

72531IWTIE-2
ELECTRONIC

MODEL 72-531

WALT DISNEY'S
Snow White
and the Seven Dwarfs

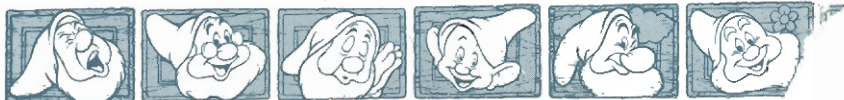
LCD GAME



SNOW WHITE AND THE SEVEN DWARFS
© Disney

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980 Woodlands Parkway,
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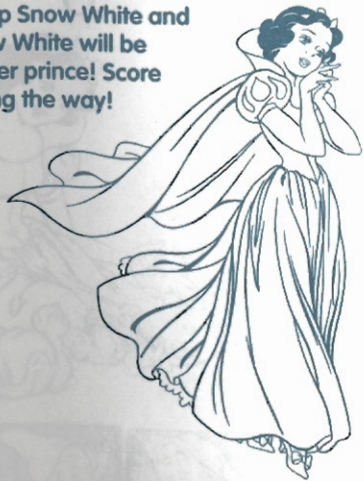
PRINTED IN HONG KONG



Welcome to the enchanting world of Snow White and the Seven Dwarfs!
But beware — there's a shadow falling over the land! It's the Wicked Witch!

With your help Snow White and the Seven Dwarfs can be saved! And with
your help, Snow White can find her prince and be saved by his kiss!

The object of the game is to help Snow White and
the Dwarfs! If successful, Snow White will be
united happily ever after with her prince! Score
as many points as you can along the way!



1

There are 4 stages to the game. There is a timekeeper to give you a sense
of how much time remains in each stage!
You always play through all 4 stages!

IN STAGE 1, YOU CONTROL SNOW WHITE!
IN STAGE 2, YOU CONTROL SNOW WHITE!
IN STAGE 3, YOU CONTROL YOUR FOREST FRIENDS!
IN STAGE 4, YOU CONTROL GRUMPY!

Let's begin!



2

STAGE 1 SNOW WHITE FINDS THE COTTAGE OF THE DWARFS.

PRESS THE ON/START BUTTON TO TURN ON THE GAME.

You'll hear an "On" beep and the maximum score is displayed.

PRESS THE ON/START BUTTON AGAIN TO START THE GAME FROM STAGE 1!

You'll hear a simple "Game Start" melody and will begin with zero score.



3

The first stage takes place in the forest! Snow White is trying to find her way through the forest to the Dwarfs' cottage! There are many obstacles along the way!

There are LOGS that Snow White can trip over, BATS that can fly out to scare her, THORN BUSHES that can scratch her if she brushes against them, and POISON IVY she must be careful not to step in!

Snow White must DODGE AWAY from each obstacle to score points!

She must also FIND THE PATH that leads to the Dwarfs' cottage before the stage ends — or else you will lose points!

A baby deer and a rabbit will appear every time Snow White walks down the right forest path towards the cottage of the Dwarfs — and you will score points!

Make sure you watch for the BLINKING PATH (there will be two paths to choose from). The blinking path is the correct one!

4

PRESS "◀"

— for Snow White to move/dodge left.

— for Snow White to choose the path on the left.

PRESS "▶"

— for Snow White to move/dodge right.

— for Snow White to choose the path on the right.

5

In all four stages of the game, press the **SOUND** button if you want to play in silence. Press it again to regain all the sounds of the adventure! You can also press the **MAX SCORE** button during the pause between stages or after the story is complete (after stage 4) to take a look at the maximum score!

SCORING:

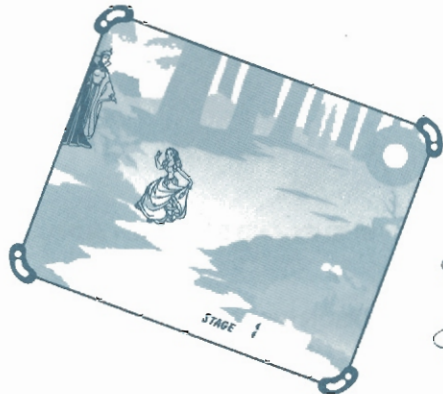
Score 50 POINTS for avoiding logs, bats, thorn bushes, poison ivy.

