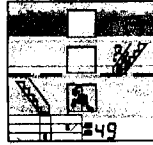


Press the ON/START button to turn on the unit. You'll hear an ON beep and the maximum score is displayed.

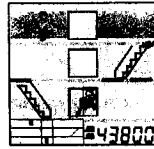
Now press the ON/START button to start the game!

You're Keystone Kelly and your objective is clear — capture the Krook before he escapes the building!



THE TIMER STARTS COUNTING DOWN AS SOON AS PLAY BEGINS! HURRY UP!

You have another enemy. It's time. You have just 60 seconds. There is a map showing the 3 story building from the basement to the roof-top. You can see your position, as well as the position of the Krook and the elevator!



THE DISPLAY AT THE BOTTOM OF THE SCREEN GIVES YOU AN OVERVIEW OF ALL THREE FLOORS. YOU'RE THE BLACK DOT. THE KROOK IS THE WHITE DOT.

1. GAME STORY

"THE MOST MADCAP VIDEO GAME OF ALL TIME RETURNS!"

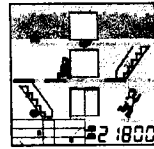
One of the greatest video games of all time comes alive once again! It's Keystone Kapers at its madcap best! You're Keystone Kelly and your mission is clear but elusive: Capture the Krook before he escapes from the roof within the time limit! Watch out for biplanes, shopping carts, cathedral radios, and beach balls! Pick up moneybags and stolen suitcases. They're valuable evidence and they score extra points for you. There are 3 floors to the building where the Krook is hiding — and you can use the elevator and the escalator to aid you in your pursuit! So what're you waiting for? Let the great chase begin!

2. THE OBJECT OF THE GAME

"STOP THE KROOKS IN THE NAME OF THE LAW!"

You start the game with 3 chances. You lose a chance if you're hit by a biplane, the timer reaches zero or the Krook escapes off the roof. You'll lose valuable time when you're hit by runaway shopping carts, wacky cathedral radios and bouncing beach balls! You'll score points for picking up money bags and stolen suitcases — and tons of extra points each time a Krook is apprehended!

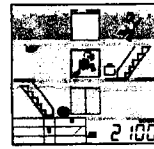
You'll lose a chance if you're hit by biplanes! You'll lose valuable time if you're hit by shopping carts, cathedral radios, or beach balls!



A BIPLANE STREAKS ACROSS SCREEN AT YOU!



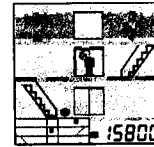
When you see money bags or stolen suitcases, pick them up.



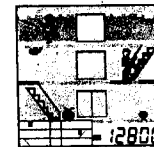
IT'S A MONEY BAG. PICK IT UP, KELLY! IT'S WORTH A COOL 100 POINTS FOR YOU!



Use the elevator and the escalator to your best advantage!



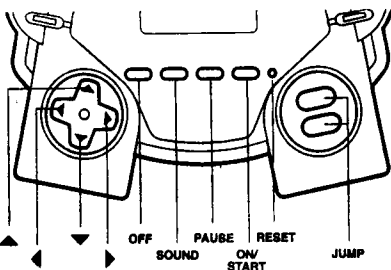
THE ELEVATOR CAN TAKE YOU UP AND DOWN TO ANY FLOOR EXCEPT THE ROOF. MOVE IN FRONT OF THE ELEVATOR IN ORDER TO RIDE IT.



YOU CAN RIDE THE ESCALATOR SIMPLY BY TOUCHING IT! NOW WHAT COULD BE EASIER?

3. HOW TO PLAY

"THE GREAT CHASE BEGINS!"



ON/START —to turn on the game.

- to start the game.
- to exit pause.

PAUSE —to pause the game.

SOUND —to control sound: on or off.

OFF —to turn off the game.

"▲" —to move up the escalator.
—to move into the elevator.

"▼" —to move out from the elevator.
—to duck down.

"◀" —to move left.

"▶" —to move right.

JUMP —to jump up.

You lose a chance if:

- you're hit by a biplane, or
- the timer reaches zero, or
- the Krook escapes off the roof.

You start at 60 seconds. You can also gain a chance for every 10,000 points scored!

It's **GAME OVER** if you lose all 3 of your chances.

How many points can YOU score?

4. SCORING

"THE MORE KROOKS YOU CATCH, THE HIGHER YOUR SCORE!"

You score 100 POINTS for picking a MONEY BAG or a STOLEN SUITCASE.

You also score extra points each time a Krook is apprehended. The sooner you catch him, the more points you're going to get! Krooks are worth 100 TIMES THE AMOUNT left on the timer!

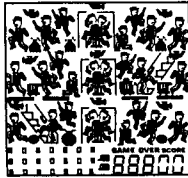
5. INSERTING THE BATTERIES

When the battery needs replacing, remove the battery compartment cover at the back of the unit. Remove the exhausted battery and install a new battery of 2 "AA", LR6 or equivalent (not included), marking sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- 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 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.



6. CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock of the display may fail.



Clean only with a piece of soft dry cloth.

Replace battery at the first sign of erratic operation.

7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (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.\$7.50. Payments must be by check or money order payable to Tiger Electronics, Inc.

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, Inc. 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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