

ELECTRONIC SNAKE'S REVENGE LCD GAME

1 THE SNAKE'S REVENGE STORY

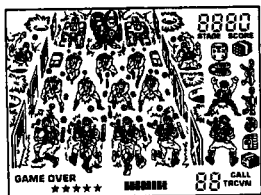
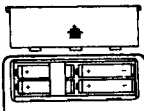
After his iron clad plan to rule the world rusted away in Metal Gear, crazed Colonel Vernon Catalfy retired from the terrorist business. But before going on tour, Catalfy gave the secrets for Metal Gear II (an ultra-shield nuclear attack tank) to the world's premier bad guy-Higharolla Kockamamia. Now, you're ordered on a mission to infiltrate Higharolla Kockamamia's heavily guarded Fortress Fanatic and to destroy Metal Gear II.

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 four AA batteries, UM-3 or equivalent, making sure to align "+" and "-" as shown.

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 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.



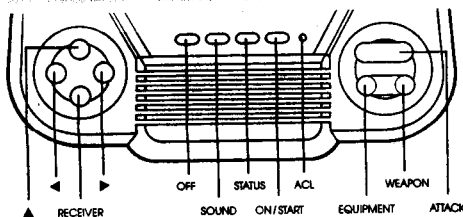
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

You must proceed through eight levels of play in order to reach the final base where you will do ultimate battle with Metal Gear II. If you destroy Metal Gear II on Level 8, you will win the game.

5 CONTROL GUIDE

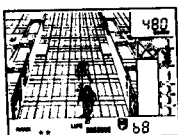


- On/Start** To turn on game; to start game.
- Status** To check status of weapon and equipment (when you're inside a room or during game interval)
- Sound** Controls sound: on or off.
- Off** To turn off the game.
- ▲** To move forwards.
- ◀** To move left.
- ▶** To move right.
- Attack** To open and get inside the left-side door (after selecting the correct card).
- Weapon** To move right.
- Equipment** To open and get inside the right-side door (after selecting the correct card).
- Weapon** To attack with selected weapon.
- Weapon** To choose your weapon (when that weapon is available) order: gun...missile, grenade, explosive...back to gun and sequence repeats.
- Equipment** To choose equipment (when that equipment is available) order: Card 1...Card 2...Card 3...Card 4...Card 5...Card 6...Card 7...Card 8...Truth Gas...back to card sequence.
- Receiver** To receive call
- Receiver** To ask for call

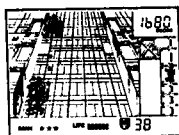
6 FEATURES

- 8 levels of play
- a host of enemies to defeat (if you live that long)
- built-in speech and sound effect
- auto power-off timer
- sound on/off control
- best score retained

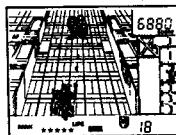
7 GAME SUMMARY



Enter the base of Higharolla Kockamamia. Your mission is to destroy all enemies and rescue hostages.



"Lieutenant, let's put the plan into effect!" "Ammunition is behind next door"



Collect weapons and equipment throughout the fortress... beware of metal Gear II.

This is a TALKING LCD game version of the Metal Gear II video game. You have 8 levels of play. You begin at Level 1 in the FOREST. Levels 2 and 3 take you inside the FIRST BASE. Level 4 takes you inside the 2ND BASE. Level 5 takes you inside the 3RD BASE. Level 6 and 7 take you inside the SECRET TOWER. Finally, Level 8 takes you inside the FINAL BASE where you will find METAL GEAR II.

You begin in the forest, on the fringes of Fortress Fanatic, where Higharolla's crackpot troops are stationed. From there, you must infiltrate the fortress. As you snake through the fortress, keep your eyes peeled for HIDDEN WEAPONS, EQUIPMENT, and MOST IMPORTANTLY, PRISONERS OF TERRORISM. These prisoners will supply you with information vital to the operation's success.

You can also get in touch with your agent (John Turner and Nick Myer) through RADIO RECEIVER. They will give you hints to successfully complete the game! Listen carefully to them!

