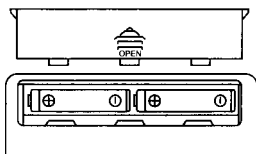
2 INSERTING THE BATTERIES

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.

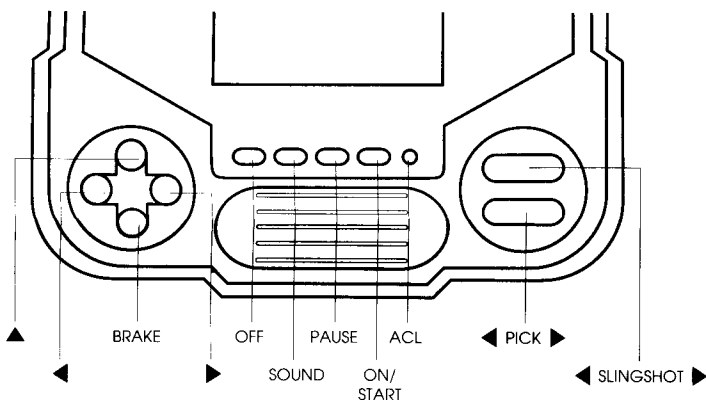
Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

The game has 4 action-filled stages. You always play as Dennis. You're always riding your bike. Your loyal dog, Ruff, is always chasing you.

The objective of the game is for you to avoid neighborhood dangers as you control Dennis to "help" your pal, Mr. Wilson, try and trick Margaret, and later in the game, to capture Switchblade Sam! Use your slingshot to help you!

5 CONTROL GUIDE



ON/START

- To turn on the unit.
- To start the game.
- To start each stage.
- To exit pause.

PAUSE

- To pause the unit.

SOUND

- To control sound: on or off.

OFF

- To turn off the unit.



- To steer your bike left.



- To steer your bike right.



- To accelerate your bike.

BRAKE

- To brake your bike.

– To pick up objects on the left of the screen, which include:

SLINGSHOT	(stages 1-4)
ROCKS	(stages 2 & 4)
COINS	(stage 4)
TAPE	(stage 4)
HANDCUFFS	(stage 4)
ROPE	(stage 4)

PICK (R)

– To pick up objects on the right of the screen, which include:

ASPIRIN	(stage 1)
FLOWER SEEDS	(stage 3)
COINS	(stage 4)
TAPE	(stage 4)
HANDCUFFS	(stage 4)
ROPE	(stage 4)

SLINGSHOT (L)

– To shoot with your slingshot (to your left).

– To throw the tape, handcuffs, and rope to tie up Switchblade Sam (to your left in stage 4) when Dennis is at the right position.

SLINGSHOT (R)

– To shoot with your slingshot (to your right).

– To throw the tape, handcuffs, and rope to tie up Switchblade Sam (to your right in stage 4) when Dennis is at the left position.

6 SPECIAL FEATURES

- 4 stages
- your own bike
- your own slingshot
- built-in melody
- sound on/off control
- high score retained
- built-in automatic power-off timer

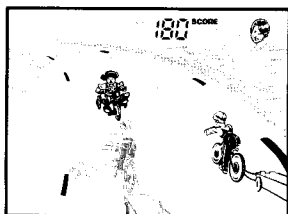
7 GAME SUMMARY

STAGE 1

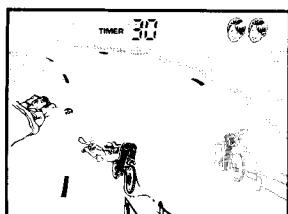
In stage 1, you're out in the neighborhood. But you know your next door neighbor, Mr. Wilson, is sick! So you ride your bike through the neighborhood to Mr. Wilson's house. Steer clear of all the neighborhood danger — and don't crash into your friend, Joey, on his bicycle! You've got to steer clear of your dog, Ruff, too! You'll find Mr. Wilson in his backyard, sleeping.

In the end of the stage, while riding your bike, pick up your slingshot when it appears. Then pick up aspirin when it appears. It's up to you to shoot an aspirin down Mr. Wilson's throat with your slingshot! You've got to time it right — shoot it in when he lays on the bed!

To win the stage, you've got to make a successful shot!



Press "◀" and "▶" to steer left and right to avoid obstacles! Watch out for Joey, too!
Press the pick button to pick up your slingshot when it appears!



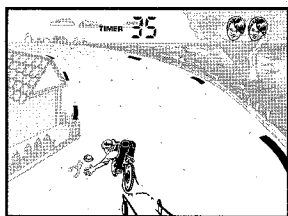
Press the pick button to pick up aspirin!
Press the slingshot button to shoot an aspirin down Mr. Wilson's throat when he lays on the bed. A successful shot wins the stage!

