

R-ZONE™

VIRTUA COP™

TIGER ELECTRONICS
LCD Video Game

1. GAME STORY

"VIRTUA CITY UNDER SIEGE"

One month ago, a veteran detective in the Virtua City Police Department uncovered an illegal gun-running operation that was taking place in the middle of the city. He managed to trace the runners back to a mysterious and powerful crime syndicate, and had a mountain of evidence to back his claims...until he was discovered and eliminated. Some of his evidence made it back to headquarters, a special task force was formed, and you were called for the job.

It's an all-out war between the syndicate and the law. Grab your gun and ammo, and get ready to dispense some justice on these mean streets. Bear in mind that the bad guys are not above taking hostages.

It'll take a steady hand, lightning reflexes and nerves of steel to fulfill your duty — and survive in the R-Zone! Are you up to the task?

2. OBJECT OF THE GAME

"PLAY LIKE YOUR LIFE DEPENDS ON IT!"

Fire at your enemies as they appear on screen. Shoot them quickly — if you are too slow, they will shoot you first!

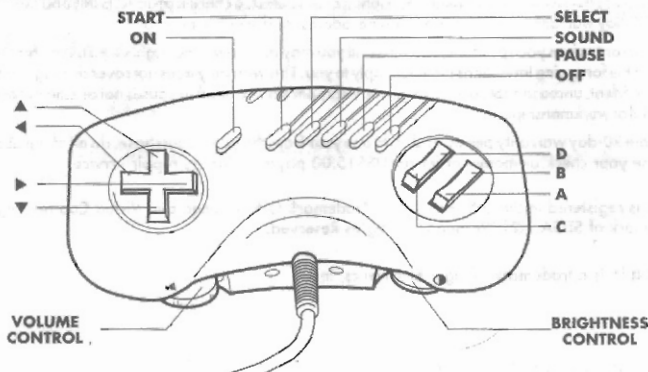
You have access to different weapons of varying powers:
SERVICE REVOLVER, SUB-MACHINE GUN, MAGNUM and SHOTGUN.

You begin each stage with 3 lives and full energy. You lose energy each time you are hit by enemy fire, so fire quickly! If you lose all your energy (if your energy bar drops to empty), you lose a life. You also lose energy when you accidentally shoot hostages. If you lose all your lives, it's a GAME OVER.

There are 9 stages to the game. To complete a stage, you must shoot down all criminals on the stage. If you can complete all 9 stages, you WIN the game.

3. HOW TO PLAY

"SURVIVING IN THE R-ZONE"



ON
START

- to turn on the unit.
- to start the game.
- to start each stage.
- to exit PAUSE.

- SELECT — (no use).
- SOUND — to control sound: on or off.
- PAUSE — to pause the game.
- OFF — to turn off the unit.
- "▲" — to move the target up.
- "▼" — to move the target down.
- "◀" — to move the target left.
- "▶" — to move the target right.
- FIRE (buttons C & D) — to fire.
- RELOAD (button A) — to reload.
- MAXIMUM SCORE (button B) — to examine the maximum score between stages.
- VOLUME CONTROL — to control volume.
- BRIGHTNESS CONTROL — to control brightness.

Press the ON button to turn on the unit. You will hear an "On" beep and the maximum score is displayed. The SERVICE REVOLVER is the default weapon.

Press the START button to begin play from stage 1.

Enemies will come at you from all directions on screen. Point the gun by using your directional buttons to move your on-screen target! The "target" area is your line of fire. So get bad guys within your target range — and then press the FIRE button to shoot!

Your service revolver only comes with 6 rounds of ammunition. Each time you shoot, the number of rounds will reduce on screen. Since the service revolver isn't powerful and doesn't shoot through barricades, you'll want to shoot a weapons icon as soon as possible to get a better weapon (one with more rounds of ammunition, preferably that shoots through barricades to get bad guys standing behind the barricade)!

