

SCOOBY-DOO!

INSTRUCTION

611020001IWTI-01

IT'S A FUN TIME GAME!

Your game cabinet is shaped just like Scooby-Doo! In addition to the play buttons, you can play with Scooby-Doo's FRONT AND BACK LEGS!

When you rotate the front legs of the Scooby-Doo game, his head will move left and right and his mouth will open! You also use the front legs of the game to steer the on-screen Scooby-Doo left and right!

When you spin the back legs, Scooby-Doo will run faster!

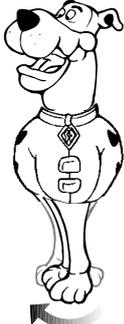
In addition to the great video game, you can also play with Scooby-Doo in toy mode!



THE TOY MODE

Toy mode lets you play with your Scooby-Doo as a great toy without playing the video game. To play in the toy mode, just be sure you have turned the unit OFF.

* Press the SOUND button (when the unit is OFF) to enter the toy mode!



* Turn the front legs to the LEFT (when the unit is OFF) to play all the sound effects from your Scooby-Doo video game in order, cycling through them backward.

* Turn the front legs to the RIGHT (when the unit is OFF) to play all the sound effects in order, cycling through them forward.



* Turn the back legs (when the unit is OFF) to repeat the last sound heard.

* Press the EAT button (when the unit is OFF) and you'll hear Scooby-Doo say, "Gulp!"

* Press the JUMP button (when the unit is OFF) and you'll hear Scooby-Doo say, "Scooby-dooby-doo!"

* Press the PAUSE button (when the unit is OFF) and you'll hear Scooby-Doo say, "Help!"

THE STORY

He's afraid of ghouls, vampires, zombies, mummies...even his own shadow. And when the going gets tough, Scooby-Doo gets going...as far away as possible! This is the story of Mystery Inc. and four teens (Shaggy, Velma, Daphne, and Fred) and their dog (Scooby-Doo!), who drive around the country in their psychedelic van called "The Mystery Machine," solving mysteries.

The gang has just pulled into a town where something creepy is happening. There is a very creepy castle, that legend has it, was once owned by Dracula. Now a young scientist, whose name is Dr. Frankenstein, has bought the castle. Dr. Frankenstein seems like a nice young guy, who is just trying to investigate the legends of the castle. But at night, there have been strange sightings in the countryside. The townspeople are beginning to think that this young Dr. Frankenstein is evil and that he has found a way to bring Dracula back to life as well as the Frankenstein monster, and other ghastly ghouls including Wolfman, Zombie, The Ghost of Redbeard and The Creeper!

Is it possible? Hold on to your Scooby Snacks and let's find out together!

OBJECT OF THE GAME -- UNMASK ALL SIX VILLAINS!

There are five stages of play. You always play as Scooby-Doo, checking out the mysteriously creepy castle. You begin each stage with a full energy bar. You lose energy whenever you are hit by a bad guy! Lose all your energy and you lose the game! To restore your energy, spin Scooby-Doo's back legs! When you spin the back legs, you add energy to your energy bar AND you move faster! You will begin each new stage (if you last that long!) restored to full energy!

As soon as you enter the castle, you are separated from your friends. You will face different monsters in each stage. But to bait you into falling for sneak attacks, someone has left you a steady path of Scooby snacks! You can't resist the Scooby snacks and you try to eat every one of them, which of course, leads you to more dangers!

You also have to find a missing friend in each of the first four stages. You'll actually HEAR Scooby-Doo call out the name of the friend he is looking for as each of the first four stages begins!



At the end of stage 1, you will find SHAGGY.



At the end of stage 2, you will find VELMA.



At the end of stage 3, you will find DAPHNE.

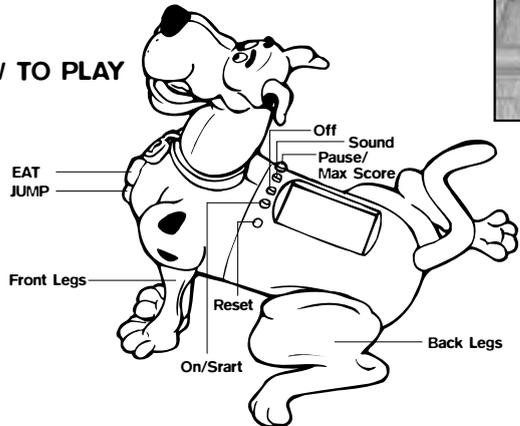


At the end of stage 4, you will find FRED.