STAGE 2

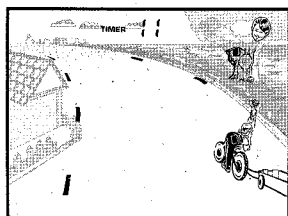
In stage 2, you're building a tree house. But there's one problem — Margaret is a girl. Even though she can't help being a girl, try to ditch her! But even though she's just a girl, she can track you down as well as any neighborhood boy. Also watch out for obstacles in the neighborhood and don't crash into Joey on his bicycle! Watch out for your dog, Ruff, too!

At the end of the stage, while riding your bike, pick up your slingshot when it appears. Then pick up rocks when they appear. It's up to you to shoot a rock into the hole in the tree!

To win the stage, you've got to make a successful shot!



After picking up your slingshot, then press the pick button to pick up rocks.



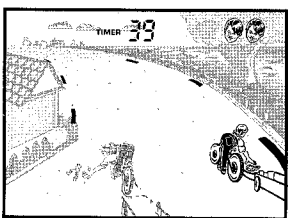
Press the slingshot button to shoot a rock into the hole in the tree. A successful shot wins the stage.

STAGE 3

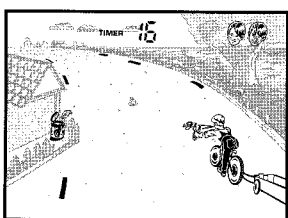
Mr. Wilson is feeling better and is working in his garden. He wants to win a prize from the local garden club! Maybe you can help! You've heard that it's good to turn over the dirt in the garden, so you're riding your bike through his garden to make sure the dirt gets turned! Funny thing is, Mr. Wilson doesn't quite understand that you're really helping! You've got to steer clear of the flowers as you're "turning over" the dirt, you've got to steer clear of Margaret, who is still trying to catch you, you've got to steer clear of Mr. Wilson who will also try to grab you, and of course, you've also got to steer clear of your dog, Ruff!

At the end of the stage, while riding your bike, pick up your slingshot when it appears, then pick up flower seeds, and shoot a seed into a flower pot on Mr. Wilson's windows!

To win the stage, you've got to make a successful shot!



After picking up your slingshot, press the pick button to pick up flower seeds!



Press the slingshot button to shoot a flower seed into the flower pot on Mr. Wilson's windowsill. A successful shot wins the stage.

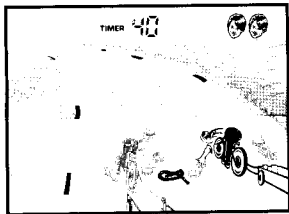
STAGE 4

Some really weird guy, Switchblade Sam, has come to town. Although the town doesn't know it yet, he's a really bad guy! In fact, he's stolen Mr. Wilson's coin collection! He's also trying to hold you prisoner!

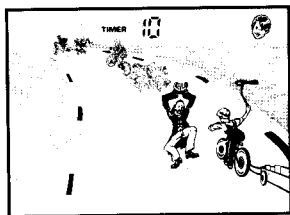
In each of the first three stages, you only could use your slingshot at the end of the stage. But in the final stage, you can use your slingshot throughout the stage!

While riding your bike, pick up as many of Mr. Wilson's coins as you can. Also pick up rocks, and with your trusty slingshot, shoot at Switchblade Sam! Hit him as many times as you can with rocks! Also steer clear of obstacles and your dog, Ruff!

At the end of the stage, while riding your bike, pick up the tape, the handcuffs, and the rope and throw them at Switchblade Sam to tie him up and capture him! You win the game if you can capture Switchblade Sam!



Press the pick button to pick up Mr. Wilson's stolen coins!
Press the pick button to pick up the tape, the handcuffs, and the rope!



Press the slingshot button to throw the tape, handcuffs, and rope at switchblade Sam! When you succeed with all three, you will see that Switchblade Sam is safely tied up -- and you win the game!

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 start the game from stage 1. You start, of course, with zero score. But you'll be scoring points right away!

You always play as Dennis. You're always riding your bike, trying to avoid neighborhood obstacles as you ride through the neighborhood, "helping" Mr. Wilson, tricking Margaret, and finally, capturing the evil Switchblade Sam!

Use the following buttons to help you:

PRESS "◀" TO STEER YOUR BIKE TO THE LEFT.

PRESS "▶" TO STEER YOUR BIKE TO THE RIGHT.

