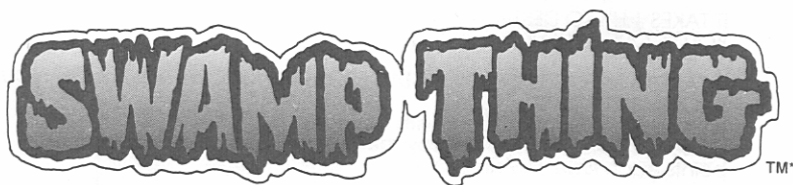


# ELECTRONIC



## LCD VIDEO GAME

### 1 THE SWAMP THING™ STORY

Dr. Alec Holland, a bio-chemist, had created a bio-restorative formula that enables vegetation to grow rapidly in places not hospitable to plant growth. One fateful day, the evil Dr. Anton Arcane, blew up Dr. Holland's lab, which was located deep in the swamps of Louisiana. It was Arcane's attempt to gain ultimate control over all organic life. The explosion not only saturated Holland's body with the formula, but also set him on fire.

In horrible pain, Dr. Holland ran for the swamp and threw his body into the bog. As Holland died, his consciousness was transferred to the surrounding organic matter. An elemental plant creature soon rose up in the shape of a man with Alec Holland's mind and memories. This towering, reed-eyed creature was the Swamp Thing.

While Anton Arcane was blowing up the lab, he managed to steal some of the bio-restorative formula. He has used it experimentally to create the Un-Men, a group of mutated (part plant, part animal, part man) henchmen. Arcane needs more formula to complete his quest to control organic growth, and so he and the Un-Men are trying to capture Swamp Thing in hopes of obtaining the secret to the formula and ultimate control of the world!

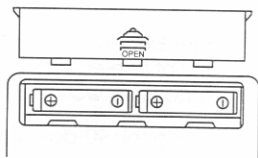
But all is not lost. Swamp Thing won't be so easy to catch. He has acquired superhuman organic powers!

### 2 INSERTING THE BATTERIES

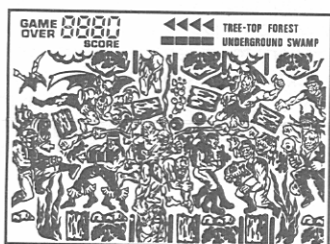
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

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 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

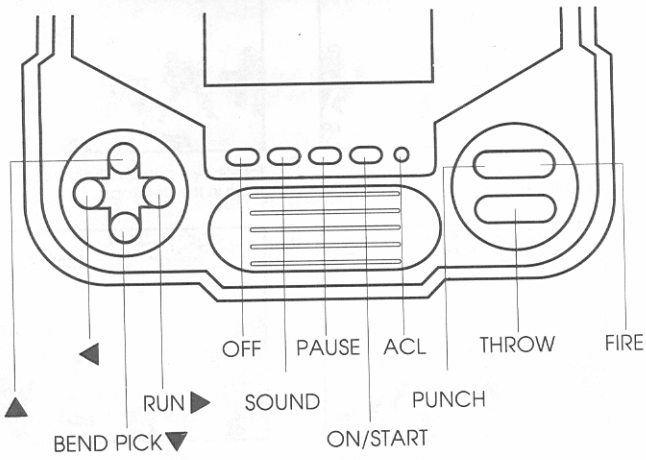
Swamp Thing, with the help of his friends, Tomahawk, and Bayou Jack, must defeat Arcane and the Un-Men in 4 stages of organic warfare—keeping the secret formula for organic growth out of their evil reach!

Each Un-Man, and Arcane himself, are much tougher when they're wearing a biomask. You must defeat an Un-Man stageboss at the end of each of the first three stages—and lucky you—each stageboss is protected by a biomask!

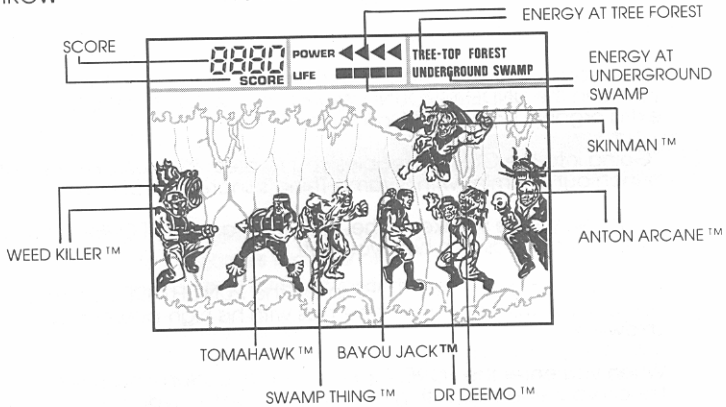
In the 4th and final stage, you'll have to face the biomasked Un-Men several times before earning the right to defeat the stage 4 stageboss—none other than Dr. Anton Arcane wearing the deadly spider biomask!

To WIN the game, complete stage 4 by defeating the biomasked Arcane!

