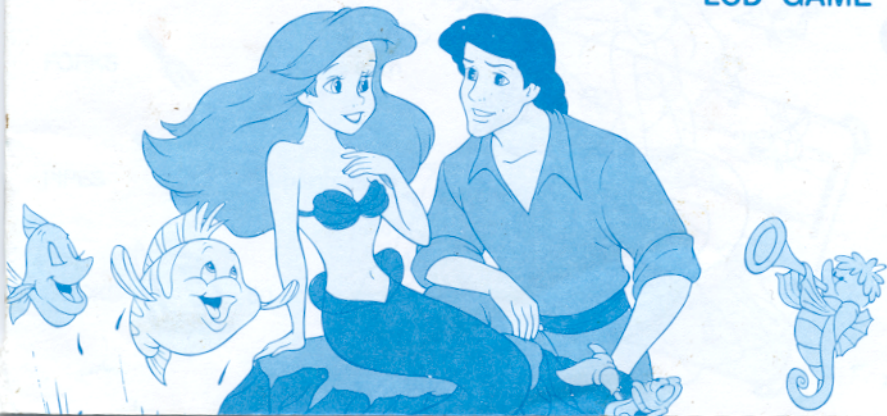


ELECTRONIC

MODEL 7-882

Disney's
**THE LITTLE
MERMAID**

LCD GAME



Once upon a time, there was a beautiful mermaid princess named Ariel. Press the ON/START button to visit Ariel under the sea!


PRESS ON/START BUTTON TO TURN ON THE UNIT.

Ariel wants to be a part of the surface world. She loves to collect human possessions from the bottom of the sea and to jump to the surface to see and touch human ships!


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

1



A mermaid has to swim! Press the SWIM button  on and watch Ariel swim! She will swim as long as you keep pressing the SWIM button!




PRESS SWIM BUTTON ARIEL SWIMS!

Now Ariel is swimming! Look at the bottom of the sea. Human possessions — forks, pipes, and books — will appear. When Ariel swims in front of a possession, press the PICK button  on and Ariel will pick it up!

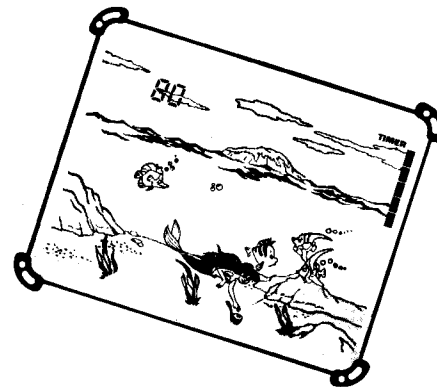
(If you're not quick enough, you'll miss the possession!)


PRESS PICK BUTTON TO PICK UP POSSESSION.

You score points for each human possession you pick up:


- FORKS  10 points each
- PIPES  30 points each
- BOOKS  50 points each

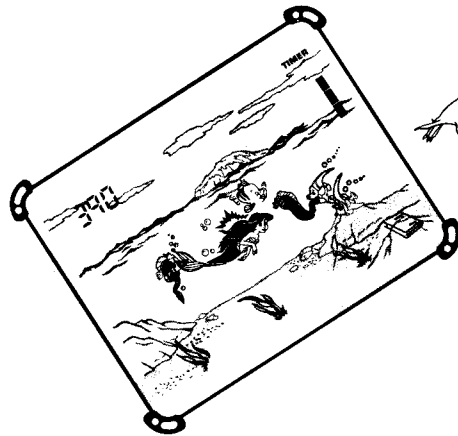
2



Press the DOWN button  to move Ariel into position to pick possessions!
PRESS DOWN BUTTON TO MOVE DOWN TO PICKING POSITION!



Uh-oh! Watch out for Flotsam and Jetsam! They have been sent by the evil Sea Witch, Ursula, to slow Ariel down! Press the UP button  to get out of their way!
If you don't move up to escape them, they'll reach Ariel and take a nip at her!
That will slow you down! (You have a limited amount of time on each stage!)
PRESS THE UP AND DOWN BUTTONS TO ESCAPE FLOTSAM AND JETSAM WHEN THEY GET TOO CLOSE!



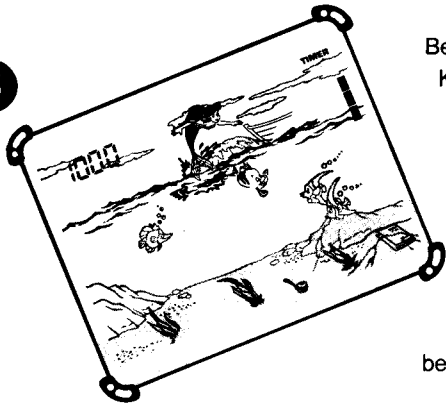
You also help Ariel jump and touch the ship!

PRESS THE JUMP BUTTON.