Then at the end of the fifth and final stage, you will find your way out the castle door -- and you will discover the villains you have "unmasked". The more points you score, the more villains you will unmask!



HOW TO PLAY



ON/START

- Press to turn on the game.
- Press to exit pause.
- Press to start each stage.

SOUND

- Press to control sound on/off.

PAUSE/MAX SCORE

- Press to pause the game.
- Press to examine the maximum score.

OFF

- Press to turn off the unit.

JUMP

- Press to jump up to escape dangers.

EAT

- Press to eat Scooby snacks.

BACK LEGS

- Turn Scooby-Doo's back legs to make him run faster.

FRONT LEGS

- Turn Scooby-Doo's front legs to the LEFT to move left.
- Turn Scooby-Doo's front legs to the RIGHT to move right.

RESET

- to reset the game if the unit malfunctions.

Press the ON/START button to turn on the game. The maximum score is displayed.

Press the ON/START button again. Then you're automatically inside the castle and stage 1 begins!



The six villains will all try and grab you! Grab-a-hold of Scooby-Doo's front legs -- turn the front legs to the left and he moves left on screen. Turn the front legs to the right and he moves right on screen! Pretty neat stuff. Turn the back legs to make Scooby-Doo run faster! With your help, Scooby-Doo can stay clear of the monsters!

The energy meter also functions as a speedometer. As you turn Scooby-Doo's back legs to make him run faster, you will see the energy meter increase! But when you stop turning the back legs, the speed level will drop off. When the energy meter drops to zero, you not only stop moving, but you are also out of energy and will receive a GAME OVER! You gain your energy (and speed) back by turning Scooby-Doo's back legs some more!



You will also lose energy when you are attacked by monsters inside the castle. You'll also get a GAME OVER if the monsters knock your energy level down to zero. Remember to turn Scooby-Doo's back legs to regain lost energy -- before it's too late!

For strategy and extra points, steer onto staircases to go up and down, and into the holes in the walls to get around!



You also will score big-time for dodging clear of the bad guys. So be quick!



If you score well enough, you will also see villains "unmasked" at the end of play. The more points you score, the more villains you will see unmasked -- and the more mysteries you will have solved! So do your best to unmask all six villains!

When you complete a stage, press the ON/START button to begin the next stage.

Press the SOUND button once to shut off the melody. Press it again to shut off all the sound effects and speech. Press the SOUND button again to turn all the sound (including the melody) back on.

You can also pause the game with the PAUSE/MAX SCORE button. Press ON/START to exit pause.

Press the ON/START button to start a new game when you finish stage 5.

Press the OFF button to turn off the game. But don't worry if you forget because the ghosts of the castle will shut off the game automatically after 3 minutes of no play!

SCORING

- 20 POINTS for each Scooby snack you find.
- 40 POINTS for dodging The Creeper and Zombie and for climbing up or down stairs to get to another room.
- 60 POINTS for dodging The Ghost of Redbeard and Wolfman, for crawling into a wall to get to another room, and for stepping into trap doors in the floor which will send you into another room filled with monsters waiting just for you!
- 80 POINTS for dodging Frankenstein's Monster.
- 100 POINTS for dodging Dracula.

You gain 60 POINTS each time you step into a trap door in the floor, which sends you to another room -- filled with waiting monsters!

You lose 40 POINTS each time when you are hit by a monster!

The more points you score, the more monsters you will "unmask":

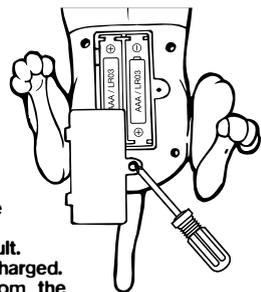
- 2000 POINTS unmask Redbeard.
- 4000 POINTS unmask Redbeard and Dracula.
- 6000 POINTS unmask Redbeard, Dracula, and Wolfman.
- 8000 POINTS unmask Redbeard, Dracula, Wolfman, and Frankenstein.
- 10,000 POINTS unmask Redbeard, Dracula, Wolfman, Frankenstein, and The Creeper.
- 12,000 POINTS unmask Redbeard, Dracula, Wolfman, Frankenstein, The Creeper, and The Zombie Try to unmask them all!

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the bottom of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 2"AAA"/LR03 batteries or equivalent (not included) as shown.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short circuited.



RESET BUTTON:

After battery insertion, the RESET 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 at the right.



CAUTION



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



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



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

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 REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 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, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

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

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$7.25. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

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

TIGER REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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