

ELECTRONIC LCD GAME

TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS

1 THE NIGHTMARE BEFORE CHRISTMAS STORY

Jack Skellington is the Pumpkin King of Halloweentown. He is a skeleton with a pumpkin shaped head! With his faithful ghost dog, Zero. Jack wanders among the tombstones, wondering why he feels so empty in his bones. Zero is a ghost dog who floats faithfully after Jack wherever he goes. Always ready for a romp, Zero loves to play catch, and Jack tosses one of his own ribs for Zero to catch! Sally, a rag doll stiched together by the evil scientist, Dr. Finklestein, follows Jack, adoring him from afar. It's not until Jack's journeys to Christmastown that Halloweentown goes topsy-turvy!

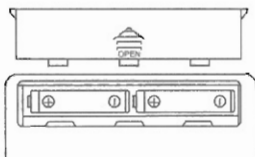
2 INSERTING THE BATTERIES

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 in the diagram below.



3 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.

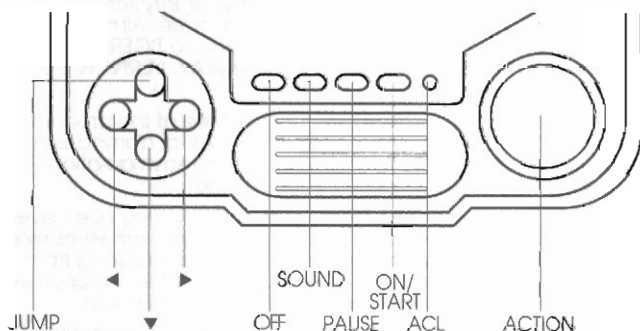
4 THE OBJECT OF THE GAME

The object of the game is for you to control Jack Skellington as he discovers the true meaning of Christmas. You always play as Jack. You will journey into Christmastown, where you discover the Christmas spirit! Then you will also try to make your own Christmas! In the final stage, you go back to Halloweentown and enter Oogie Boogie's dungeon, where you will automatically rescue Sally and Santa Claus—if you can successfully dodge the obstacles there!

You WIN the game if you can complete all 4 stages of play without using up all your chances. If you win the game, then you will receive a special Christmas gift from Santa—a beautiful Christmas snowfall!

However, if you lose all your chances, all you receive is a GAME OVER—and no snowfall (not even a Christmas cookie!)

5 CONTROL GUIDE



- ON/START — to turn on the unit.
- to start the game.
- to exit a pause.
- to start each stage.
- PAUSE — to pause the game.
- SOUND — to control sound: on or off.
- OFF — to turn off the unit.
- JUMP — to jump up to avoid obstacles.
- to jump up to the balcony.
- to jump from balcony to balcony.
- to jump on the sleigh (stage 2).
- to move Santa's sleigh to avoid the fog (stage 3).
- ACTION — to pick candy, Christmas stockings, and to pick off masks of Lock, Shock, and Barrel.
- to use Lock, Shock, and Barrel to throw bag over Santa (stage 2)
- "◀" — to move forward.
- to throw your bones to your dog, Zero (stage 3)
- "▶" — to move back.
- "▼" — to bend down.
- to climb down chimneys.

6 FEATURES

- 4 stages of frightfully good fun
- special snowfall if you win game
- built-in melody
- sound on/off control
- high score retained
- built-in automatic power-off timer

7 GAME SUMMARY

There are 4 stages. You score points for each successful move you make:

STAGE 1: DISCOVERING CHRISTMASTOWN

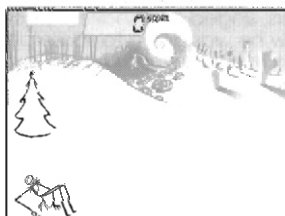
The game begins with Jack (that's you!) wandering in a forest. You come upon a group of trees with strange doorways carved in them. One is a door shaped like a Christmas tree. Jack, who doesn't know that other towns (other than Halloweentown) even exist, is intrigued. He automatically opens the Christmas tree door...and falls into a land of snow, color, lights and music. Jack can't believe his eye sockets! Children are throwing snowballs instead of heads. Everyone's singing, making toys, baking goodies, roasting chestnuts — and no one's afraid! He has stumbled into Christmastown — and it makes his skull whirl!