THEN QUICKLY PRESS THE PICK BUTTON TO TOUCH THE SHIP!

JUMPING (press "JUMP BUTTON") AND TOUCHING THE SHIP (press "PICK BUTTON") scores 100 points each time.

5



Be on the lookout for Ariel's father, King Triton! He distrusts anything human! When he appears, any human possession or ship on the screen will disappear! When he leaves, the possessions and ship reappear and you return to picking and jumping! At the end of stage 1, you'll hear a "stage ending" melody. The game will pause, but your fun is just beginning!

Press the ON/START to begin stage 2! Here's your chance to perfect the skills you learned in stage 1! Pick as many human possessions and touch the ship as often as you can! You'll be using these skills on every stage of the game! You add to your score at each stage! Score as many points as you can during your journey under the sea!

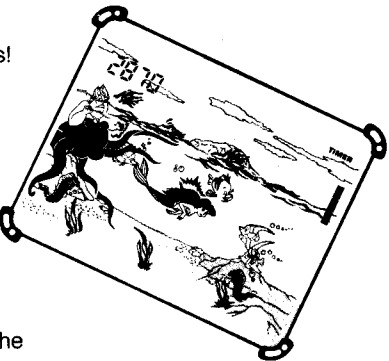
At the end of stage 2, you'll hear a "stage ending" melody. The game will pause.

Press the ON/START button when you're ready to begin stage 3!



6


In stage 3, the evil Sea Witch, Ursula, appears! Press the SWIM button faster to have Ariel swim quickly out of Ursula's way! Ursula likes to create stormy seas by splashing her tentacles and throwing waves. If Ursula catches Ariel, you lose more time! Remember, time is very important! You have to score as many points as you can in each stage by moving quickly to pick up human possessions and by jumping up and touching the ships!



7



PRESS SWIM BUTTON QUICKER AND MORE OFTEN SO ARIEL CAN SWIM FASTER THAN URSULA!

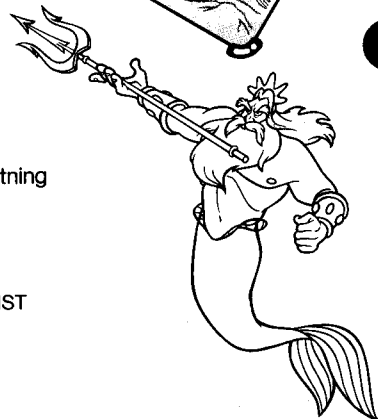
At the end of stage 3, you'll hear the "stage ending" melody. Press the ON/START button to begin stage 4. At the end of stage 4, Ursula will get a little more than she bargained for! King Triton will appear! He doesn't take too kindly to Ursula chasing Ariel. When Triton appears at the end of stage 4, Ariel will escape from Ursula and disappear from the screen! Then press the ATTACK button , and Triton will throw lightning bolts at Ursula! The lightning bolts will teach Ursula a lesson and help you score more points!

Keep pressing the ATTACK button until the lightning bolts strike!
BONUS SCORE: 500 points

PRESS ATTACK BUTTON TO HELP TRITON AGAINST URSULA! KEEP PRESSING ATTACK.



8

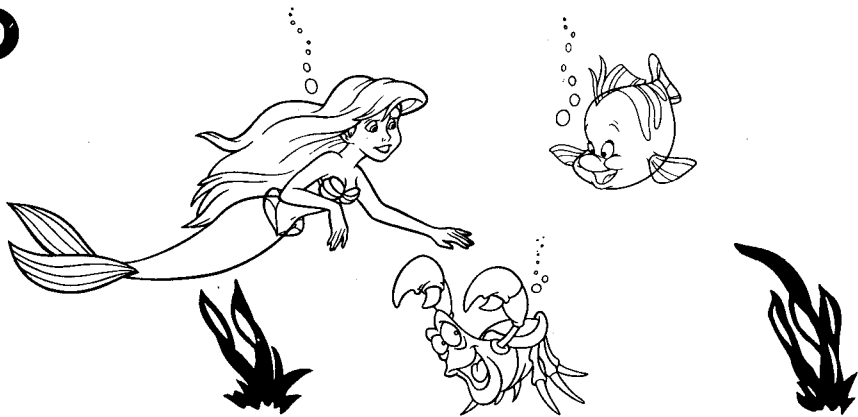


At the end of stage 4, (after Triton throws lightning bolts) you'll hear the "stage ending" melody. Press the ON/START button to begin stage 5 — the final stage! Instead of human possessions appearing along the bottom of the sea, Ariel's old friend and teacher, Sebastian the Crab, will appear. Press the PICK button to pick him up just like he was a possession! You score points each time you pick up Sebastian.

Sebastian the Crab 50 points each

PRESS PICK BUTTON TO PICK SEBASTIAN!