Score 50 POINTS for choosing a correct path.

LOSE 100 POINTS if you cannot find the path that leads to the Dwarfs' cottage before the stage ends!

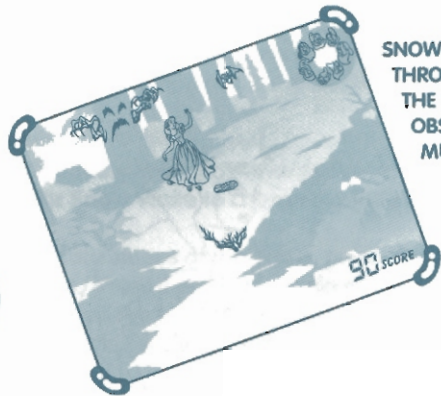
There is a simple "Stage Complete" melody as you complete each stage then the next stage number is shown.
Congratulations, you've completed stage 1!

THE EVIL QUEEN IS FILLED WITH JEALOUSY
AND TRIES TO DESTROY SNOW WHITE!



6

7



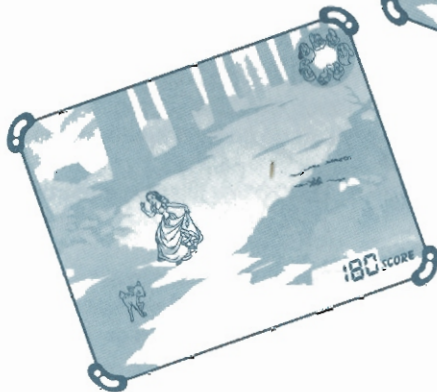
SNOW WHITE TRIES TO FIND HER WAY THROUGH THE FOREST TO THE COTTAGE OF THE SEVEN DWARFS! THERE ARE MANY OBSTACLES ALONG THE WAY THAT SHE MUST DODGE!

DODGE "◀" AND "▶" TO AVOID THORN BUSHES AND BATS WITH BLINKING EYES!

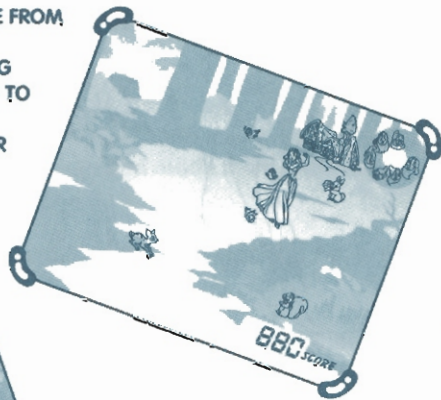
DODGE "▶" TO AVOID STEPPING IN THE POISON IVY.

DODGE "◀" TO AVOID TRIPPING OVER THE LOGS!

THERE WILL BE TWO PATHS TO CHOOSE FROM ALONG THE WAY. MAKE SURE YOU CHOOSE THE BLINKING PATH, THE BLINKING PATH LEADS YOU TO THE COTTAGE — AND YOUR FOREST FRIENDS WILL COME OUT TO CHEER FOR YOU!



SNOW WHITE REACHES THE COTTAGE OF THE SEVEN DWARFS!



8



STAGE 2 SNOW WHITE DANCES WITH THE DWARFS.

PRESS THE ON/START BUTTON TO START STAGE 2!

Snow White has reached the Dwarfs' cottage — and they are kind enough to let her stay! She has cleaned their home and made them a wonderful dinner. Now it's time to have some fun!

Snow White and the Dwarfs are having a party with music and dancing! Snow White must **DANCE** with the Dwarfs!

First she will **DANCE WITH DOPEY!** But you have to help Snow White because Dopey is not a very good dancer! Control Snow White to dance with Dopey without tripping on his long coat tails!

You score points if you **DODGE DOPEY'S COAT TAILS** but you lose points if you trip!

After several turns with Dopey, it's time to **DANCE WITH SNEEZY!** But as usual, he is on the verge of sneezing! He never knows when his sneezes are coming, so help Snow White **DODGE HIS SNEEZES** as they dance!

