

ELECTRONIC

MEGA MAN 2™

LCD VIDEO GAME

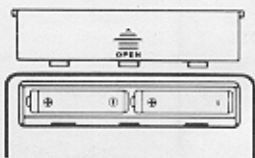
1 THE MEGA MAN 2™ STORY

A vicious group of robots and other monsters led by maniacal Dr. Wily are out to seek and destroy Mega Man 2™. You control Mega Man 2™ as he fights back against them. Dr. Wily must be destroyed — but first you must destroy his robots and other monsters before doing ultimate battle with the doctor himself.

2 INSERTING THE BATTERIES

When the batteries need replacing, 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, making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly (use a ball-point pen). If you want to see the whole display, hold down the "◀" and "weapon"; then "ACL" key at the same time.



3 CAUTION



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



Do not press the liquid crystal display screen 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.



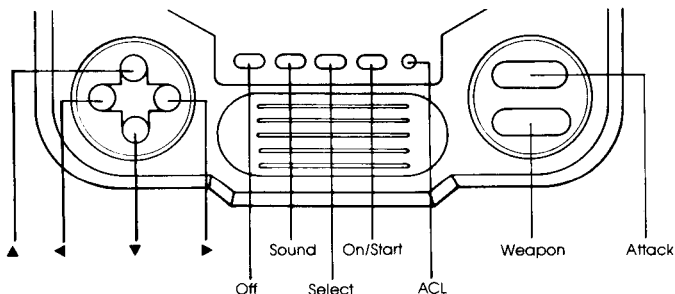
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

There are 8 stages of battle. Each stage is fought against robots, monsters, and other low life. Mega Man 2™ can choose his robot opponent in stages 1-6, but ultimately he must face them all. He also chooses his weapons. You control Mega Man 2™. After defeating each robot, you acquire the weapon that particular robot was using against you. You lose "life" bars when hit by an enemy or falling off a platform. If you use up all your "life" bars, the game is over. You win the game by advancing to stage 8 where you must fight and then defeat Dr. Wily.

5 CONTROL GUIDE



- | | |
|----------|--|
| On/Start | To turn on the game
To start the game |
| Select | To select enemy for stages 1-6. (selection in cyclic order) |
| Sound | Controls sound: On or Off |
| Off | To turn off the game |
| Attack | To attack enemy with selected weapon |
| Weapon | Select weapon in following order, if weapon is available: Fire (H), Bullet (A); Bubble (B); Boomerang (Q); Bullet (F); Gear (M); Pistol. (selection in cyclic order) |
| ▲ | To jump up (from ground)
To move up (from lower to upper platform) |
| ▶ | To move forward
To pick BONUS |
| ▼ | To move down (from upper to lower platform and from lower platform to ground)
To move down from wall |
| ◀ | To move up the wall |







6 FEATURES

- 8 dangerous stages of play
- 5 weapons to defeat your enemies
- Sound On/Off
- Maximum score retained





7 GAME SUMMARY

There are 8 stages of play. There is a robot opponent for each of the first six stages. You are allowed to select the enemy robot for these first six stages in any order — but you must ultimately face all six robots. After you have successfully advanced through stages 1-6, you move on to stages 7 and 8. Stage 8 is the final stage where you and Mega Man 2™ fight Dr. Wily.

The six robots include:

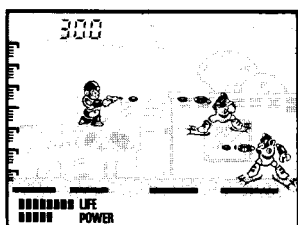
1. Heat Man (H) 	3. Bubble Man (B) 	5. Flash Man (F) 
2. Air Man (A) 	4. Quick Man (Q) 	6. Metal Man (M) 

Other enemies are:

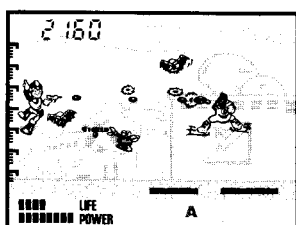
Bubble Bat 	Snapper 	Dragon 	Dr. Wily 
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For stages 1 to 6, the robot is the stage guard. For stage 7, the dragon is the stage guard. For stage 8, Dr. Wily is the stage guard. YOU MUST DESTROY THE STAGE GUARD AT EACH LEVEL TO ADVANCE.

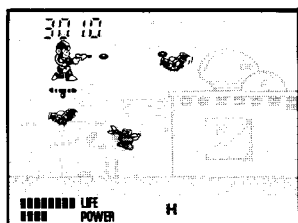
You lose power "life" bars when hit by an enemy or when you fall from a platform. If you ever lose all your power, the game is over. You return to full power at the beginning of each stage.



