ELECTRONIC LCD GAME



The Perils Of Mickey

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Welcome to a very special game! It's special because it's a game all about Mickey Mouse and it's special because it's a game that TALKS!

Mickey Mouse received a telegram which read,

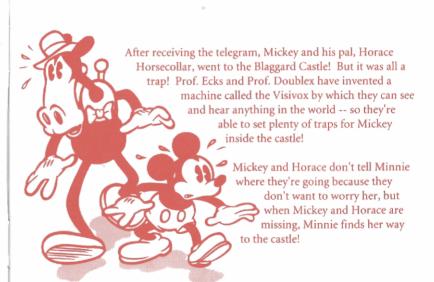
"MR. MICKEY MOUSE"

Dear Sir:

We are on the verge of perfecting an amazing invention! But, we need your help! Come to the Blaggard Mansion at ten o' clock tonight! We appeal to you in the interest of science! Do not fail us!

Professor Ecks Professor Doublex Professor Triplex





The professors have also created a hypnotic ray with which they plan to control the world! They use it on Horace to turn him into a zombie who tries to catch Mickey! They also try to use it on Mickey! Mickey can dodge and jump away from the hypnotic ray and he can also pick up the shield to protect

The professors have also set plenty of traps for Mickey. Mickey must try and avoid them!

himself from the rays!!!

What would a castle be like without bats? When bats get caught in inhumane traps, Mickey can set them free!

Mickey also has to look out for tons of little creepy spiders! He also has to look out for spider webs and the giant tarantula that lives in the web!

So Blaggard Castle is a very scary place -- but, with YOUR help, Mickey will do just fine!

Let's start! PRESS THE ON/START BUTTON TO TURN ON THE GAME! You'll hear Mickey saying, "It's me, Mickey!" and the maximum score is displayed!

PRESS THE ON/START
BUTTON AGAIN TO START
THE GAME FROM STAGE 1.
You'll hear a wonderful musical tune
and will also see Horace getting
zapped by the hypnotic ray and
Mickey left alone to face the Perils
of Blaggard Castle!

You begin the story with zero score.



YOU ALWAYS PLAY AS MICKEY MOUSE.
CONTROL MICKEY TO DEFEAT PROFESSOR
ECKS, PROFESSOR DOUBLEX, AND
PROFESSOR TRIPLEX! AVOID THE TRAPS
OF THE CASTLE THAT THEY HAVE SET!

OR S

In addition to AVOIDING THE TRAPS of the castle, you must also AVOID YOUR PAL, HORACE HORSECOLLAR, who has been hypnotized by the professors!

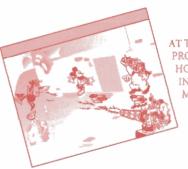
The game begins with Mickey (that's you!) moving through Blaggard Castle Control Mickey using the following buttons:

PRESS " -- to move left.

PRESS " ▶ " -- to move right.
PRESS "JUMP" -- to jump up.

-- to set bats free from traps.

PRESS "ACTION" -- to pick up the shield and the picture on the wall.



AT THE BEGINNING OF STAGE 1, THE PROFESSORS USE THE HYPNOTIC RAY ON HORACE HORSECOLLAR TO TURN HIM INTO A ZOMBIE WHO TRIES TO CATCH MICKEY!

Later on, you also have to RESCUE MINNIE whenever she appears! You must also AVOID THE HYPNOTIC RAY that hypnotized Horace -- and then defeat the professors by HYPNOTIZING THEM WITH THEIR OWN WEAPON! If you can defeat the professors at the end of the story (at the end of stage 4), then you will be able to automatically use the hypnotic ray to free Horace!







WHEN YOU SEE THE PICTURE ON THE WALL
OR THE SHIELD, PRESS THE ACTION
BUTTON TO PICK THEM UP TO SCORE
MORE POINTS!

LOOK OUT! HORACE IS AFTER YOU! PRESS THE JUMP BUTTON TO GET OUT OF HIS WAY! WHEN YOU SEE HORACE, YOU SAY, "IT'S ME, MICKEY!"

THERE'S MORE TROUBLE! MINNIE IS BEHIND THE DOOR AND SHE'S IN TROUBLE! YOU'LL HEAR HER CALL OUT, "HELP! HELP!"





