

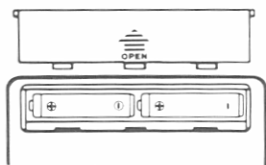
ELECTRONIC**PAPERBOY™****LCD VIDEO GAME****1 THE PAPERBOY™ STORY**

It's early morning and the birds are singing. The familiar "Twap"! could only mean one thing — the Paperboy™ is in town. Through sleepy eyes, you deliver newspapers to your loyal customers. While this may sound like an easy job, you'll need all your riding skills just to survive your route through the jungles of suburbia.

At the end of each day, your hard-nosed boss reviews your performance. If you did well, you get to wake up bright and early the next day and make your rounds again. If you didn't make the grade, maybe there's a job for you at the local fast-food point.

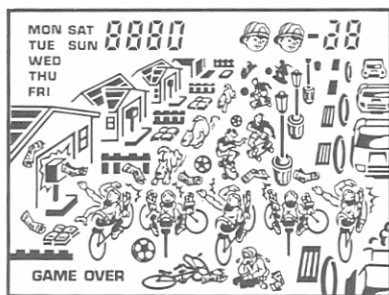
2 INSERTING THE BATTERIES

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.) The display should appear as in the diagram below.



3 CAUTION



High temperatures will destroy the unit. Do not leave unit in 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.

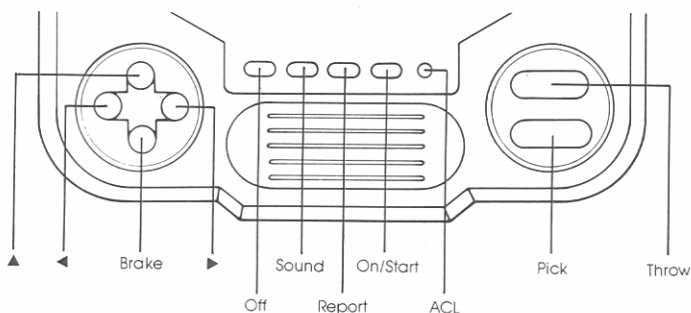
4 THE OBJECT OF THE GAME

Your objective is to achieve the highest possible score by delivering the newspapers to your loyal customers. You can't miss more than 4 deliveries per day, or you're fired (game over)!

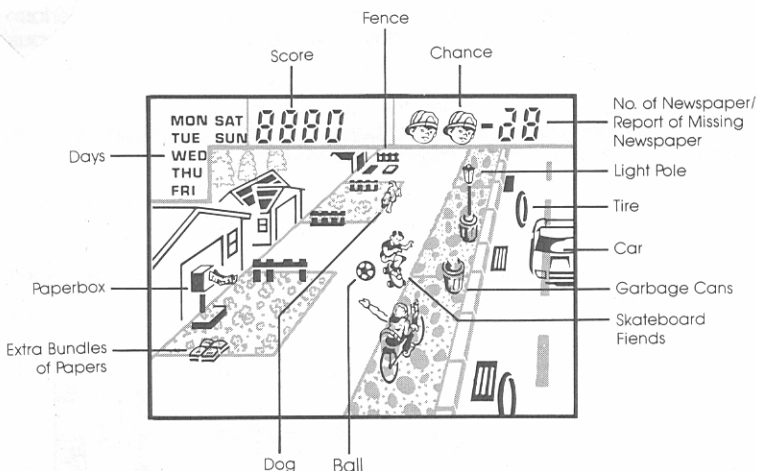
You start with 3 lives. You lose a life whenever you drive into an obstacle and crash. There are many obstacles! Lose your 3 lives, and you lose the game (game over).

You also score points by picking up extra bundles of papers, and by breaking non-subscriber's windows!

5 CONTROL GUIDE



- | | | | |
|-------|--|----------|--|
| ▲ | To speed up. | On/Start | To turn on the unit.
To start the game. |
| Brake | To slow down: Hold the button down to brake. | Report | To check the daily report at the end of the day. |
| ◀ | To turn left. | Throw | To throw the newspaper. |
| ▶ | To turn right. | Pick | To pick up an extra bundle of papers. |
| Off | To turn off the unit after play. | | |
| Sound | To turn sound on or off. | | |



6 FEATURES

- 7 levels of play (days of the week)
- 8 kinds of obstacles
- Ability to pick up and throw newspapers
- Built-in sound
- Sound on/off control
- Auto shut-off timer
- Maximum score retained

7 GAME SUMMARY

You score points by delivering newspapers to your customers. You also score by picking up additional papers and by breaking the windows of non-subscribers!

YOU GET POINTS BY:

TOSSING A PAPER INTO A SUBSCRIBER'S PAPERBOX	20 POINTS
TOSSING A PAPER ONTO A SUBSCRIBER'S PORCH	10 POINTS
BREAKING A NON-SUBSCRIBER'S WINDOW	10 POINTS
PICKING UP AN EXTRA BUNDLE OF PAPERS	10 POINTS
THROW THE NEWSPAPER HITTING THE GARBAGE CAN	10 POINTS
THROW THE NEWSPAPER HITTING THE DOG	10 POINTS

Like all Paperboys, you have a boss. Your boss will fire you — game is over if you miss more than 4 deliveries per day.

You deliver 7 days a week — and there are more obstacles to face each day. Each time you crash with an obstacle and fall off your bicycle, you lose a life. You begin the game with 3 lives. Lose all 3 lives, and the game is over.

As you move further into the week, the moving obstacles (car, skateboard fiends, ball, dog, tires) move faster. In other words, the later the day in the week, the higher the level of play.

