

651310001IWTIE-01

#### SOMETHING'S WAITING FOR YOU. AND IT'S HUNGRY.

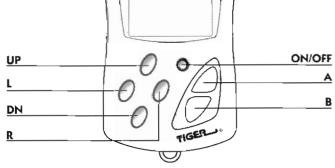
Deep in a mystical forest, you are fighting for your life but not against any human enemy. This is a fight against dangerous bugs. The most deadly of these is the Giant Millipede that will take your life with just one bite. The only thing you can use against these insidious insects is a magical Bow and Arrow. Blast the bugs with an arrow — and they will be exterminated!

## RIDE THE "WAVES" TO WIN

Destroy all the Millipedes in each "wave" As the Millipede appears on screen, you will realize that it has more than one section for you to destroy. In order for you to completely destroy a Millipede, you must hit EACH ONE OF THE SECTIONS with a magical arrow. The Millipede will move quicker as its' sections are destroyed and will do more turning! You WIN the game if you survive 99 waves of Millipede attack!

# **格 KEY TO GAME**

Mastering your keypad is the key to this Extreme Keychain game!



ON/OFF

to turn on the game.

- to turn off the game.

UP

-- to turn on the sound between waves.

-- to move up

DN

— to turn off the sound between waves

— to move down

— to move left

-tomove right.

— to start the game

to start each new wave.

to fire magical arrows

- to shoot a POW.

**B** (same functions — to start the game

as button "A")

- to start each new wave

 to fire magical arrows — to shoot a POW

RESET

— to reset the unit if your game malfunctions (RESET button is: on the back of the game unit)

### HOW TO PLAY

Press the ON/OFF button to turn on the game. You'll hear an "ON" beep. The high score attained is displayed

To begin play, press either the "A" or "B" button



DON'T LOOK NOW, BUT A MILLIPEDE IS COMING DOWN THE SCREEN AT YOU'

Your objective is clear: Destroy the Millipedes before they twist and turn and reach the bottom of the screen and bite you! Destroy all the Millipedes in each wave.

Use your keypad to help you,

- Use "L" to move left
- Use "R" to move right
- Use "UP" to move up
- Use "DN" to move down
- · Use the "A" or "B" button to begin each new wave and to fire your magical arrows and to shoot a POW

The Millipede is not going to stand still and wait for you. It's going to be turning and twisting, making it harder for you to shoot it as it moves down the screen. Making things even more difficult for you, as soon as you hit a section of the Millipede, it SPLITS — and forms ADDITIONAL MILLIPEDES! The Millipedes also move faster as their sections are destroyed!



THERE'S GOOD NEWS AND BAD NEWS. THE GOOD NEWS - NICE HIT! THE BAD NEWS - WHEN YOU HIT A SECTION OF MILLIPEDE. IT SPLITS INTO SEPARATE MILLIPEDES

Also watch out for spiders! They'll wiggle. They'll jiggle. They'll bite you and you will lose a chance!



MILLIPEDES TAKE THEIR TIME TWISTING AND TURNING BUT SPIDERS RUN RIGHT FOR YOU!

Find the DDT bomb! The letters "POW" are written in the middle of it

Blast it with an arrow! It will cause an explosion of Insecticide -- and destroy any insects near it. This is a very effective shooting strategy when a Millipede is about to touch the bomb. You are only given a very limited number of "POW's", so be sure to use them wisely! Only fire at the POW, when the Millipede is close by



POW! EXPLODE THE DDT BOMB WHEN A MILE PEDE IS ABOUT TO TOUCH IT!

Each time you're "BIT" by the Millipede or a spider, you will lose a chance. Lose all 3 chances on any wave and it's GAME OVER.



BITE MAKES RIGHT. GET BIT THREE TIMES — AND YOU'RE HISTORY.

When you kill off all the Millipedes on screen, the wave is complete and the game will pause.

Press the START button to begin the next wave. As you advance through the waves, the speed of the insects will increase. You WIN the game if you can complete all 99 waves.

After you win the game or after a GAME OVER, press the " ${\bf A}$ " or " ${\bf B}$ " button to begin a new game.

### A SCORING

10 points for each section of a Millipede you hit and for each

mushroom you hit

20 points for each spider you hit.

### A INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 1xG13A OR LR44 battery or equivalent (battery included) as shown.

#### TO ENSURE PROPER FUNCTION:

- 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 CHARGEABLE BATTERIES ARE ONLY TO BE CHARGE ADULT SUPERVISION
- 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.

### A CAUTION/DEFECT OR DAMAGE

#### 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 RESET switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation

If a part of your MILLIPEDE KEYCHAIN 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.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do out best to expedite your return promptly.

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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.\$6.00 Payments must be by check or money order payable to Tiger Electronics, Ltd.

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

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