

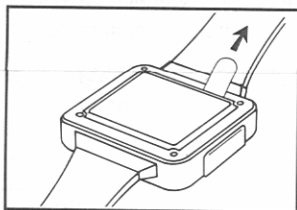
ELECTRONIC

Castlevania II

Simon's Quest™

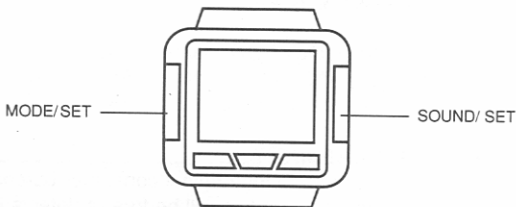
## LCD VIDEO GAME WATCH WITH ALARM

Your Simon's Quest™ watch comes complete with installed battery. It's ready to perform three functions: a clock, an alarm, and your Simon's Quest game. Do not try to replace the battery yourself. (Have your parents read the special note to them at the end of the rules.)



Plastic film pulls out to energize the watch, it is not necessary to turn any screw!

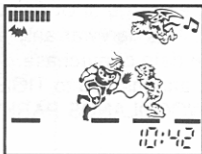
There are five buttons to your watch: two red buttons -- MODE/SET on left and SOUND/SET on right; plus three yellow buttons on the base of the watch.



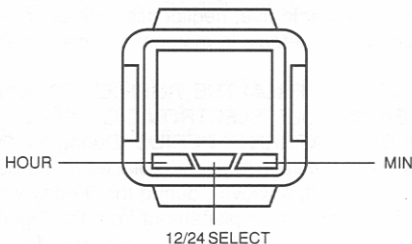
1. By pressing the MODE/SET button on left, you choose your function: clock -- game -- alarm -- back to clock.
2. When you have chosen either the clock or alarm mode, you then press BOTH side buttons (MODE/SET and SOUND/SET) at the same time to set either the proper clock time or proper alarm time as described below.

## THE CLOCK

1. Press MODE/SET until you reach the clock position. Numbers will appear in lower right hand corner of screen.



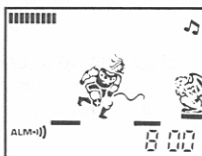
2. Then press MODE/SET and SOUND/SET together (two side buttons) and the time will flash.
3. Now use the yellow buttons on bottom of watch to set correct time. The yellow button on left sets the correct hour, the yellow button on right sets the correct minute. (PICTURE SHOWING LEFT AS HOUR BUTTON, RIGHT AS MINUTE BUTTON)



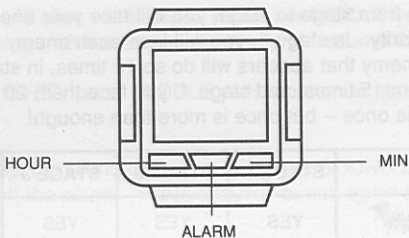
4. Press the middle yellow button to choose between 12 and 24 hour time. 24 hour time is military time. (PICTURE SHOWING MIDDLE BUTTON AS 12/24 INDICATOR)
5. When correct time is reached, press the MODE/SET button again. Time will stop flashing.

## THE ALARM

1. Press MODE/SET until you reach the alarm position. Numbers will appear in lower right hand corner of screen.



2. Then press MODE/SET and SOUND/SET together (two side buttons) and the alarm will flash.
3. Now press the middle yellow button and ALM will appear in lower left hand corner of screen.
4. Now use the two yellow buttons on either side (far left button is HOUR and far right button is MINUTE) to set the proper hour and minute for alarm. (PICTURE SHOWING LEFT HOUR BUTTON, MIDDLE ALARM BUTTON, RIGHT MINUTE BUTTON)



5. When correct time is reached, press the MODE/SET button again.  
Alarm will now stop flashing.

**NOW THAT YOU KNOW THE CORRECT TIME, IT'S SIMON'S QUEST TIME!!!**

Press the MODE/SET button to select the game mode. Once in the game mode, all five buttons have different functions -- Simon's Quest functions!