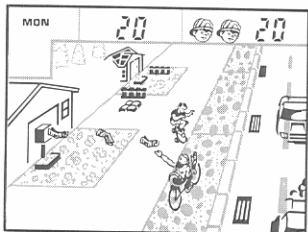
OBSTACLE	MON	TUE	WED	THU	FRI	SAT	SUN
 FENCES	YES	YES	YES	YES	YES	YES	YES
 CAR	YES	YES	YES	YES	YES	YES	YES
 SKATEBOARD FIENDS	YES	YES	YES	YES	YES	YES	YES
 LIGHT POLES	—	YES	YES	YES	YES	YES	YES
 BALL	—	—	YES	YES	YES	YES	YES
 CANS	—	—	—	YES	YES	YES	YES
 DOG	—	—	—	—	YES	YES	YES
 TIRES	—	—	—	—	—	YES	YES

There are a total of 39 houses. You start with 9 subscribers. If you perform well (not more than 4 misses per day), you are allowed to continue your work the next day. (Assuming that you didn't crash your bike 3 times)

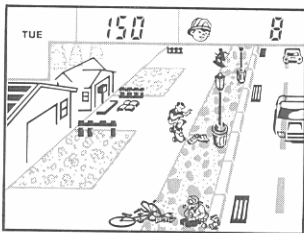
If you had no missed deliveries, then you start the next day with 5 more subscribers. You can add 5 subscribers each day — so in the first six days, you will have all 39 houses as your subscribers.

Although your bicycle goes at a basic speed, you can speed up, slow down, or even brake, using the acceleration buttons.

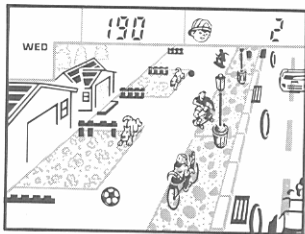
At the end of each day, press the "REPORT" button to get your daily report of your performance — the number of failed deliveries.



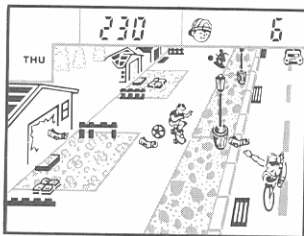
Screen shows day of the week, score, paper count (maximum of 39), and number of additional lives left.



Avoid obstacles!



Moving obstacles pick up speed at higher levels of play (later in the week).



You also score points by breaking non-subscriber's windows!

8 HOW TO PLAY

Press "ON/START" button to turn on the unit. A simple "on" beep is heard and the maximum score is displayed.

Press the "ON/START" button again to start the game from Monday.

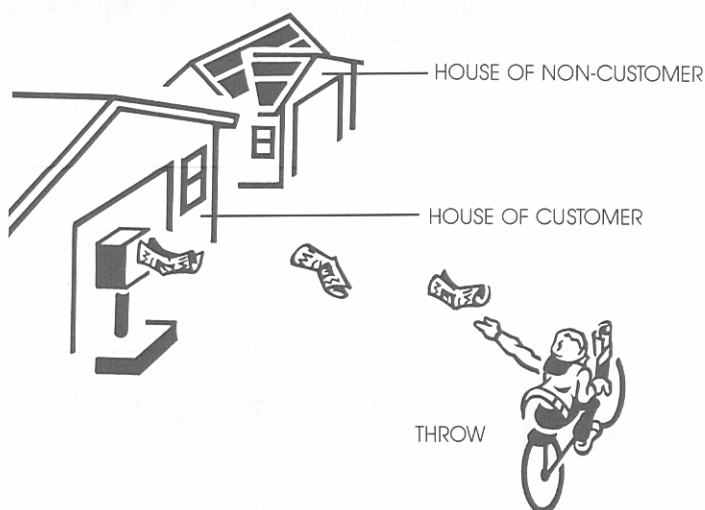
You start with 3 lives. Avoid all obstacles that cross your path. If you crash and fall off your bicycle, you lose a life. Lose all 3 lives and you lose the game.

OBSTACLES: Fences, car, skateboard fiends, light poles, ball, cans, and tires. Moving obstacles move faster at later days of the week-higher levels of play. (SEE OBSTACLES CHART IN GAME SUMMARY)

You start with 9 subscribers. You can gain up to 5 new subscribers per day. You add subscribers by not missing deliveries of present subscribers. There are 30 houses on the block. By adding 5 subscribers per day, you'll reach the maximum of 39 subscribers in six days. Press the "REPORT" button at the end of each day to see how many deliveries you missed.

Your bicycle moves at a basic speed. However, you can use the acceleration buttons to move faster "▲", or slower "▼", or press and then HOLD the "▼" to "BRAKE". Once you release the brake, you will auto accelerate back to basic speed. Press "◀" and "▶" to move sideways.

SCORING: There are houses of customers and non-customers. Press "THROW" to throw the newspaper.



You score points by throwing the newspaper into the subscriber's paperbox and porch or by throwing and hitting the garbage can or the dog. You also score by breaking a non-subscriber's window and by PICKING up extra bundles of papers. Move to the left "◀" position and press "PICK" to pick up extra bundles.

(SEE SCORING CHART IN GAME SUMMARY)



During the game, the score and paper count (number of newspapers you're delivering) are displayed. Remember that the maximum number of newspapers to be delivered is 39!

The game pauses at the end of each day. Press the "REPORT" button to check the daily report at this time. It will let you know the number of failed deliveries. Press the "ON/START" button to start the next day. You start each day with 3 lives.

YOU LOSE: If you use up all your lives or if you miss 5 or more deliveries in a day.

YOU WIN: If you advance through all 7 days of the week.

After a game over, press "ON/START" to start the next game from Monday.

Press "SOUND" button to deliver in silence. Press "SOUND" again to regain sound.

Press "OFF" when you're finished playing. If you forget, don't worry, you're probably just tired from all the work on your paper route — auto timer will shut off unit in about 3 minutes!

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.

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, 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.

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