# 5 CONTROL GUIDE



- ON/START
  - To turn on the unit.
  - To start the game.
  - To exit from pause.
  - To start each stage.
- PAUSE
  - To pause the game.
- SOUND
  - To control sound: on or off.
- OFF
  - To turn off the unit.
- "▲"
  - To climb up to upper level (if at appropriate position).
  - To stand up after bending down.
- RUN "▶"
  - To run forwards (if no enemy is blocking).
  - To face front.
- "◀"
  - To face backwards.
- BEND/PICK "▼"
  - To bend down to avoid attack.
  - To pick up trees (for throwing).
  - To climb down (if at appropriate position).
- PUNCH/FIRE
  - To punch enemies (AS SWAMP THING) (When "Going into the Green").
  - To fire (As Tomahawk Or Bayou Jack) (When in the forest or tree top).
- THROW
  - To throw trees.



## 6 FEATURES

- 4 stages of romping stomping swamping
- 4 enemies
- 4 evil biomasks
- 2 friends to help you
- built-in sound
- sound on/off control
- maximum score retained
- built-in automatic power-off timer

## 7 GAME SUMMARY

You fight as Swamp Thing against the fiendish Dr. Anton Arcane and his Un-Men in four stages of romping stomping swamping!

You begin each stage with 4 units of LIFE BAR and a full POWER BAR.

You lose a unit of life bar whenever Swamp Thing is hit by an enemy 5 times. If your life bar ever drops to zero (if you're hit 20 times on a stage), the GAME IS OVER!

Your power bar enables you to increase your attack. But your power bar will gradually move from full down to zero!

When it becomes zero, your attack options are limited:

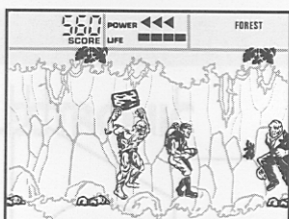
There are four worlds: Swamp World, Underground World, Tree-tops, and Forest. When Swamp Thing enters the Swamp World or Underground World, this is called "Going into the Green". When Swamp Thing "goes into the green", he can punch with a snare arm attack! However, when your power bar drops to zero, Swamp Thing can't punch!

Swamp Thing is weaker in the other two worlds—the tree-tops and the forests. But whenever Swamp Thing enters these two worlds, he receives help from his friends! Tomahawk helps him in the tree-tops and Bayou Jack helps him in the forest! However, when your power bar drops to zero, Tomahawk and Bayou Jack disappear!

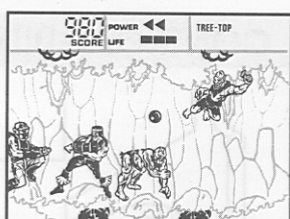
Throughout the stages, Swamp Thing can move back and forth through holes. Each time he does so, he enters a new world! Each time he enters a new world, your power bar is restored to full! But to enter a new world and restore your power bar, you must find a new hole each time! (You can't move back and forth through the same hole.)

To WIN a STAGE, you must defeat the Un-Men enemies that confront you before they can destroy Swamp Thing! At the end of each stage is an Un-Men stageboss. He will be wearing a biomask, which makes him even more powerful and dangerous. You must defeat the stageboss at the end of each stage in order to win the stage!

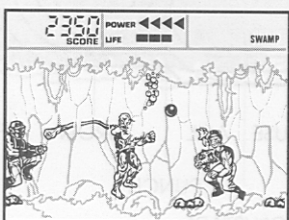
To WIN the GAME, you must defeat your Un-Men enemies on stage 4 and Anton Arcane. The fourth and final stageboss you must defeat is Arcane himself, made ever more dangerous and deadly by the spider biomask! In stage 4, the stagebosses from the first three stages also appear several times—and bad news—they're always wearing their biomasks!



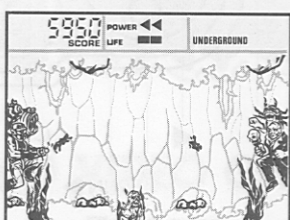
Bayou Jack can only help Swamp Thing in the forest!



Tomahawk can only help Swamp Thing in the tree-tops!



Swamp Thing only has extra organic powers when he's underground or in the swamp!



Swamp Thing "goes into the green" in the swamp and the underground! Now he can punch!

## 8 HOW TO PLAY

Press the ON/START button to turn on your unit. You'll hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to begin the game from STAGE 1! You begin, or course, with zero score. Congratulations, you have become the life and soul of Swamp Thing!

There are 4 stages. In each stage, you must defeat the Un-Men before they can destroy you!

As the control guide (sec. 5) demonstrates, use your control buttons to move and fight through four distinct worlds: TREE-TOPS, FOREST, UNDERGROUND WORLD, and SWAMP WORLD.

### Your Moves:

Press "▲" to climb up to upper level or to stand up after bending down.

Press RUN "▶" to run forwards when no enemies are blocking or to face front.

Press "◀" to face backwards.

Press BEND/PICK "▼" to bend down to avoid attack or to bend down to pick up trees (for throwing) or to climb down.

