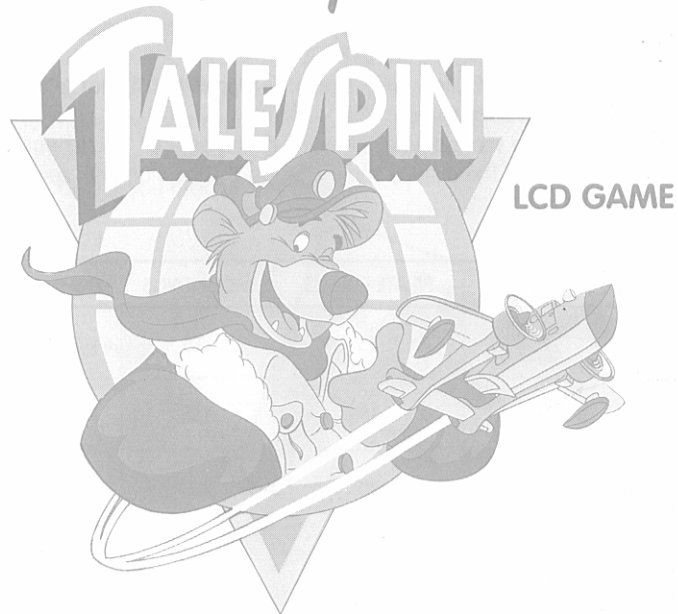


90-DAY

ELECTRONIC

Disney's

MODEL 7-875



TALESPIN

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980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG
7875IWTIE-1

YOUR MISSION: There's an oil shortage. The evil Shere Khan caused it! He hired Don Karnage and his Air Pirates to hijack oil shipments! You and your best pal, Baloo, must fly the Sea Duck across the globe and bring the pirates to justice!

LET'S FLY! FIRST STOP: CAPE SUZETTE

Press the ON/ START button. That starts the plane! You'll hear a "beep"! The maximum score is displayed.



Press ON/START a second time. Now the game begins! You'll hear a "Game Start" tune. The display shows "Stage 1". You start with zero score.

1

STAGE	PLACE	PIRATE PLANES	MOUNTAINS	LIGHTNING	SPEED
1	CAPE SUZETTE	15	YES	NO	LO
2	MYSTERY ISLAND	15	YES	YES	LO
3	LOUIE'S PLACE	20	YES	YES	MED
4	PIRATE ISLAND	25	YES	YES	HI

Press MAX SCORE to examine the maximum score between stages.
Press SOUND if you wish to fly in silence. Press it again to regain the sounds of flight!

STEERING:

Press  to move the plane up! Press  to move the plane down!
Steer up and down to avoid attack by Don Karnage and his Air Pirates! They want to stop you before you reach Pirate Island!

2

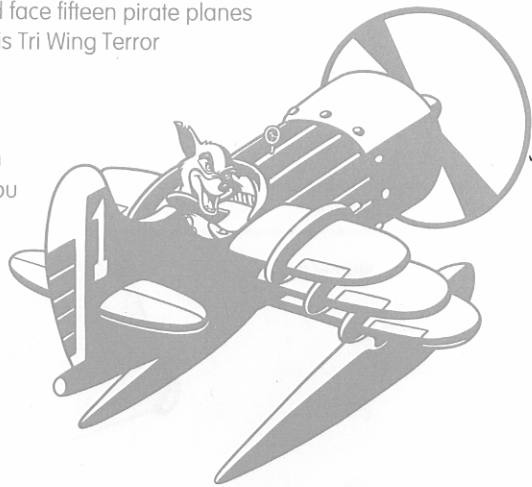
Start of the game



But Pirate Island is a long way away! In Stage 1, you must fly to Cape Suzette. Also steer up and down to avoid mountains if it appears!

PILOT'S CHALLENGE: In Stage 1, flying to Cape Suzette, you will fly at low speed and face fifteen pirate planes including Don Karnage in his Tri Wing Terror as well as mountains!

PLANE DAMAGE: There are 4 parts to the Sea Duck. You damage a part whenever you crash into another plane, a mountain, or get hit by lightning!



Keep track of your oil level. When you run low, you can refuel!



Keep track of your repair gauge, too. You have 4 parts of the plane. Whenever you crash into another plane, a mountain, or get hit by lightning, you lose parts of your plane. You know a part of the plane is lost when it flashes on your repair gauge. Before all 4 parts are damaged, you can also repair!

Steer clear of enemy planes--or you'll crash!