This is where stage 1 begins. Every tree is a Christmas tree and every house shinier than the next. The houses have balconies, and Jack jumps from balcony to balcony. Balcony-jumping is fun — but if Jack misses, he falls into the snow! When you see small candy canes on the balcony, have Jack pick them up!

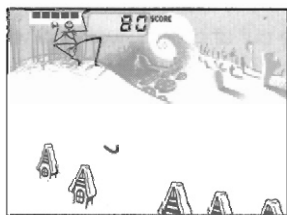
White on the ground, Jack tries to hide behind a Christmas tree whenever an elf appears! He must also try to dodge snowballs!



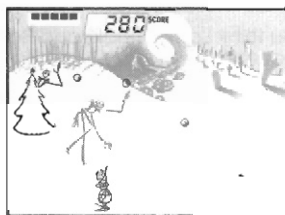
In the "Game Start", Jack (that's you!) wanders around and comes upon a door shaped like a Christmas tree. He opens the door and falls into Christmastown!



Jack stumbles into Christmastown — and it makes his skull whirl!



Jump across the gaps between balconies! Balcony-jumping is fun, but if you miss, you fall into the snow!



Pick up candy canes to score more points! Dodge snowballs, too! Also remember to hide behind a Christmas tree whenever an elf appears!

STAGE 2: GETTING INTO THE CHRISTMASTOWN SPIRIT

Jack must use the skills you perfected in stage 1 — jumping from balcony to balcony, picking up candy canes, stepping behind Christmas trees to avoid elves, and dodging snowballs!

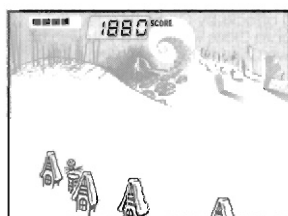
You'll score points for these actions like you did in stage 1. But stage 2 is much harder, because the game action is faster! Stage 2 will also provide some new surprises for you! Sometimes you'll see Santa's sleigh! Whenever the sleigh appears, jump on it and go for a spin to score bonus points!

When you jump from balcony to balcony, you'll now see chimneys on some of the homes! Climb down these chimneys!

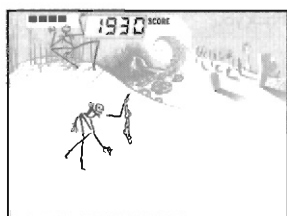
When you climb down a chimney, you'll see Christmas stockings that have been hung near the chimney with great care in hopes that Santa would soon be there! But it's Jack who is there! Pick up the Christmas stockings to earn more points!

Jack loves Christmastown so much! He's has an idea that if he gives Santa the night off, then he can take Santa's place this year! So Jack enlists the help of three mischievous professional trick or treaters from Halloweentown, Lock, Shock, and Barrel, to kidnap Santa and bring him to Halloweentown.

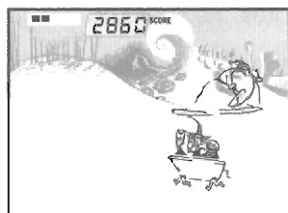
Lock, Shock, and Barrel will appear in their bathtub! They will try to throw a bag over Santa Claus!



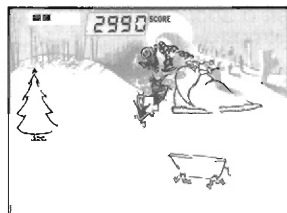
In stage 2, you'll now see chimneys on some of the homes! Climb down the chimney!



When you climb down a chimney, you'll see Christmas stockings! Pick them up to earn more points!



Jack loves Christmastown so much that he enlists the help of three mischievous trick or treaters from Halloweentown, Lock, Shock, and Barrel to kidnap Santa and bring him to Halloweentown!



Lock, Shock, and Barrel will appear in their bathtub! As the final task in stage 2, with YOUR help, they will try to throw a bag over Santa Claus to capture him!