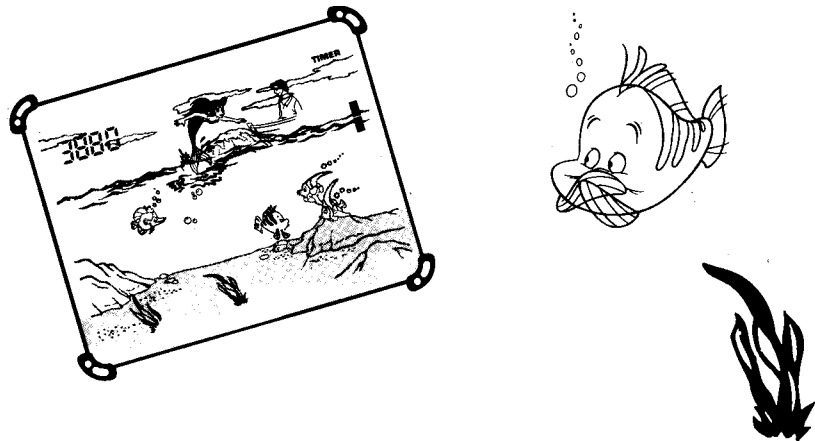
9



In stage 5, Ariel can reach her true love, Eric, with your help! When Eric appears on the ship, have Ariel JUMP out of the water and touch the ship. Press the PICK button as before. But this time, instead of just touching the ship, she will touch Eric's hand!

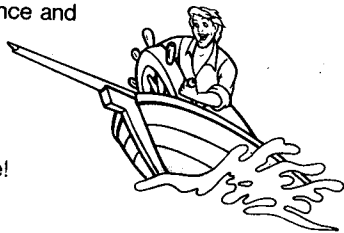
PRESS JUMP BUTTON TO HAVE ARIEL JUMP OUT OF THE WATER. THEN QUICKLY PRESS PICK BUTTON TO REACH ERIC!

10



Then Eric will go into action to defeat Ursula once and for all! But he needs your help! Press the ATTACK button, and Eric will steer his boat right for Ursula! Keep pressing the ATTACK button until Eric finally reaches Ursula! You'll score even more points and win the game!

BONUS SCORE: 1000 points



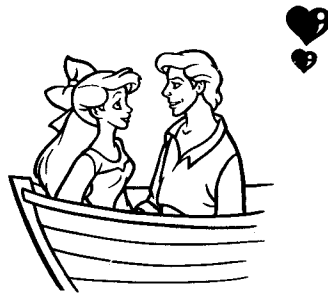
11



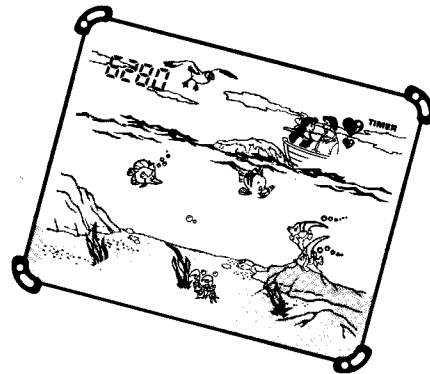
PRESS ATTACK BUTTON TO HELP ERIC BATTLE URSULA. KEEP PRESSING ATTACK!

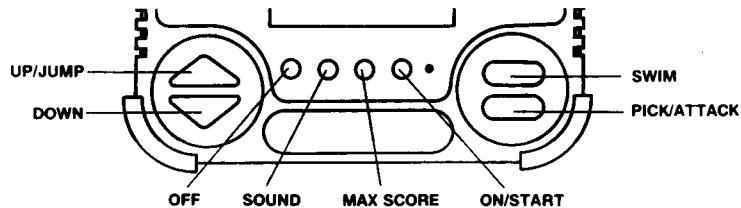
Thanks to you, Eric and Ariel have found true love with each other! Watch the "Happy Ending" appear on screen. Then press ON/START to start all over again, or press OFF to shut off the game, and resume your own life on the surface world!

THE END



12



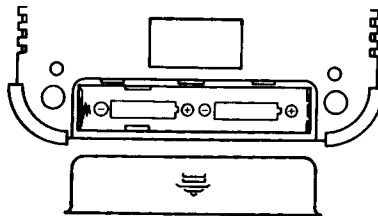


CONTROL GUIDE

- ON/START** — To turn on the unit. To start the game. To start each stage.
- MAX SCORE** — Press between stages to view previous maximum score.
- SOUND** — To control sound: on or off.
- OFF** — To turn off the game.
- UP/JUMP** — To move up. To jump up.
- DOWN** — To move down.
- SWIM** — To swim (press more frequently to swim faster).
- PICK/ATTACK** — To pick up human possessions. To touch Eric's boat after jumping. To pick up Sebastian. To attack Ursula (Triton in stage 4, Eric in stage 5).

SPECIAL FEATURES:

- 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)
- Timer to control length of each stage



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.





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, 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 a sturdy box with plenty of packing material all around and tape closed 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.

90-
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THE LITTLE MERMAID

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