### **THE SIMON'S QUEST™ STORY**

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On your quest, you must proceed through 4 stages of battle with only your whip, an occasional crystal ball, and your wits to help you. You must destroy all enemies on a stage before advancing to the next stage. In the fourth and final stage, you will win the game by defeating the evil Count Dracula.

You must defeat bats, skeletons (some with shields, some without), fire ghosts, monsters of the fish, dragon, and flying variety -- and, of course, the mastermind of darkness himself, Dracula.

But beware, your enemies will try to destroy you before you have a chance to destroy them! You will lose power each time you are successfully attacked by an enemy!

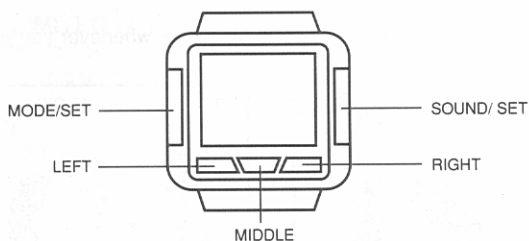
### **THE OBJECT OF THE GAME**

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The object of the game is to destroy the evil Count Dracula, once and for always, in stage 4. He has many horrible and ugly henchman who stand in your way.

You will score points for destroying your enemies. They will cut into your life power by attacking you. Whenever you complete a stage, you are restored to full power. Whenever you can pick up a crystal ball during a stage, the crystal ball will also restore you to full power. If you ever run out of life power, the GAME IS OVER.

# SIMON'S QUEST CONTROL GUIDE



**Mode/Set:** Press until you reach "Game" mode.

**Sound/Set:** Controls sound: on or off.

**Middle Yellow Button:** --to start game  
--to jump up

**Left Yellow Button:** --to turn back and attack enemy behind with whip (while on ground)  
--to turn back and attack enemy behind with whip (when jumping up)

**Right Yellow Button:** --to move forwards (when no enemy is blocking)  
--to turn forward and attack enemy in front of you with whip (while on ground)  
--to attack enemy in front of you with whip (when jumping up)  
--to pick up crystal ball

## FEATURES

- sound on/off
- best score retained
- built-in melody
- ability to fight evil using whip
- ability to switch to clock and alarm modes

## GAME SUMMARY

There are 4 stages of play. You must defeat all your enemies on a stage before advancing to the next stage. In the fourth and final stage, you must defeat Count Dracula to win the game.

Dracula will be sending out many enemies to destroy you. You will score points each time you destroy an enemy. To destroy an enemy, you must beat the enemy with your whip. It takes various whip counts to destroy each enemy.









Points scored per enemy and whip counts to destroy each enemy:

ENEMY	BAT	SKELETON	SKELETON (WITH SHIELD)	FIRE GHOST
SCORING	5	5	10	5
WHIP COUNT TO DESTROY ENEMY	1	1	2	1

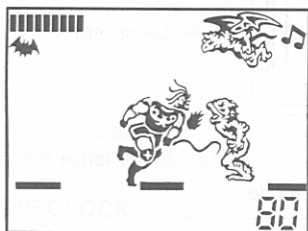
ENEMY	MONSTER FISH	MONSTER DRAGON	FLYING MONSTER	DRACULA
SCORING	5	10	5	50
WHIP COUNT TO DESTROY ENEMY	1	2	1	10

As you advance from stage to stage, you will face your enemies with increasing regularity. In stage 1, you will face each enemy 5 times, in stage 2, each enemy that appears will do so 10 times, in stage 3, you'll face each of them 15 times, and stage 4, you face them 20 times! You only face Dracula once -- but once is more than enough!

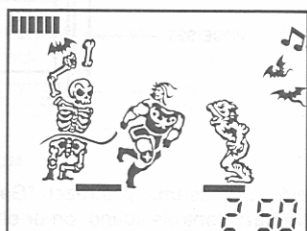
ENEMY	STAGE 1	STAGE 2	STAGE 3	STAGE 4
BAT 	YES	YES	YES	YES
SKELETON 	5	10	-	-
SKELETON (WITH SHIELD) 	-	-	15	20
FIRE GHOST 	5	10	15	20
MONSTER FISH 	5	10	-	-
MONSTER DRAGON 	-	-	15	20
FLYING MONSTER 	5	10	15	20
DRACULA 	-	-	-	1

You must defeat your enemies -- or else they will destroy you! Each time you are attacked by an enemy, you lose power. If you lose all your power, the game is over. As a reward for completing each stage, you always begin the next stage with full power.