You'll score points when you are successful. But you will lose points if Snow White catches a sneeze on her apron!

After several turns with Sneezzy, Snow White must dance once more, this time she must **DANCE WITH GRUMPY!** But this will be the hardest dance of all because Grumpy is very crabby! Snow White will try to make Grumpy "less grumpy" by giving him a kiss as they dance!

You score points for **EACH KISS** you can place on Grumpy's head, but you lose points if you miss!

11

Try to dance with all three Dwarfs and score as many points as you can before the stage ends!

PRESS "◀"
— for Snow White to move/dodge left.

PRESS "▶"
— for Snow White to move/dodge right.

PRESS "DWARF"
— for Snow White to kiss Grumpy.

SCORING:

Score 50 POINTS by dodging Dopey.
LOSE 10 POINTS if you trip on Dopey's long coat tails.

Score 50 POINTS by dodging Sneezzy's sneezes.
LOSE 10 POINTS if you miss giving a kiss.

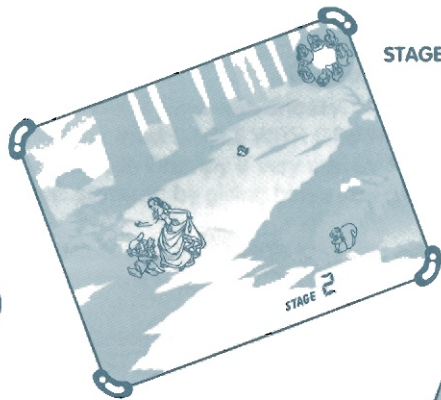
Score 50 POINTS for kissing Grumpy.
LOSE 10 POINTS if you miss giving a kiss.

There is a simple "Stage Complete" melody as you complete each stage and then the next stage number is shown. Congratulations, you've completed stage 2!



12

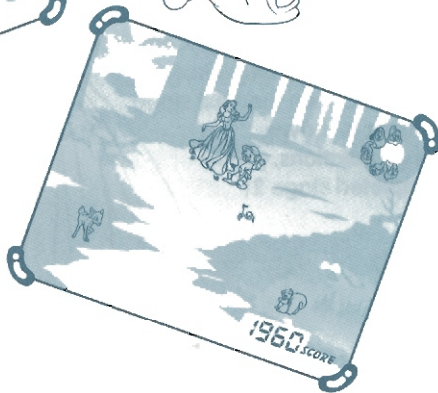
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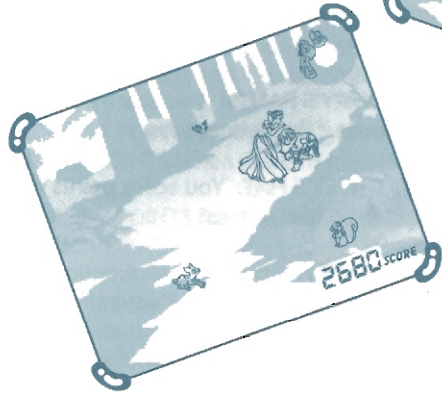
STAGE 2 IS PARTY TIME!



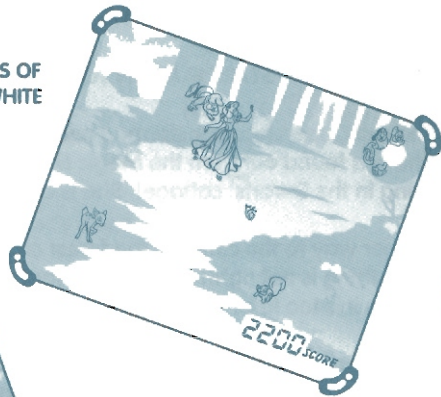
SNOW WHITE MUST DANCE WITH THE DWARFS! PRESS "▶" TO MOVE RIGHT AND PRESS "◀" TO MOVE LEFT. BE CAREFUL NOT TO TRIP ON DOPEY'S LONG COAT TAILS!



HELP SNOW WHITE DODGE THE SNEEZES OF SNEEZY! YOU LOSE POINTS IF SNOW WHITE CATCHES A SNEEZE ON HER APRON!



