

ELECTRONIC

MODEL 7-711

POLICE ACADEMY™

LCD VIDEO GAME

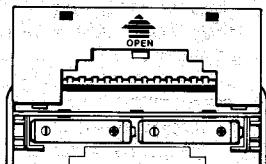
1 THE POLICE ACADEMY™ STORY

It is a story about two police heroes: Jones and Mahoney. They are at the scene of the crime and they have their suspect surrounded. Mahoney, Jones and Zed all have to close in and finish him off. But through their bumbling efforts the criminals usually manage to escape. Can you help them capture the villains?

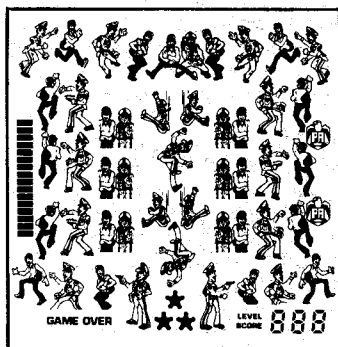
2 INSERTING THE BATTERIES

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 must be pushed. (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.



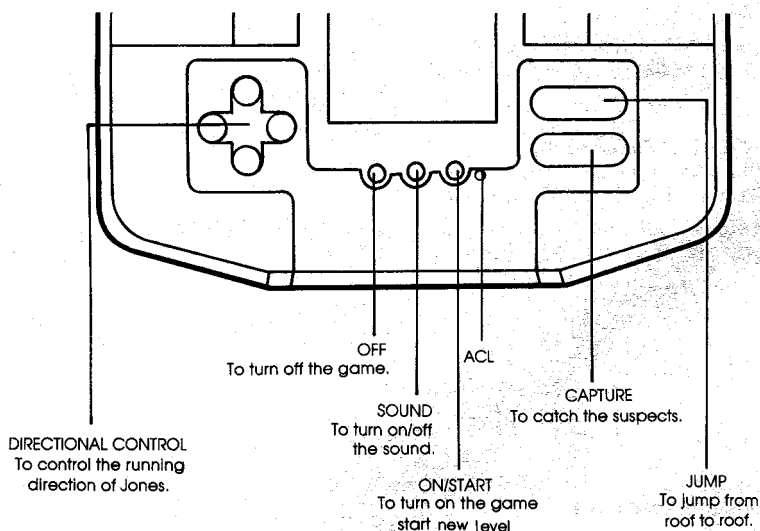
Clean only with a piece of soft dry cloth.

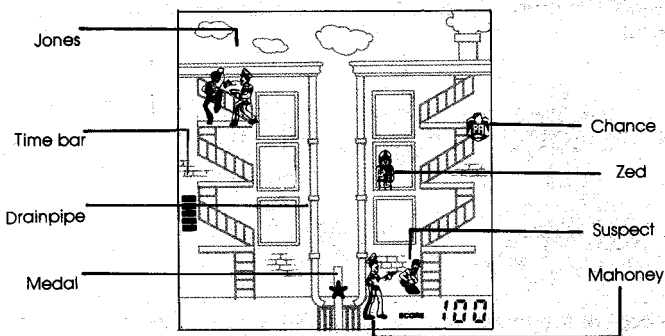
Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

You are Police Officer Jones. By scaling fire escapes, going from window to window and jumping from one rooftop to another, you try to locate the suspect as quickly as you can. When you have him in a good position, press the "Capture" button to try to catch him. At the same time, your partner, Mahoney, will also be trying to help you apprehend the criminal. You will score 1 point for each suspect you successfully capture.

5 CONTROL GUIDE





6 FEATURES

- 5 game levels
- Sound on/off
- Auto power off
- Maximum score retained

7 GAME SUMMARY

Police Academy™ is an exciting hand held LCD version of the famous Police Academy™ video game.

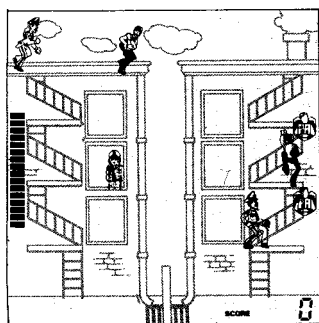
In this game, we have two buildings, three cops and many suspects. The player must control Jones, who will be flashing all the time, and also try to keep track of an escaping suspect.

The computer will control Mahoney to help you to catch the suspect.

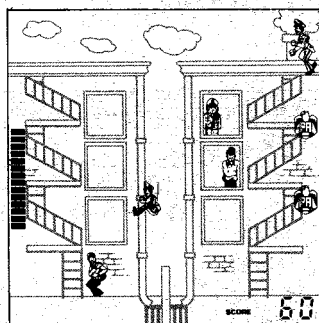
Jones and Mahoney are outside the buildings. Zed is already in one of the buildings. Each building has windows, fire escapes and a drainpipe.