PRESS THE ACTION BUTTON TO PICK UP THE SHIELD TO MAKE YOURSELF INVULNERABLE AGAINST THE HYPNOTIC RAY! PRESS THE ACTION BUTTON TO USE THE SHIELD TO PROTECT YOURSELF AGAINST THE HYPNOTIC RAY! WHEN YOU PROTECT YOURSELF WITH THE SHIELD AGAINST THE RAY IN THE MIDDLE OF A STAGE, YOU SAY, "TAKE THAT!"

AT THE END OF EACH STAGE, PRESS THE ACTION BUTTON TO USE THE SHIELD TO REFLECT THE HYPNOTIC RAY

RIGHT BACK AT THE PROFESSORS TO DEFEAT THEM! WHEN YOU DEFEAT A PROFESSOR, YOU SAY, "YA BIG PALOOKA!"

WHEN YOU DEFEAT ALL THREE
PROFESSORS IN THE FINAL STAGE, YOU
WIN THE GAME!

YA BIG PALOOKA!







OFF COURSE, IF YOU DON'T DEFEAT THE PROFESSORS AT THE END OF STAGE 4, YOU WON'T WIN THE GAME -- YOU WON'T RESCUE HORACE, AND YOU WON'T HEAR ANY OF THAT OTHER GOOD STUFF!

The ACL switch may be pushed if the game isn't working properly. (Use a ball-point pen).

There are 4 stages of play. There is a visual timekeeper to give you a sense of how much time remains in each each stage. "YOU ALWAYS PLAY THROUGH ALL 4 STAGES.

PRESS THE SOUND BUTTON to play in silence. Press it again to regain all the sounds of your Blaggard Castle adventure!

PRESS THE MAX SCORE BUTTON during the pause between stages to take a look at the maximum score.

After a GAME OVER, PRESS THE ON/START
BUTTON TO START THE GAME AGAIN
from stage 1. You will hear the "Game Start"
melody again and Mickey's adventure -- and yours
-- begins once again from the mysterious and dangerous Blaggard Castle! You begin again, with zero score.

PRESS THE OFF BUTTON to turn off the game. But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of no action!

THE END

SPEED:

MED

MED

SLOW

HIGH



MAX OFF SCORE ACL **IUMP** ON/ SOUND 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. SOUND

ON/START

-- to control sound: on or off.

ACTION -- to pick up the shield and the picture on the wall. -- to rescue Minnie. -- to move left to escape danger.

PALOOKA!"

OFF

ACTION

IUMP

-- to move right to escape danger.

SPEECH AND SOUND EFFECTS

traps.

-- to turn off the unit.

- When Mickey sees the hypnotic ray (in all 4 stages), he randomly says one of the following comments: "GEE!" Or he says, "OH, BOY!"

- When Mickey sees an alligator he says, "LATER, GATER!"

- When Mickey defeats a Professor (in all 4 stages), he says, "YA BIG

- When Mickey rescues Minnie (in stage 4), she says, "OH, MICKEY!" Then Mickey LAUGHS!

- When Minnie is in trouble (in stage 4), she says, "HELP! HELP!"

- When Mickey successfully defends himself from the hypnotic ray in the middle of a stage he says, "TAKE THAT!"

-- to jump up to escape alligator pits and to set bats free from



- stage 4), he says, "I'VE GOT 'EM!"
- When the picture on the wall or the shield appears, Mickey says, "HEY!"
- When Mickey sees little spiders appearing alone, he says, "GEE!"
- When the bats are in the trap (in stages 2, 3, 4), we hear: SFX (BAT).
- When Mickey sees Horace Horsecollar (in stages 2, 3, and 4), he says, "IT'S ME, MICKEY!"
- When Mickey escapes from a tarantula (in stages 3 and 4), he says, "HOT DOG!"
- Whenever the hypnotic ray is being shot, we hear, "ZAP!"
- OTHER SFX include MICKEY'S LAUGH and the MANIACAL LAUGHTER OF THE PROFESSORS (whenever a professor is present on screen in all 4 stages).

SPECIAL FEATURES

- -- built-in Music/SFX/Character Voice & Melody -- 4 stages of fun
- -- play all the way through all four stages -- highest score retained -- built-in automatic power-off timer -- sound on/off control

To insert the batteries, remove the

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.

INSERTING THE BATTERIES

battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert four "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown. Do not use rechargeable batteries.





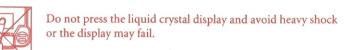
CAUTION



DEFECT OR DAMAGE



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



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 the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.



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



Replace batteries at the first sign of erratic operation.



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.

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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, vou 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.