TRY TO MAKE GRUMPY "LESS GRUMPY" BY GIVING HIM A KISS ON HIS HEAD!



14

STAGE 3 A MESSAGE FROM THE FOREST ANIMAL FRIENDS!

PRESS THE ON/START BUTTON TO START STAGE 3!

The evil Queen has transformed herself into the disguise of a Wicked Witch! She has found out from the Magic Mirror that Snow White is still alive and is living in the Dwarfs' cottage! She is carrying a poison apple for Snow White!

On her way to the cottage, the forest animals spot the witch and know that something is not right! They must warn the Dwarfs to rescue Snow White before it is too late!

15

Control the DEER TO TRY TO GRAB AT GRUMPY'S PANTS! You score points for each successful grab! But you lose points if the deer misses!

The LITTLE BLUE BIRD WILL TRY TO GRAB DOPEY'S HAT. You score points for each successful pick, but you lose points if the bird misses!

The SQUIRRELS WILL DROP ACORNS ON DOC'S HEAD to get his attention! You score points for each successful hit. But you lose points if you miss.

The stage ends with Snow White biting the poison apple. Oh, my!

PRESS "◀"

— for the deer to grab Grumpy's pants.

PRESS "▶"

— for the bird to try and grab Dopey's hat.

PRESS "DWARF"

— for the squirrel to drop acorns on Doc's head.

SCORING:

Score 50 POINTS for the deer grabbing Grumpy's pants.
LOSE 10 POINTS when the deer misses.

SCORE 50 POINTS for the bird grabbing Dopey's hat.
LOSE 10 POINTS when the bird misses.

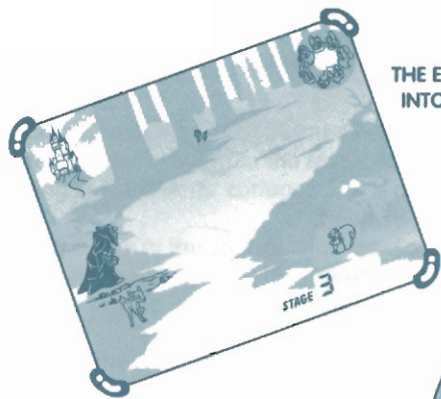
SCORE 50 POINTS for the squirrel dropping acorns on Doc's head.
LOSE 10 POINTS when the squirrel misses.

There is a simple "Stage Complete" melody as you complete each stage then the next stage number is shown.
Congratulations, you've completed stage 3!



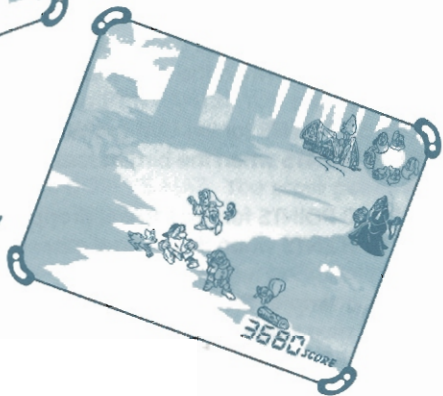
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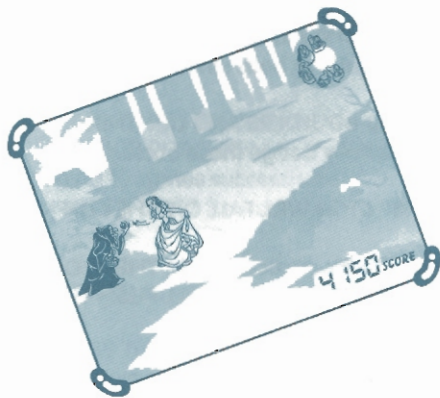


THE EVIL QUEEN HAS TRANSFORMED HERSELF INTO THE DISGUISE OF A WICKED WITCH!

THE WITCH IS CARRYING A POISON APPLE FOR SNOW WHITE! ON HER WAY TO THE COTTAGE, THE FOREST ANIMALS SPOT THE WITCH AND TRY TO WARN THE DWARFS TO RESCUE SNOW WHITE BEFORE IT'S TOO LATE!