STAGE 3: WELCOME TO THE REAL WORLD

Now that Santa is "taking the night off", it's Jack's turn to deliver Christmas presents! Jack appears on his own sleigh with presents on it! He throws the presents down the chimneys to score points!

But the citizens of the real world aren't used to seeing anyone like Jack! In fact, they're plenty scared of him when he delivers presents! Out of fear, they fire cannonballs and throw firecrackers at him!

Dodge the cannonballs and firecrackers to score more points!

Back in Halloweentown, Sally has been worrying about Jack. While mixing a potion, she's created quite a fog — a fog so thick, it's carried all the way into the real world!

When the fog appears, ghost dog, Zero will also appear in the front of the sleigh! Try to steer the sleigh clear of the fog to earn more points!

When Zero appears, you can also throw bones to him to earn even more points!

At the end of the stage, Jack will automatically find the door that leads back to the safety of Halloweentown!



In stage 3, it's Jack's turn to deliver Christmas presents!



Throw the presents down the chimneys to score points! But you have to dodge the cannonballs and firecrackers!



Sally has been worrying about Jack. She's created quite a fog that's carried all the way into the real world! When the fog appears, ghost dog, Zero will appear at the front of the sleigh to help you! Try to steer the sleigh clear of the fog by pressing the 'Jump' button and to score more points!



Throw your own bones to Zero to clear the fog and score even more points!

STAGE 4: IT'S OOGIE BOOGIE TIME!

It looks like the end for Sally, Santa, and Christmastime until Jack appears, singed and shaken, back in Halloweentown! (How was he to know he was going to scare people in the real world?) Jack arrives back in Halloweentown just in time to save Santa Claus and Sally!

Lock, Shock, and Barrel kidnaped Santa Claus (they call him "Sandy Claws") and brought him back to Halloweentown. But they didn't obey Jack's orders to treat him nicely while Jack delivered Christmas! Instead, they've imprisoned "Sandy Claws" and Sally in the dungeon of their evil leader, Oogie Boogie!

Lock, Shock, and Barrel are having their kind of fun — throwing spiders, bats, and bones all over the place!

Dodge spiders, bats, and bones to score more points!

When Lock, Shock, and Barrel aren't throwing things, pull off their masks to score more points!

If you think Lock, Shock, and Barrel are out of control, wait until you encounter their boss, Oogie Boogie!

First, you have to dodge Oogie Boogie.

Then things get even more difficult! Tons of oozy spiders and bugs will crawl out from inside of Oogie Boogie and attack you!

Dodge all the creepy crawlers!

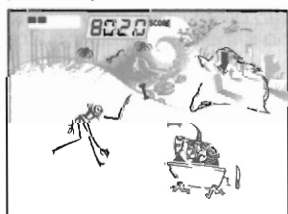
If Jack can successfully dodge 10 attacks from Oogie Boogie, you complete stage 4 and WIN the game! Then Santa and Sally will automatically be rescued and you'll score bonus points!



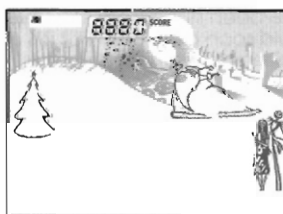
In stage 4, Sally and Santa are imprisoned in the dungeon of Oogie Boogie! Lock, Shock, and Barrel are having fun by throwing spiders, bats, and bones all over the place! They also set knives along the floor that you must try to avoid!



Pull off their masks to stop Lock, Shock, and Barrel! But wait! You get a look at their boss, Oogie Boogie!



Tons of oozy spiders and bugs crawl out from inside of Oogie Boogie and attack you!



If you WIN the game by completing all 4 stages (by successfully dodging 10 attacks by Oogie Boogie), then Santa Claus will reward you with his own Christmas gift — falling snow!

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

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 you'll see the "Game Start" as Jack enters a door shaped like a Christmas tree. He's entering Christmastown!

