72509|WTIE-2

ELECTRONIC



LCD GAME

MODEL 72-509

Here's the most fun you'll have in a million years! It's the Sinclair family!

Earl Sinclair is just trying to do the same job he's done for years—looking for food creatures to feed his family. His son, Robbie Sinclair, helps out by trying to stop the food creatures before they run away!

But Earl has to watch out! His boss, Mr. Richfield will try to hit him with lunchboxes, the Baby will try to hit him with a spoon; and the nastiest boss of all (his motherin-law Ethyl), will try to hit him with her cane!

BAAD COL

Living millions of years ago has other challenges, too. Natural disasters, like meteor showers, craters, earthquake cracks and lava are not uncommon, after all, natural disasters can be just a dangerous as a mother-in-law!

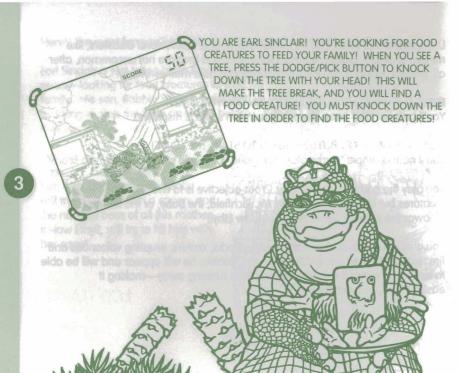
PRESS THE ON/START BUTTON TO TURN ON THE GAME!
You'll hear an "On" beep and the maximum score is displayed.

PRESS THE ON/START BUTTON AGAIN TO START THE GAME!

You'll hear a simple "Game Start" tune and you begin stage 1 with a zero score!

You play the game as Earl Sinclair. Your objective is to find and catch food creatures but to avoid being hit by Mr. Richfield, the Baby, or the nastiest dinowoman in town—your mother-in-law Ethyl!

You also have to avoid natural disasters (rocks, craters, erupting volcanoes and fire meteors!) When you call for your son, Robbie, he will appear and will be able to temporarily stop the food creatures from running away—making it easier for you to catch them!



THEN PRESS THE DODGE/PICK BUTTON AGAIN TO PICK UP THE FOOD CREATURE!

Use your control buttons to help you throughout the game:

PRESS THE JUMP BUTTON PART 18 1 MARCH

- To jump up to avoid an attack or an obstacle.
- To jump clear of a tree.

PRESS THE DODGE/PICK BUTTON

- To dodge attacks or obstacles.
- To knock trees (allowing you to knock them down with your head to find food creatures).
- To pick up food creatures.

PRESS THE CALL BUTTON

 To call for your son, Robbie, to help you grab food creatures. (He'll be able to temporarily stop them from running away, making it easier for you to knock them!)

PRESS THE FORWARD BUTTON

To move forward faster.

PRESS THE SOUND BUTTON

 To play the game in silence. Press it again to regain all the sounds of happy prehistoric times.

PRESS THE MAXIMUM SCORE BUTTON

— To look at the maximum score during the pause between stages.



PRESS THE CALL BUTTON TO CALL FOR YOUR SON, ROBBIE!

ROBBIE WILL TEMPORARILY STOP THE FOOD
CREATURES FROM RUNNING AWAY—MAKING
IT EASIER FOR YOU TO CAPTURE THEM!
REMEMBER TO PRESS THE DODGE/PICK
BUTTON TO CAPTURE FOOD CREATURES!

To pick up food "Malares"

You can press the PICK BUTTON to pick up food creatures without calling for Robbie's help. But calling for Robbie just makes things a little easier. After all, that's what sons are for!

of uoy ref reizes it entiting away palanus for you to

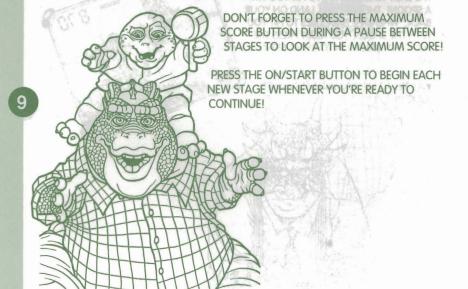
Replanting and the sounds of happy

of policing which cause brill have being a laboration with a call

You always play through the entire game—from start to finish! There are 4 stages of play. Your challenges are different in each stage:

1.1-0-1		70.7 10.7	State of the state	
NATURAL DISASTERS	STAGE 1	STAGE 2	STAGE 3	STAGE 4
ROCKS	YES	YES	YES	YES
CRATERS	YES	YES	YES	YES
ERUPTING VOLCANOES				YES
FIRE METEORS	-	-	- 61	YES
TREES	YES	YES	YES	YES
FOOD CREATURES	YES	YES	YES	YES
MR. RICHFIELD	YES	YES	YES	YES
THE BABY	11-WA-	=	YES	YES
ETHYL		-	-	YES
ROBBIE SINCLAIR	/ -	YES	YES	YES
FRAN SINCLAIR	YES	YES	YES	YES
LENGTH OF STAGE:				
(MIN/SEC)	1:00	1:20	1:40	2:00
SPEED	SLOW	MED	MED	HI

There is a time limit for each stage. An invisible timer counts down to zero. When time is up, you'll hear a "Stage Complete" melody and the game will pause. The next stage number will also be displayed.





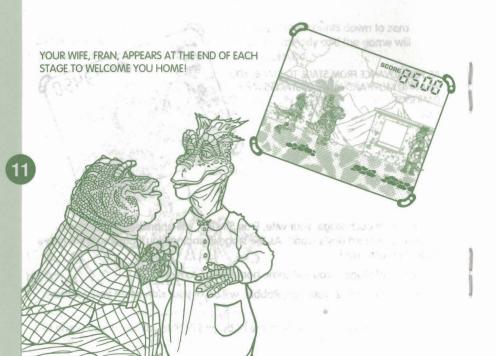
At the end of each stage, your wife, Fran Sinclair, will appear to welcome you home from a hard day's work! As the stage is ending, you'll automatically move faster to reach Fran!

At the end of Stage 1, you will come home alone to Fran.

At the end of Stage 2, your son, Robbie, will be at your side when you go home to Fran.

At the end of Stages 3 and 4, both the baby and Robbie will follow you home to Fran!





As you play through the 4 stages of the game, you'll score lots of points! Score as many points as you can!

You score:

- 50 POINTS BY AVOIDING AN ATTACK FROM MR. RICHFIELD, THE BABY, OR ETHYL

- 150 POINTS BY PICKING UP EACH FOOD CREATURE

- 20 POINTS BY JUMPING CLEAR OF EACH CRATER



-LOSE 20 POINTS WHENEVER YOU FAIL TO AVOID AN OBSTACLE, MR. RICHFIELD, THE BABY OR ETHYL!

AFTER COMPLETING STAGE 4, PRESS THE ON/START BUTTON TO START A **NEW GAME FROM STAGE 1!**

PRESS THE OFF BUTTON TO TURN OFF THE GAME WHEN YOU'RE FINISHED PLAYING. But don't worry if you forget—the game automatically shuts off after about 3 minutes of non-action!

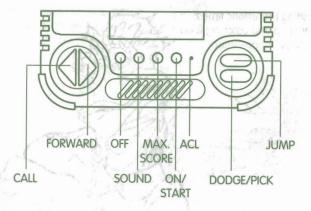
Thanks for visiting prehistoric times. Your help in finding and catching food creatures is always appreciated!

THE END



13

11 46 Bat Bon't work it you't aget the assence to a new or and



YOUR PREHISTORIC CONTROL GUIDE: ON/START - To turn on the unit. — To start the game. — To start each stage. MAXIMUM — To take a look at the maximum score during the pause SCORE between stages. SOUND - To control sound, on or off. OFF - To turn the unit off. JUMP To jump up to avoid an attack or obstacle. — To jump clear of a tree. DODGE/PICK To dodge attacks or obstacles. - To knock trees (knocking them down with your head to find food creatures). To pick up food creatures. — To call Robbie to help you grab food creatures. (He'll temporarily stop them from running away—making them easier for you to pick!)

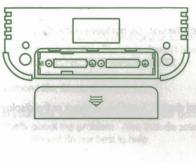
- To move forward faster.

FORWARD

SPECIAL FEATURES

- game plays all the way through
- built-in stage timer
- highest score retained
- built-in melody
- sound on/off control

— built-in automatic power-off timer (game shuts itself off after about 3 minutes of non-use)



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. work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



may be pushed only if the game doesn't



Do not press the liquid crystal display. 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 about the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

the date of published or until natural offer the 9"

and you. This work and does

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 seal it securely. 2) Carefully print on the box or carton the following name and address

TIGER FLECTRONIC 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

Western State Stat

1 POCK the glotter care for a several process of the control of th

DINOSAURS

© The Walt Disney Company

© 1992 TIGER ELECTRONICS, INC. 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG

e for loss of title of the proposition of his history to

* PUS studioselectroschisteringen a-de