PRESS "◀" FOR THE DEER TO GRAB GRUMPY'S PANTS!
 PRESS "▶" FOR THE BLUE BIRD TO GRAB DOPEY'S HAT!
 PRESS "DWARF" FOR THE SQUIRREL TO THROW ACORNS ON DOC'S HEAD!



STAGE 3 ENDS WITH SNOW WHITE BITING THE POISON APPLE THAT THE WITCH GIVES HER!



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STAGE 4 THE HAPPY ENDING!

PRESS THE ON/START BUTTON TO BEGIN STAGE 4.

This is the final stage of our story!

The Dwarfs have reached the cottage, but they are too late! Snow White has taken a bite of the apple and is laying on the ground! Grumpy is now chasing the Wicked Witch, but she is using her evil powers to make rocks and boulders fall on him and lightning bolts strike him!

19 **CONTROL GRUMPY TO DODGE ROCKS AND BOULDERS AND LIGHTNING BOLTS!** You score points when you successfully dodge these obstacles.

IF GRUMPY CAN DODGE 10 STONES, THE WITCH WILL FALL OFF THE CLIFF!

But if Grumpy **CANNOT** dodge the stones 10 times successfully, **THEN YOU MUST CONTROL HIM TO MAKE ONE POWERFUL HIT THAT WILL PUSH THE WICKED WITCH OFF THE CLIFF!**

If you can make the Witch fall off the cliff first by **DODGING 10 STONES SUCCESSFULLY**, you score a **BONUS** of 500 POINTS!

The game will finish with a happy ending as Snow White is awakened by the prince's kiss while he holds her in his arms!

PRESS "◀" — for Grumpy to move/dodge left.

PRESS "▶" — for Grumpy to move/dodge right.

PRESS "DWARF" — for Grumpy to knock the Wicked Witch off the cliff.

SCORING:

Score 50 POINTS for dodging rocks, boulders, lightning bolts.

Score a 500 POINT BONUS if you can make the Witch fall off the cliff first by dodging 10 stones successfully.

Score 100 POINTS for pushing the Witch off the cliff.

After the story is complete (at the end of stage 4), **PRESS THE ON/START BUTTON TO START THE GAME AGAIN FROM STAGE 1!**

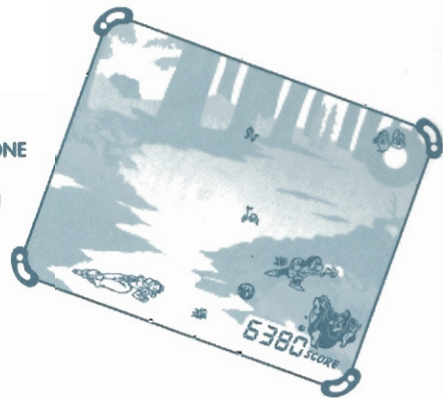
OR PRESS THE "OFF" BUTTON TO TURN OFF THE GAME. Don't worry if you forget to press the "OFF" button because the game magically turns itself off after three minutes of non — action!

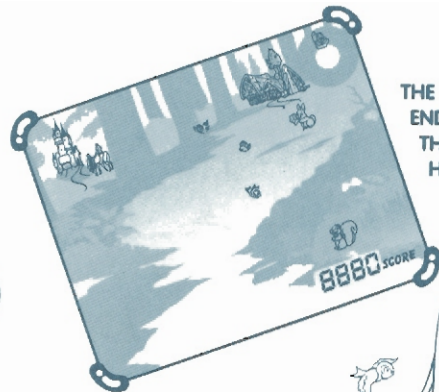


IN STAGE 4, SNOW WHITE HAS TAKEN A BITE OF THE POISON APPLE AND IS LAYING ON THE GROUND. GRUMPY IS NOW CHASING THE WICKED WITCH! BUT SHE IS USING HER EVIL POWERS TO MAKE ROCKS AND BOULDERS FALL ON HIM AND LIGHTNING BOLTS STRIKE HIM!

PRESS "◀" FOR GRUMPY TO MOVE/DODGE LEFT.
 PRESS "▶" FOR GRUMPY TO MOVE/DODGE RIGHT.
 PRESS "DWARF" FOR GRUMPY TO KNOCK THE WICKED WITCH OFF THE CLIFF!