Press PUNCH/FIRE to attack!

Your organic powers change depending on the world you're in. When you're in the UNDERGROUND WORLD or the SWAMP WORLD, you have extra organic power to "Go into the Green!"

"Going into the Green" enables you to press the PUNCH/FIRE button to punch out enemies with Swamp Thing's snare arm attack!

However, you're weaker in the TREE-TOPS and the FORESTS. But that's when your friends can help you out!

When you enter the TREE-TOPS, press the PUNCH/FIRE button and Tomahawk will fire on your enemies with his high-power bow and arrows!

When you enter the FOREST, press the FIRE button and Bayou Jack will fire on your enemies with his high-power water hydrant!

Whether it's by PUNCH, by FIRING, or by THROWING TREES (you can bend down, pick up trees, and THROW them in all four regions), you must destroy your enemies before they destroy you!

### Life Bar:

You begin each stage restored to 4 units of life bar. But you lose a unit whenever Swamp Thing is hit 5 times by an enemy. The GAME IS OVER if your life bar ever hits zero (20 enemy hits on any stage).

### Power Bar:

Your power bar affects the level at which you're able to attack. When Swamp Thing enters a new world, the power bar is full. But it will gradually move down to zero because you lose power by moving and attacking! You also lose power when your friends, Tomahawk and Bayou Jack are attacked!

When it hits zero, you can no longer use the PUNCH/FIRE key! Swamp Thing won't be able to punch in the swamp world or in the underground, Tomahawk will disappear in the tree-tops and can't fire his bow, and Bayou Jack will disappear in the forest and can't fire his power hydrant!

When your power bar hits zero, you'd better get to a new world in a hurry to regain these powers! As you use your directional controls to make Swamp Thing move, you'll notice holes. Whenever you climb through a new hole, you enter a different world—and your power bar is restored to full! But to do this, you have to find a new hole each time. (You can't move back and forth through the same hole.) So on each stage, you decide how many worlds Swamp Thing visits!

On each of the four stages, you will confront different Un-Men enemies, who will attack you again and again with relentless fury.

ENEMY	STAGE 1	STAGE 2	STAGE 3	STAGE 4
WEED KILLER	5	10	15	-
DR. DEEMO	5	10	15	-
SKINMAN	-	10	15	-
ANTON ARCANE	-	-	-	15
DR. DEEMO WITH SERPENT BIOMASK	1	-	-	15
WEED KILLER WITH BUGSUCKER BIOMASK	-	1	-	15
SKINMAN WITH FANGBAT BIOMASK	-	-	1	15
ANTON ARCANE WITH SPIDER BIOMASK	-	-	-	1

To win each stage, you must defeat the stage's enemies, but also the stage's stageboss that waits for you at the end of each stage!

### Stagebosses:

As the chart above shows, the stagebosses for each stage are:

- STAGE 1 DR. DEEMO WITH SERPENT BIOMASK
- STAGE 2 WEED KILLER WITH BUGSUCKER BIOMASK
- STAGE 3 SKINMAN WITH FANGBAT BIOMASK
- STAGE 4 ANTON ARCANE WITH SPIDER BIOMASK

In the 4th and final stage, you must not only defeat Anton Arcane with his spider biomask, who is the stage's stageboss, but you must also encounter and defeat (several times) each of the Un-Men with his biomask! This won't be easy!

**Scoring:**

An Un-Men alone is trouble. But an Un-Men with a biomask is super trouble! Arcane is even tougher!

IT TAKES 1 HIT TO DESTROY AN UN-MEN.  
YOU SCORE 20 POINTS.

IT TAKES 5 HITS TO DESTROY A STAGEBOSS UN-MEN WITH BIOMASK! YOU SCORE 100 POINTS!

(In stage 4, Un-Men appear with biomasks, but they're not stage-bosses. It takes 2 hits to destroy them here—and you earn the 100 points each time you do so.)

IT TAKES 2 HITS TO DESTROY ANTON ARCANE.  
YOU SCORE 100 POINTS.

BUT IT TAKES 8 HITS TO DESTROY ANTON ARCANE WITH BIOMASK IN STAGE 4, WHEN HE'S THE FINAL STAGEBOSS!  
YOU SCORE 100 POINTS—AND WIN THE GAME!

**Bonus scoring:**

You score a 300 POINT stage bonus for every stage you complete!

Press the PAUSE button whenever you'd like to pause the game and catch your breath. The game also automatically pauses whenever you successfully complete a stage (by defeating your enemies without running out of life bar). Press the ON/START button to exit a pause and to start the next stage!

Press the SOUND button if you ever wish to fight in silence. Press it again to regain all the sounds of the organic wilderness!

After a GAME OVER, press the ON/START button to begin a new game, beginning again from STAGE 1!

Press the OFF button to turn off the unit when you're done playing. But don't worry if you forget. There's a special organic formula that automatically shuts off the unit after about 3 minutes of non-action!

## 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 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\$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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