The suspect travels up and down the outside of the buildings by means of the fire escapes. The suspect will also move from window to window to move in and out of the buildings. He can also jump from roof to roof.

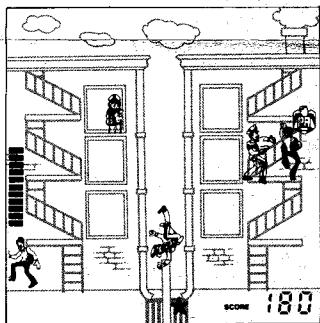
You control the movement of Jones by means of the directional control button. He can move from floor to floor outside the buildings, and jump from roof to roof. He can also move outside and down by means of the drainpipes.



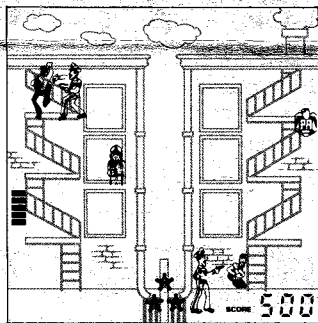
Game begins: Help Mahoney and Jones pursue the suspects.



You can travel on the fire escapes or slide down the drainpipe to catch a villain.



...But be careful or you'll fall and lose one of your 3 chances to apprehend the suspect.



A medal is awarded for every 100 points you gain, so go to it!

8 HOW TO PLAY

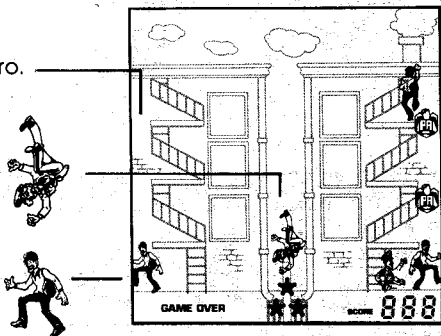
Press the "On/Start" button to turn on the unit. A simple start tone is played and the maximum score is displayed for 2 seconds. Then "Level 1" will be displayed and game will start automatically.

You get a total of 3 chances at the beginning of each game. You will lose a chance when:

A. The time bar reaches zero.

B. You fall from the roof

C. The suspect escapes



You lose the game if you have lost all your chances. When this happens the "game over" indicator lights up and a simple game over tone is played.

The game starts with Jones and Mahoney standing in the street outside the building. Then Zed and the suspect will randomly appear in one of the windows.



Jones



Mahoney



Zed



Suspect

You control the movement of Jones, (he is the flashing officer), by means of the directional control button. You can move from floor to floor outside the building, and can also jump from roof to roof. You can move him quickly down the outside of the building by means of the drainpipes.

Press the jump button to jump from one roof to another.

When you have positioned yourself behind the suspect, press the "Capture" button to catch him. A simple winning tone is played whenever you successfully catch a suspect. Score 1 point by successfully catching a suspect and also receive a bonus time-bar unit.



You will receive a medal for every 100 points you score. There is a maximum of 3 medals allowed per game.

Mahoney will also help you catch a suspect. To do this, properly control Jones to force the suspect to move closer to Mahoney, and Mahoney will then apprehend him.

A simple losing tone is played whenever you have lost a chance. Then game re-starts with a new suspect randomly appearing in one of the windows.



The suspect and Zed are always controlled by the computer.



Whenever Zed appears in a room, the suspect will not go in that particular room. Therefore, whenever Zed goes in the room where the suspect is currently hiding, the suspect will be forced to leave the room.



The suspect can travel up and down the outside of a building by means of the fire escapes. He can also move from window to window, in and out of the building and can also jump from roof to roof.



Zed is always inside the buildings. He never comes outside but will randomly appear from window to window to help give you clues as to which room the suspect is NOT in.



TECHNICAL LEVELS

Level	1
No. of Suspects to Capture	
No. of Suspect in house	

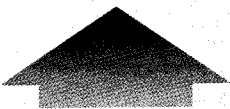
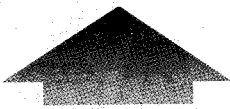
Level	2
No. of Suspects to Capture	
No. of Suspect in house	

Level	3
No. of Suspects to Capture	
No. of Suspect in house	

Level	4
No. of Suspects to Capture	
No. of Suspect in house	

Level	5
No. of Suspects to Capture	
No. of Suspect in house	

The suspect gets quicker and more elusive the higher the level. At the end of a level, the game pauses and the next level number is displayed. Press the "On/Start" button to begin playing.

Level	Speed	Intelligent
5	Hi	Hi
4		
3		
2		
1		
1		

After game is over, press the "On/Start" button to play another game starting from level 1.

Use the "Sound" button to control the sound "On/Off".

Please turn off the game after you finish playing.

9 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.