IF GRUMPY CAN DODGE THE ROCKS, BOULDERS, AND LIGHTNING BOLTS SUCCESSFULLY 10 TIMES — OR MAKE ONE POWERFUL HIT AGAINST THE WICKED WITCH — SHE WILL FALL OFF THE CLIFF!



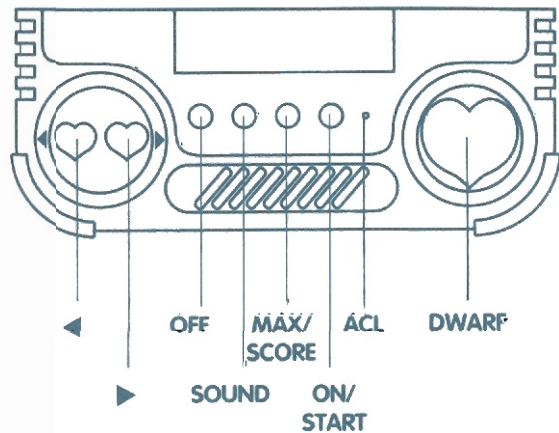


THE GAME WILL FINISH WITH A HAPPY ENDING, AS SNOW WHITE AWAKENS BY THE PRINCE'S KISS! THEN THEY WILL LIVE HAPPILY EVER AFTER!



THE END

CONTROL GUIDE



ON/START

- To turn on the unit.
- To start the game.
- To start each stage.

- MAX SCORE** — To look at the maximum score during the pause between stages and after the story is complete.
- SOUND** — To control sound: on or off.
- OFF** — To turn off the unit.
- ◀ — for Snow White to move/dodge left (stages 1 and 2).
 — for Snow White to choose the path on the left (stage 1).
 — for the deer to grab Grumpy's pants (stage 3).
 — for Grumpy to move/dodge left (stage 4).
- ▶ — for Snow White to move/dodge right (stages 1 and 2).
 — for Snow White to choose the path on the right (stage 1).
 — for the bird to grab Dopey's hat (stage 3).
 — for Grumpy to move/dodge right (stage 4).
- DWARF** — for Snow White to kiss Grumpy (stage 2).
 — for the squirrel to drop acorns on Doc's head (stage 3).
 — for Grumpy to knock the Wicked Witch off the cliff (stage 4).

SPECIAL FEATURES

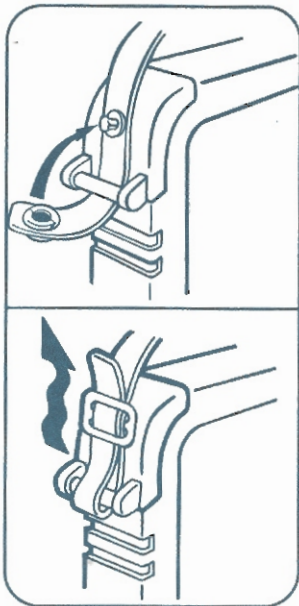
- 4 stages of magical fun!
- Stage timer
- Built-in sound
- Sound on/off control
- Maximum score retained
- Built-in automatic power-off timer



HOW TO USE THE CARRY STRAP

PINK PRINCESS STRAP

Your Snow White game includes a special pink princess strap that snaps on to your game so you can carry it wherever you go! Loop the end of the strap through the hook located on the corner of the game unit. Close the end by snapping the end to the strap button located on the strap. The other end of the strap has an adjustable buckle! Now you can take your Snow White game with you on your next trip!



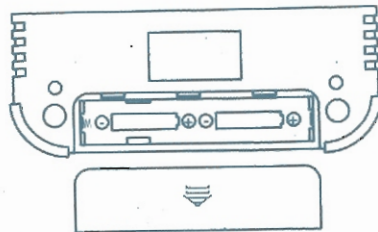
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INSERTING THE BATTERIES

To insert the batteries, 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 (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.



After battery insertion, the ACL 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 below.



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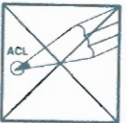
CAUTION



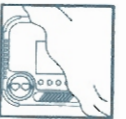
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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.

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.

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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, 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, foam 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\$12.00 payment for the repair service.

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