When you run out of ammunition with a gun that can reload—press the RELOAD button to reload. The problem is, during this interval, you can get blasted by enemy fire! But those are the breaks.

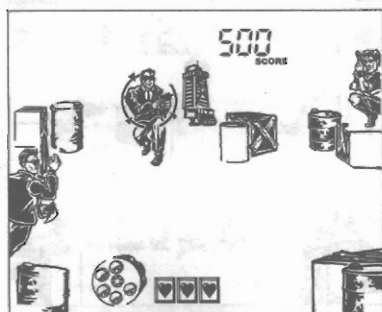
If you have a gun that does not reload, you will automatically revert back to the default weapon, the SERVICE REVOLVER.

In addition to shooting at WEAPON icons and bad guys, try to hit the LIFE-UP icon, which will increase your energy bar by one.

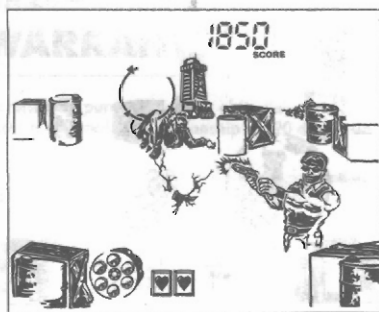
You begin each stage with 3 lives and full energy. You lose energy each time you are hit by enemy fire. If your energy bar drops to zero, you lose a chance. If you lose all 3 chances on any stage, it's a GAME OVER.

There are 9 stages of play:

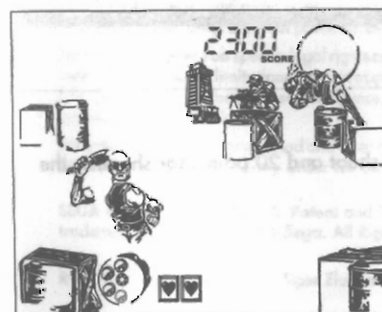
- STAGES 1-3 AT THE BLACK ARMS MARKET
- STAGES 4-6 AT THE UNDERGROUND WEAPONS STORAGE FACILITY
- STAGES 7-9 AT GANG HEADQUARTERS



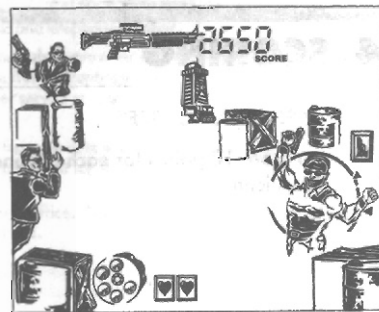
CRIMINALS APPEAR FROM ALL DIRECTIONS ON SCREEN. USE THE DIRECTIONAL BUTTONS TO GET BAD GUYS INTO YOUR TARGET RANGE — AND THEN PRESS THE FIRE BUTTON!



A "CRACK" APPEARS ON SCREEN WHEN YOU ARE HIT.



YOU HAVE AN ON-SCREEN AMMUNITION COUNTER. EACH TIME YOU SHOOT, THE NUMBER OF ROUNDS REMAINING WILL REDUCE ON SCREEN.



SOME BARRICADES HAVE SPECIAL WEAPON ICONS AND LIFE-UP ICONS IN THEM! USE THE DIRECTIONAL BUTTONS TO MOVE YOUR TARGET CLOSE TO THE BARRICADE — THEN SHOOT THE BARRICADE IN ORDER TO REACH THE ICON...AND THEN SHOOT THE SPECIAL ICON IN ORDER TO ACQUIRE IT!

WEAPON ICONS



Shoot the weapon icons to acquire different weapons! When you shoot the weapon icon, the weapon you acquire will be displayed on the top of your display screen!

SERVICE REVOLVER



Your default weapon, it comes with 6 rounds of ammunition. It does not shoot through barricades. It can be reloaded.

SUB-MACHINE GUN



It comes with 30 rounds of ammunition. It can't shoot through barricades. It does not reload. When you use a gun that does not have reloading capability, you automatically return to the default service revolver when you run out of ammo.

