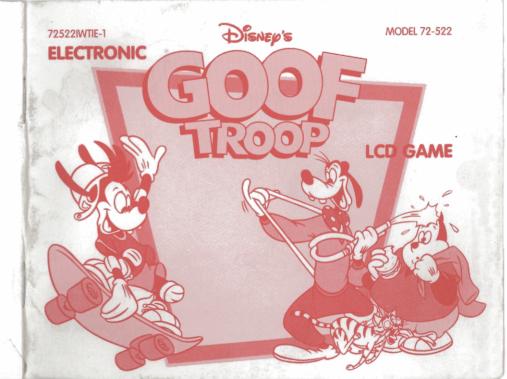


GOOF TROOP © Walt Disney Company © 1993 TIGER ELECTRONICS, INC. 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG



Welcome to Goof Troop! When you turn on the game, you'll be playing as Max, the coolest skateboarding dude in town!





As Max, you'll be skateboarding through the neighborhood, picking up cans to recycle. As everyone knows, recycling is a "way cool" thing to do for the environment! It's good for the pocketbook too!

If you and your best pal, PJ, can pick up enough cans, you'll be able to make enough money to buy concert tickets! You'll make 5 cents for every can you pick up!

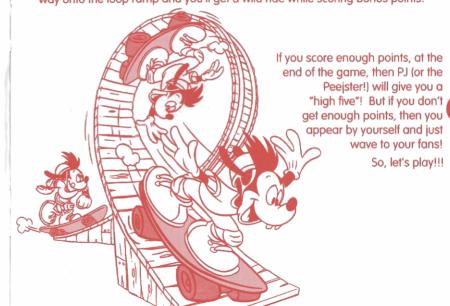
Along the way, you'll encounter lots of obstacles. You have to steer your skateboard LEFT and RIGHT around the obstacles or JUMP over them!



wave to your fans! So, let's play!!!

Also watch out for PJ's dad! His name is Pete. Pete doesn't care at all about the environment, and is going around town, dropping his soda cans all over the place! Remember to pick up as many cans as you can!

The coolest part of the neighborhood is "the loop" skateboard ramp! Steer your way onto the loop ramp and you'll get a wild ride while scoring bonus points!



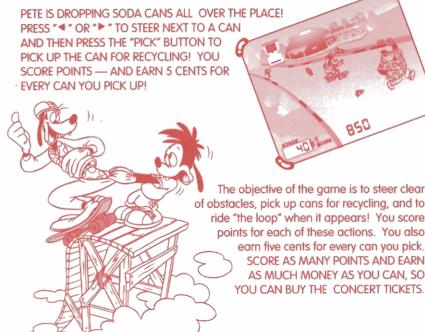
PRESS THE ON/START BUTTON TO TURN ON THE GAME. You'll hear an "On" beep and the maximum score is displayed.

PRESS THE ON/START BUTTON AGAIN TO START THE GAME FROM STAGE 1. You'll hear a "Game Start" tune and the game starts with score of zero.

The game starts with you automatically skateboarding across town! Throughout all four stages, you'll see Pete dropping soda cans all over the place! That auy

has no concern for the environment. You'll have to set a good example for him! During the game, you'll find two paths of cans. Move both LEFT and RIGHT to pick up as many cans as possible!

YOU'RE SKATEBOARDING THROUGH THE NEIGHBORHOOD PICKING UP CANS TO RECYLE! PRESS "◀ " OR "▶ " OR PRESS "JUMP" TO AVOID OBSTACLES! YOU SCORE POINTS FOR EVERY OBSTACLE YOU AVOID!



The objective of the game is to steer clear of obstacles, pick up cans for recycling, and to ride "the loop" when it appears! You score points for each of these actions. You also earn five cents for every can you pick. SCORE AS MANY POINTS AND EARN

AS MUCH MONEY AS YOU CAN, SO

YOU ALWAYS PLAY AS MAX. USE YOUR CONTROL BUTTONS TO HELP YOU:

PRESS "◀" TO MOVE LEFT.

PRESS "▶" TO MOVE RIGHT.

PRESS "JUMP" TO JUMP UP.

PRESS "PICK" TO PICK UP CANS FOR RECYLCING.

You score points by:

 steering your skateboard clear of obstacles (by dodging LEFT and RIGHT, and by JUMPING)

steering your way onto "the loop"

- picking up cans.