You are equipped with various weapons. Use different weapons to destroy different enemies and earn points: (see next chart)

WEAPON	ENEMY	SCORING
MACHINE GUN	- SOLDIER	(10 POINTS)
MISSILE	- TANK	(20 POINTS)
	- METAL GEAR I	(100 POINTS)
	- METAL GEAR II	(100 POINTS)
	- GRENADE	(20 POINTS)
GRENADE AND YOU CAN USE		
EXPLOSIVE	- TO OPEN DOOR	
CARD	- TO OPEN DOOR	
RECEIVER	- TO RECEIVE CALL/TO ASK FOR CALL	
TRUTH GAS	- TO FORCE CAPTURED ENEMY COMMANDERS TO TALK	

(TABLE 1)

Not all your weapons are available to you on every level! For instance, explosives are only available to you on levels 6, 7, 8. (See chart below)

As the game progresses, you will earn more points for defeating your enemies. (also see chart below)

WEAPON:

	LEVEL							
	1	2	3	4	5	6	7	8
Machine Gun	✓	✓	✓	✓	✓	✓	✓	✓
Missile				✓	✓	✓	✓	✓
Grenade						✓	✓	✓

ENEMY:

		LEVEL							
		1	2	3	4	5	6	7	8
Soldier	20	20	25	25	30	30	35	35	
Tank	-	20	25	25	30	30	35	35	
Grenadier	-	-	-	20	25	25	30	30	
Metal Gear I	-	-	-	-	-	1	4	5	
Metal Gear II	-	-	-	-	-	-	-	1	

(TABLE 2)

LIFE LINE UNITS: You start the game with FIVE Life line units. You lose ONE Life line whenever you're hit by an enemy. You LOSE the game if your life line drops to NOTHING. However, after rescuing a certain number of prisoners, you're PROMOTED in rank. Promotion EARNS 2 life credits. You can also increase your life line by PICKING UP RATIONS in the rooms. RATIONS EARN 2 Life credits, also. A MAXIMUM of 8 life units are allowed. Remember GAME IS OVER if you ever use up all your life line units!

8 HOW TO PLAY

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

Press the START button again to start the game. A little tune is heard and your commanding officer says, "Lieutenant! Let's put the plan into effect!" This is the first of many communications you will hear. (A full list of communications follows later in the rules.)

You always start at Level 1 and with FIVE life line units and with 30 BULLETS.

You use the control buttons to move LEFT and RIGHT to engage the enemy or to escape. Use the WEAPON button to select the appropriate weapon and use the ATTACK button to attack.

The dual digit number in the lower right hand corner shows the status of the weapon (number of ammunition of that weapon left). You can have up to a maximum of 99 bullets/bombs/grenades/explosives.



Machine Gun



Missile



Grenade



Explosive

Use the EQUIPMENT button to select equipment, CARDS or TRUTH GAS.



Cards



Truth Gas

When a card is selected, the digit in lower right hand corner shows the card number (there are 8 cards in all).

When the equipment selection is displayed, the weapon indicator turns off to avoid confusion. After equipment selection, display goes back to show weapon with its digits (after about 2 seconds).

You are equipped with various weapons. You use your different weapons to destroy different enemies and score points for doing so (see Table 1 from Game Summary). Remember:

- Use machine gun to kill soldier.
- Use machine to kill tank, Metal Gear I, Metal Gear II.
- Use grenade to kill grenadier.
- Use explosive to open door.
- Use card to open door.
- Use receiver to receive and ask for calls.
- Use truth gas to force captured enemy commanders to talk with you.

MOVING FORWARD: You can only move forward if you are in the middle column position and if there is no tank or Metal Gear on screen. You have to destroy all tanks or Metal Gear before you can proceed further.

CALLS: Whenever there's a call for you, the call indicator lights and flashes and you'll hear a beep. Press the RECEIVER button to receive the call. Respond quickly or you may lose the call!

You can also try to initiate communications with one of your co-commanders by pressing the RECEIVER button. (John or Nick)

If they're clueless, they will not respond. But keep trying to reach them throughout the game. You never know when they might have a hot tip for you. If you follow the received information, your mission will be completed successfully.

DOORS: Try to open as many doors as you can. You must locate special pass cards to advance through enemy buildings or to enter rooms that contain vital weapons and equipment. Each of these cards (1-8) has a secret code which corresponds to various doors:

LEVEL	CARDS TO OPEN DOOR
1	CARD 1 OR NOT REQUIRED
2	CARD 1-2
3	CARD 1-3
4	CARD 1-4
5	CARD 1-5
6	CARD 1-6
7	CARD 1-7
8	CARD 1-8

In addition to using cards to open a door, you can also use EXPLOSIVES.