MAGNUM



It comes with 15 rounds of ammunition. It shoots through barricades. It can be reloaded.

SHOTGUN



It comes with 6 rounds of ammunition. It shoots through barricades. It can be reloaded.

LIFE-UP ICONS



Shoot the LIFE-UP icons when they appear on screen. When you shoot a LIFE-UP, your energy bar will increase by one unit.

BONUS ICONS



Score an extra 20 points each time you hit the bonus icon when it appears on the bottom right of your display screen!

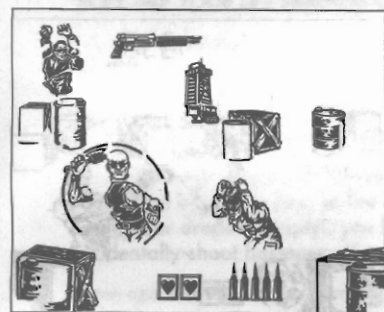
HOSTAGES



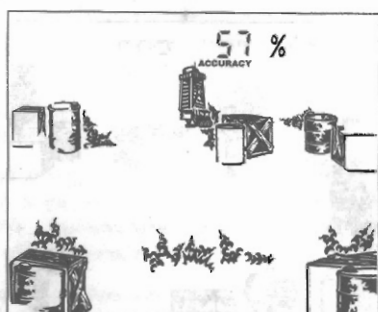
The bad guys are holding hostages. If you hit a hostage by mistake, you also lose energy.

The game pauses as you complete each stage. Press the START button to begin each new stage.

After a GAME OVER (or after you complete all 9 stages), press the START button to begin a new game from stage 1.



REMEMBER TO NOT SHOOT HOSTAGES BY MISTAKE — OR ELSE YOU'LL LOSE ENERGY!



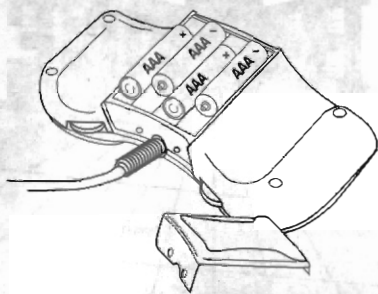
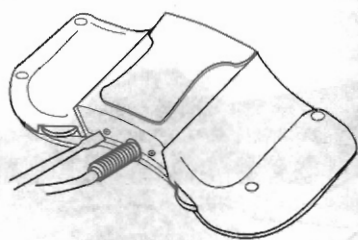
WHEN YOU COMPLETE EACH STAGE (BY ELIMINATING ALL THE CRIMINALS IN THE STAGE), YOU WILL SEE YOUR SCORE, SHOT COUNT AND ACCURACY APPEAR ON SCREEN.

4. SCORING

"EARN FINAL JUSTICE"

You score 10 points for each criminal you shoot and 20 points for shooting the bonus icon.

5. INSERTING THE BATTERIES



To insert/replace batteries, remove the battery compartment cover on the game as shown. Have an adult unscrew the battery cover, then push in the direction of the arrows on the cover.

Insert 4 Alkaline "AAA" batteries, LR03 or equivalent making sure to align "+" and "-" as shown. Close the compartment and replace the screws.

TO ENSURE PROPER FUNCTION:

Do not mix old and new batteries.

Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

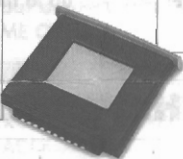
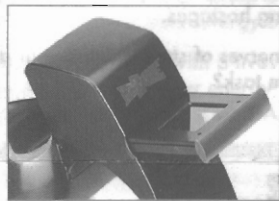
Do not use rechargeable batteries.

Battery insertion/replacement should be done by an adult.

Replacing the batteries will cause your game to reset, losing all previous scoring or stored information.

6. ADDITIONAL CARTRIDGE

Additional cartridges for your R-Zone game are sold separately in many of your favorite titles.



7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway, Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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\$15.00 payment for the repair service.

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