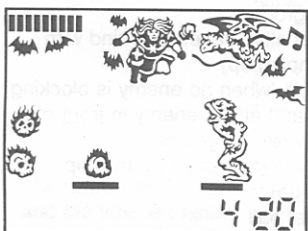
During a stage, you will be restored to full power whenever you pick up a crystal ball.



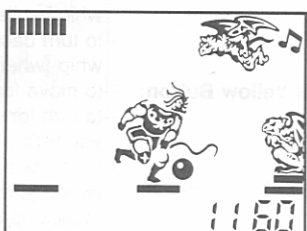
Use your whip to attack enemies in front of you.



... or behind you.



You can jump to either attack an enemy or avoid one.



When a crystal ball appears, press the attack key to pick it up.

## HOW TO PLAY

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Press the MODE button to enter the game mode. The maximum score will be displayed.

Then press the MIDDLE yellow button to begin Simon's Quest. A simple "game start" tune is played. STAGE 1 will show on screen. You start each stage with full power. You must defeat all the enemies that appear to advance to the next stage.

If there is no enemy in front of you, press RIGHT yellow button to MOVE FORWARDS.

### TO ATTACK WITH YOUR WHIP:

When standing on the ground, press RIGHT yellow button to turn head forward and press RIGHT yellow button again to attack an enemy in front of you.

Press LEFT yellow button to turn back and attack an enemy stalking behind you.

Press MIDDLE yellow button to jump up either to escape an enemy or to attack one.

### Once you've jumped up --

Press RIGHT yellow button to attack an enemy in front of you.

Press LEFT yellow button to attack an enemy behind you.

When you're lucky enough to see a crystal ball appear, press RIGHT yellow button to pick it up. Picking up a crystal ball restores you to full power.

In Simon's Quest, you must attack or perish. You only have your whip (and your wits) with which to attack! You score points each time you attack an enemy. You lose power each time an enemy attacks you. If you lose all your power, the GAME IS OVER. But remember -- you are restored to full power whenever you complete a stage or whenever you pick up a crystal ball.

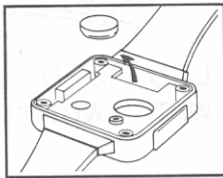
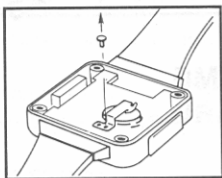
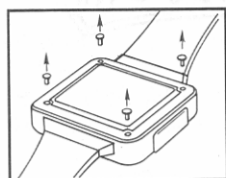
In the 4th and final stage, you will meet DRACULA. It will not be a friendly meeting. It will be a fight to the death. If you defeat Dracula, you have completed Simon's Quest and win the game. If Dracula defeats you, all your fighting has been in vain and the game is over.

The game pauses after each stage. Press the MIDDLE yellow button to start the next stage whenever you are ready to resume the fight.

After a GAME OVER, press MIDDLE yellow button to start another game from stage 1.

If you wish to fight in silence, you can press the SOUND button during a pause to turn off the sound. Press SOUND button again to regain sound.

## REPLACE BATTERY PROCEDURE



1. Use a small screwdriver to unfasten the four screws on the reverse side of the watch. Carefully lift off the back cover.
2. Now unscrew the screw holding the battery in place. Lift off the battery contact (Plastic bracket) that holds the battery in place.
3. Lift out the dead battery and insert a new one.
4. Replace the screws in the plastic bracket to lock the new battery into place. Rescrew the back cover. Congratulations, you've done it.
5. Recommended battery: Silver Oxide SR54

## 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.

## 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\$5.00. 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 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, USA.  
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\$5.00 payment for the repair service.