Once you open a door, there are many possibilities you will find there. With the exception of finding the room empty (which can happen), all the other possibilities are instrumental to your ultimate success:

EMPTY ROOM	: RESCUE TO GET BONUS IN LIFE LINE
WITH PRISONER	: LISTEN TO INFORMATION
ENEMY COMMANDER	: USE TRUTH GAS TO GET USEFUL INFORMATION
ENEMY SOLDIER	: WHO WILL ATTACK YOU FIRST THING YOU GET INSIDE THE ROOM
	: YOU MUST TRY TO KILL HIM IN ORDER NOT TO ALLOW HIM TO ATTACK YOU TWICE
	: TO GET TWO BONUS UNITS OF LIFE LINE
RATIONS	: CARD 1-8
PASS CARD	: WEAPON
EXPLOSIVE	: WEAPON
GRENADE	: WEAPON
MISSILE	: WEAPON
TRUTH GAS	: EQUIPMENT
AMMUNITION	: WEAPON (BULLET FOR MACHINE GUN)

If there is indeed a weapon or equipment in the room, the "Pick up objects" command will be announced.

While you are in a room, you can press the STATUS button to check the status of all your weapons and equipment. The game will display and announce all your belongings!

Press "-" or "-" to exit the room and return to the battlefield.

SUCCESSFUL ATTACK: All enemies are killed by ONE HIT of the appropriate weapon — except Metal Gear and Metal Gear II. It takes 5 MISSILE HITS to destroy Metal Gear I and 30 MISSILE HITS to destroy Metal Gear II.

The game pauses after you complete each level. You can check the status of your weapons and equipment by pressing the STATUS button. Press ON/START to start the next level once you catch your breath. (You will be equipped with 30 bullets/missiles/grenades/plastic explosives if you have the corresponding weapon).

You receive a BONUS OF TWO ENERGY BARS for completing each level.

After GAME OVER, press ON/START to play another game. You always start at Level 1.

To fight in silence, press the SOUND button. Press it again to regain noise.

Press OFF to turn off the unit when you're finished. But don't worry, if you forget to shut off the game (or the game falls into enemy hands), there's an automatic power-off timer that's built into the game (game automatically shuts itself off in about 3 minutes).

WHEN THE GAME TALKS, IT SAYS...

To begin:
Lieutenant, let's put the plan into effect!

Sound effects:

- call beep (receive)
- call beep (send)
- machine gun firing
- missile firing
- explosion (hit by enemy)
- explosion (hit by enemy)
- running
- door opening

Pick-up objects:

- I got rations.
- I got key card number (1) (2) (3) (4) (5) (6) (7) (8)
- I got grenade.
- I got missile.
- I got plastic explosive.
- I got ammunition.

Information obtained from prisoners/enemy commander:

- Grenadier ahead, use grenade!
- Tank ahead, use missile!
- Watch out! Metal Gear ahead.
- Grenade behind the next door.
- Missile behind the next door.
- Plastic explosives are behind the next door.
- Ammunition is behind the next door.
- Rations are behind the next door.
- Five missiles to destroy Metal Gear I.
- Thirty missiles to destroy Metal Gear II.

Messages received from the radio receiver:

- This is John. Are you OK?
- This is Nick. Are you OK?
- Danger! Do not open the next door!
- Grenadier ahead, use grenade!
- Tank ahead, use missile!
- Watch out! Metal Gear ahead!
- Five missiles to destroy Metal Gear I.
- Thirty missiles to destroy Metal Gear II.

Messages from co-commanders (at start of game):

- Lieutenant! Let's put the plan into effect.
- Good luck infiltrating the enemy's base!

Messages from the enemy commander:

- Don't shoot! I don't know anything!

Messages from the prisoners:

- Thanks for your help!
- John moved to a different spot.

Messages from the enemy commander if truth gas is used:

- Danger, do not open the next door!
- Grenadier ahead, use grenade!
- Tank ahead, use missile!
- Watch out! Metal Gear ahead!
- Five missiles to destroy Metal Gear I.
- Thirty missiles to destroy Metal Gear II.

Winning statement:

- Congratulations! You have accomplished your mission.

Status statements:

- I have key card number (1) (2) (3) (4) (5) (6) (7) (8)
- I have zero plastic explosives.
- I have zero grenades.
- I have zero missiles.
- I have zero bullets.
- I have one plastic explosive.
- I have one grenade.
- I have one missile.
- I have one bullet.
- I have (two through nine-hy nine) (plastic explosives) (grenades) (missiles) (bullets)

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 the date of purchase.

During this 90-day warranty period the game will either be repaired or 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 the 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\$15.00. 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, you need 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/tape 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 you 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\$15.00 payment for the repair service.

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