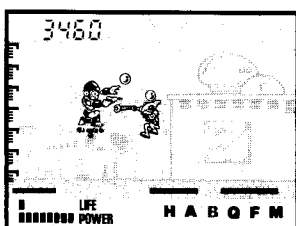
In stages 1 to 6, you choose your stage guard opponent.



You make Mega Man 2™ jump up to, lower and upper platforms as well as jump down. He can also move forward or up and down the wall









You cannot destroy the "Bubble Bat" or "Snapper" once they are next to you. Instead, you must escape!



In stage 8, the final stage, you go against Dr. Wily in a winner take all.

Press the "On/Start" button to turn on the game. An "On" beep is heard. Maximum score is displayed for 1 second. Display shows enemy 1, Heat Man for stage 1.

You don't have to fight Heat Man just now. Press the "Select" button. Now you see Enemy 2, Air Man. You can choose any of the six robots to begin. For each of the first six stages, you choose one robot per stage as an opponent. You can choose each robot only once — so you ultimately face all six robots.

ENEMY NO. 1 : HEAT MAN — H 	ENEMY NO. 2 : AIR MAN — A 
ENEMY NO. 3 : BUBBLE MAN — B 	ENEMY NO. 4 : QUICK MAN — Q 
ENEMY NO. 5 : FLASH MAN — F 	ENEMY NO. 6 : METAL MAN — M 

CHOOSING THE RIGHT WEAPON: A tone is heard and the enemy robot will blink only if you attack him with the appropriate weapon. **HINT:** You want to defeat your enemies as quickly as possible (before they defeat you), so always choose the most powerful weapon available (the more powerful the weapon the less hits required for a kill). So in selecting your stage guard opponent in stages 1-6, select a robot most easily defeated with the weapons you have acquired from enemies you have already defeated. **WHENEVER YOU DEFEAT A ROBOT, YOU ACQUIRE HIS WEAPON!**

DRAGONS AND PLATFORMS: When the dragon appears, you must jump up to the platform to fight against it. If you continue to move forward without jumping, you will automatically LOSE 3 LIFE UNITS. After you jump up, the ground will disappear! When the platform starts to blink, that means it's about to disappear also! Then you must jump to another platform! If a platform you are standing on disappears, you also LOSE 3 LIFE UNITS.









"LIFE" BARS : You lose 1 unit of life whenever you're hit by an enemy. You lose 3 units whenever you fall off a platform when fighting the dragon. Game is over if you lose all your life bars. You're restored to full life at the beginning of each new stage. You can also pick up BONUS life units along the way. EACH BONUS ADDS 3 additional life units.

"POWER" BARS: Power bars show the energy level of your selected weapon. If the "power" bars for a weapon reach zero, the weapon is no longer usable. However, there is random ENERGY CRYSTALS which will restore the power for any weapon back to its fullest level.

Press the "On/Start" button to begin each stage. If you wish to engage in silent combat, press the "sound" button.

Press "Off" button to turn off the game. However, there is an automatic auto power-off timer that automatically shuts off the game in about 3 minutes (in case your sister or brother bops you on the head and you lose your memory).

SCORING: Every enemy destroyed gets you points. Every enemy may only be destroyed by certain weapons — and a certain number of attacks with the particular weapons:

ENEMY	WEAPON/NO. OF HITS TO DEFEAT		SCORE
DR. WILY 	BUBBLE/3 HITS	—	2000
DRAGON 	PISTOL/5 HITS	—	200
CROACKER 	BOOMERANG/3 HITS	—	200
HEAT MAN 	BUBBLE/3 HITS	PISTOL/15 HITS	200
AIR MAN 	BUBBLE/3 HITS	PISTOL/15 HITS	200
BUBBLE MAN 	BOOMERANG/3 HITS	PISTOL/15 HITS	200
QUICK MAN 	GEAR/3 HITS	PISTOL/15 HITS	200
FLASH MAN 	BOOMERANG/3 HITS	PISTOL/15 HITS	200
METAL MAN 	FIRE/3 HITS	PISTOL/15 HITS	200
BUBBLE BAT 	FIRE/1 HIT (AT ONE POSITION ONLY)	PISTOL/1 HIT	20
SNAPPER 	FIRE/1 HIT (AT ONE POSITION ONLY)	PISTOL/1 HIT	20

9 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.

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, U.S.A.

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, U.S.A.

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, styrofoam 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, U.S.A.
 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.