You begin each stage with a FULL ENERGY BAR and 3 CHANCES. You lose energy whenever you can't avoid a danger. You lose 1 chance whenever your energy drops to zero. If you lose all three chances in any stage, the GAME IS OVER.

You always play as Jack. (In stage 2, you will also control Lock, Shock, and Barrel.) Use your control buttons to help you:

PRESS "▶"

- to move forward.
- to throw bones to ghost dog, Zero (stage 3 only).

PRESS "◀"

- to move backward.

PRESS "▼"

- to bend down.
- to climb down chimneys.

PRESS JUMP

- to jump up to avoid obstacles.
- to jump up to a balcony.
- to jump from balcony to balcony.
- to jump on the sleigh (stage 2 only).
- to move the sleigh to avoid the fog (stage 3 only). (The fog will disappear if you drive the sleigh up in time.)

PRESS ACTION

- to pick candy, Christmas stockings, and to pick off the masks of Lock, Shock and Barrel.
- to use Lock, Shock and Barrel to throw a bag over Santa (stage 2 only).

Each stage presents its own special challenges:

CHALLENGES:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
-BALCONY JUMPING	YES	YES	-	-
-CANDY CANES	YES	YES	-	-
-ELFS	YES	YES	-	-
-SNOWBALLS	YES	YES	-	-
-CHRISTMAS STOCKINGS	-	YES	-	-
-CANNONBALLS	-	-	YES	-
-FIRECRACKERS	-	-	YES	-
-FOG	-	-	YES	-
-DELIVER PRESENTS	-	-	YES	-
-JACK'S SLEIGH	-	YES	YES	-
-CHIMNEYS	-	YES	YES	-
-DOOR TO HALLOWEENTOWN	-	-	1	-
-LOCK, SHOCK, & BARREL	-	1	-	YES
-SPIDERS	-	-	-	YES
-BATS	-	-	-	YES
-BONES	-	-	-	YES
-KNIVES	-	-	-	YES
-OOGIE BOOGIE	-	-	-	YES
-OOGIE'S CREEPY				
-CRAWLY INSIDES	-	-	-	YES
FRIENDS:				
-GHOST DOG ZERO	-	-	YES	-
-SALLY	-	-	-	1
-SANTA CLAUS	-	1	-	1

NOTE: THROW BONES TO ZERO TO SCORE MORE POINTS!

SCORING:

You score points by avoiding obstacles and foes, and by helping your friends. You also score points when you use Lock, Shock, and Barrel to throw a bag over Santa! But you will lose energy each time you try to throw the bag over Santa and miss!

-30 POINTS for balcony jumping, picking candy canes, avoiding elves, bats, bones, knives, snowballs, cannonballs, firecrackers, Sally's fog, and for successfully throwing bones to Zero.

-50 POINTS for jumping on the sleigh and picking up Christmas stockings. You also score 50 points each time Lock, Shock, and Barrel to throw a bag over Santa!

-100 POINTS for automatically entering the door back to Halloweentown (when you complete stage 3), delivering Christmas presents, and picking the masks from Lock, Shock, and Barrel's faces..

-200 POINTS for avoiding Oogie Boogie's creepy crawly insides including spiders once he's fallen on a knife; and for automatically saving Sally and Santa Claus (when you complete stage 4).

Press the **SOUND** button if you want to play in silence. Press it again to regain all the sounds of the adventure!

Press the **PAUSE** button when you want to pause the game during stage play. Press the **ON/START** button to resume play. The game also 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.

After the **GAME OVER** is over, press the **ON/START** button to start the game again from stage 1. The maximum score is displayed for 2 seconds, and once again Jack automatically opens the door leading to Christmastown!

If you **WIN** the game by completing all 4 stages (by dodging 10 attacks from Oogie Boogie) then you will receive a special Christmas present from Santa Claus—a gentle snowfall!

If you **lose** the game, don't worry about snow (or anything else for that matter) because you've become a midnight snack for Oogie Boogie!

Press the **OFF** button to turn off the game when you are finished playing. But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of non-action!

Happy holidays to you every day of the year!

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

10 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 the original box. If the game box is not available, use a sturdy 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 include 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.

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