PRESS "▲" TO MAKE YOUR BIKE GO FASTER.

PRESS "BRAKE" TO STOP YOUR BIKE.

PRESS PICK (L)

— TO PICK UP OBJECTS AT YOUR LEFT HAND SIDE, WHICH INCLUDE:

YOUR SLINGSHOT	(stages 1-4)
ROCKS	(stages 2 & 4)
COINS	(stage 4)
TAPE	(stage 4)
HANDCUFFS	(stage 4)
ROPE	(stage 4)

PRESS PICK (R)

— TO PICK UP OBJECTS AT YOUR RIGHT HAND SIDE, WHICH INCLUDE:

ASPIRIN	(stage 1)
FLOWER SEEDS	(stage 3)
COINS	(stage 4)
TAPE	(stage 4)
HANDCUFFS	(stage 4)
ROPE	(stage 4)

PRESS SLINGSHOT (L)

— TO SHOOT WITH YOUR SLINGSHOT (TO YOUR LEFT).
 — TO THROW THE TAPE, HANDCUFFS AND ROPE TO TIE UP SWITCHBLADE SAM (to your left in stage 4) WHEN DENNIS IS AT THE RIGHT POSITION.

PRESS SLINGSHOT (R)

— TO SHOOT WITH YOUR SLINGSHOT (TO YOUR RIGHT).
 — TO THROW THE TAPE, HANDCUFFS AND ROPE TO TIE UP SWITCHBLADE SAM (to your right in stage 4) WHEN DENNIS IS AT THE LEFT POSITION.

There are 4 stages of play. Each stage is divided into two parts:

In the first part, dodge all the obstacles! In the second part, the timer appears and counts down from 30! Within the time limit, you must complete a special challenge:

- In STAGE 1, shoot an aspirin down Mr. Wilson's throat!
- In STAGE 2, shoot a rock into the hole in the tree!
- In STAGE 3, shoot a seed into Mr. Wilson's flower pot!
- In STAGE 4, capture Switchblade Sam by taping, handcuffing, and roping him!

If you don't complete the special challenge within the 30 seconds given, you lose the game!

You get 6 chances in each stage. You lose a chance whenever you can't avoid an obstacle on your bike. If you lose all your chances, you also lose the game!

Each stage presents its own special challenges:

As you move from stage to stage, you face more challenges:

		STAGE 2		STAGE 4
OBSTACLES:				
-LOG	YES	YES	YES	YES
-TEETER-TOTTER	YES	YES	YES	YES
-JOEY ON BICYCLE	YES	YES	YES	YES
-MARGARET	-	YES	YES	YES
-MR. WILSON'S FLOWERS	-	-	YES	-
-MR. WILSON	-	-	YES	-
-YOUR DOG RUFF	YES	YES	YES	YES
-SWITCHBLADE SAM	-	-	-	YES
THINGS TO PICK:				
-SLINGSHOT	YES	YES	YES	YES
-ASPIRIN	YES	-	-	-
-ROCKS	-	YES	-	YES
-FLOWER SEEDS	-	-	YES	-
-MR. WILSON'S COINS	-	-	-	YES
-TAPE	-	-	-	YES
-HANDCUFFS	-	-	-	YES
-ROPE	-	-	-	YES
TIMER (Internal, min: sec)	1:30	2:00	2:30	3:00

You WIN the game by capturing Switchblade Sam at the end of stage 4!

SCORING

Score as many points as you can throughout the game:

- 10 POINTS for steering clear of logs, the teeter-totter, and Mr. Wilson's flowers.
- 20 POINTS for steering clear of Joey, Margaret, Mr. Wilson, and for picking up each of Mr. Wilson's stolen coins.
- 100 POINTS for each time you use your slingshot to hit Switchblade Sam with a rock or throw the tape and handcuffs around him.
- 500 POINTS for using your slingshot to successfully shoot the aspirin (stage 1), the rock (stage 2), and the flower seed (stage 3).
- 1000 POINTS for capturing Switchblade Sam with your rope in-stage 4 to WIN the game. (You must first throw the tape and handcuffs around him before you can throw the rope!)

Press the PAUSE button to pause the game to catch your breath. Press the ON/START button to start play again. The game also pauses when you complete a stage. Press the ON/START button to begin a new stage!

Press the SOUND button to play in silence. Press it again to regain all the sounds of the neighborhood!

After a GAME OVER, press the ON/START button to start a new game from stage 1.

Press the OFF button to turn off the game when you are finished playing. But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of no action!

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.

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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