SCORING

- 10 POINTS FOR AVOIDING MAILBOXES/LAWNCHAIRS/FIRE HYDRANTS
- 30 POINTS FOR AVOIDING GOOFY WITH HOSE
- 30 POINTS FOR PICKING UP CANS TO RECYCLE
- 50 POINTS FOR AVOIDING PJ ON SKATEBOARD
- 50 POINTS FOR AVOIDING GOOFY ON SKATEBOARD
- 100 POINTS FOR DOING "THE LOOP" IN STAGE 2.
- 150 POINTS FOR DOING "THE LOOP" IN STAGE 3.
- 200 POINTS FOR DOING "THE LOOP" IN STAGE 4.

YOU ALSO EARN 5 CENTS FOR EVERY CAN YOU PICK UP!



RIDE THE LOOP TO SCORE BONUS POINTS! PRESS "◀" TO MOVE TO THE RIGHT. THEN PRESS "▶" AGAIN TO ENTER THE LOOP!



There is a VISUAL TIMEKEEPER in each stage. It gives you a sense of how much time remains in the stage.

PRESS THE SOUND BUTTON IF YOU WANT TO PLAY IN SILENCE. Press it again to hear the fun sounds of the neighborhood.

As you complete each stage, you'll hear a "STAGE COMPLETE" melody. The game pauses after each stage and the next stage number is shown.

PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU ARE READY. PRESS THE MAX SCORE BUTTON TO TAKE A LOOK AT THE MAXIMUM SCORE DURING THE PAUSE BETWEEN STAGES AND WHEN THE STORY ENDS AFTER STAGE 4

After completing stage 4, there is "game ending animation"! If you score enough points, then you and PJ will appear together and you give each other a "high five"

If you don't score enough points, then you appear by yourself and you just wave to all your fans! -50 e prose B500

IF YOU SCORE ENOUGH POINTS AT THE END OF THE GAME, THEN YOUR BEST PAL, THE Peeister, WILL GIVE YOU A "HIGH FIVE!"

AFTER YOU COMPLETE THE STORY (after a "high five" or a "wave" at the end of stage 4) THEN PRESS THE ON/START BUTTON TO START THE GAME AGAIN FROM STAGE 1. The maximum score will be displayed and you begin again with zero score.

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 itself off

after about three minutes of non action!

Thanks for being part of the adventure and for helping to recycle, too! We hope you made enough money to go to the concert!

THE END

STAGE SUMMARY

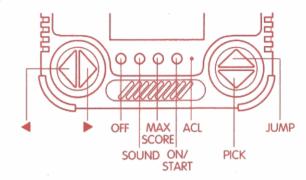
Each stage presents its own unique challenges. The game gets more difficult as you progress from stage to stage. You always play through ALL 4 STAGES of the game!

OBSTACLES:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
MAILBOXES	YES	YES	YES	YES
LAWNCHAIRS	YES	-	YES	YES
FIRE HYDRANTS	YES	YES	YES	YES
GOOFY WITH HOSE	-	_	YES	YES
GOOFY ON SKATEBOARD	-	YES	-	YES
PJ ON SKATEBOARD	-	-	YES	YES
PETE DROPPING CANS	YES	YES	YES	YES
SPECIAL RIDE:				
THE LOOP	-	YES	YES	YES
LENGTH OF STAGE:				
(MIN: SEC)	1:00	1:20	1:40	2:00
SPEED OF SKATEBOARDING	SLOW	MED	MED	HI

SPECIAL FEATURES

- 4 stages of "way cool" excitement
- you always play through all 4 stages
- visual stage timer
- maximum score retained
- built-in melody
- sound on/off control
- built-in auto power-off timer
 (game shuts itself off after about 3 minutes of non-use)

CONTROL GUIDE



ON/START — To turn on the unit.

To start the game.

To start each stage.

MAX SCORE — To take a look at the maximum score during, the pause

between stages and after a game over.

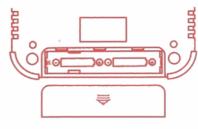
SOUND — To control sound: on or off.

OFF — To turn off the unit.

✓ To move left.

JUMP — To jump up.

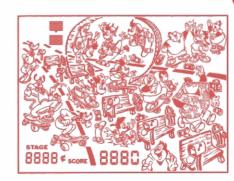
PICK — To pick up cans for recycling.



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, LISA.

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.