Press the REFUEL/ REPAIR button to refuel or repair your plane. It costs you points for each unit of oil you refuel and each plane part you repair.

COSTS: 200 POINTS for each unit of oil you buy
1000 POINTS to repair each part of your plane

If the Sea Duck is completely damaged or runs completely out of fuel, then the plane refuels and repairs itself automatically.

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Steer clear of lightning and mountains when they appear!

Since it costs you points to refuel and repair, how do you score points? You score points by using your  and  to dodge clear of enemy planes!

STAGE 1 SCORING: 500 points for every pirate plane you dodge!
When you fly your plane successfully to Cape Suzette, you'll hear a "stage complete" tune. You have completed the first stage of your journey! The next stage number will be displayed.

The oil plane appears after you press REFUEL/REPAIR. You can refuel the Sea Duck at any time! Never let the oil display drop to zero!

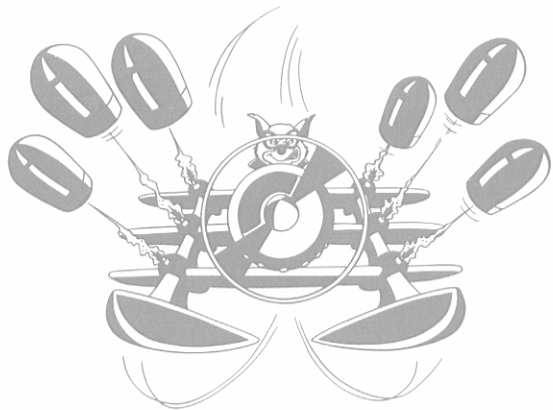
6



SECOND STOP: MYSTERY ISLAND

Press ON/START when you are ready to begin Stage 2! Stage 2 takes you to Mystery Island! Steer carefully and score as many points as you can by dodging enemy pirate planes!

PILOT'S CHALLENGE: In Stage 2, flying to Mystery Island, you will fly at low speed and face fifteen pirate planes as well as mountains and lightning!



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REFUELING AND REPAIRING THROUGHOUT THE GAME: As you fly through all four stages of the game, refuel and repair the Sea Duck as needed!

STAGE 2 SCORING: 500 points for every pirate plane you dodge!
When you arrive at Mystery Island you've completed Stage 2! You'll hear the "stage complete" tune!

THIRD STOP: LOUIE'S PLACE

Press ON/START when you're ready to begin Stage 3! Stage 3 takes you to Louie's Place! Steer carefully--refuel and repair wisely --and dodge those enemy pirate planes! Louie is waiting for you!

PILOT'S CHALLENGE: In Stage 3, flying to Louie's Place, you will fly at medium speed and face twenty pirate planes as well as mountains and lightning!



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LOUIE

STAGE 3 SCORING: 1000 points for every pirate plane you dodge!
When you arrive at Louie's Place you've completed Stage 3! You'll hear the "stage complete" tune!

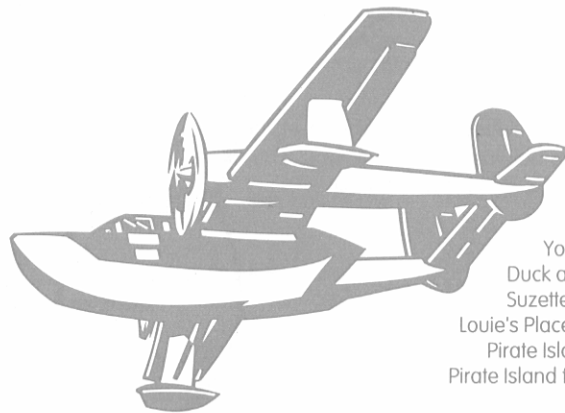
FOURTH AND FINAL STOP: PIRATE ISLAND

Press ON/START when you're ready to begin Stage 4! Stage 4 takes you to Pirate Island! Pirate Island is the home port and secret hideaway of Don Karnage! You must fly safely to Pirate Island to bring him and his evil pirates to justice!

If you succeed, you win the game! Then Rebecca's airline, "Higher for Hire" can stay in business because you will have solved the oil shortage!

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PILOT'S CHALLENGE: In Stage 4, the final stage, you and Baloo are flying to Pirate Island. . . You will fly at high speed and face twenty-five pirate planes as well as mountains and lightning! Be careful--the faster you fly, the harder the Sea Duck is to control!



You control the Sea Duck as you fly to Cape Suzette, Mystery Island, Louie's Place, and then on to Pirate Island! Fly safely to Pirate Island to win the game!

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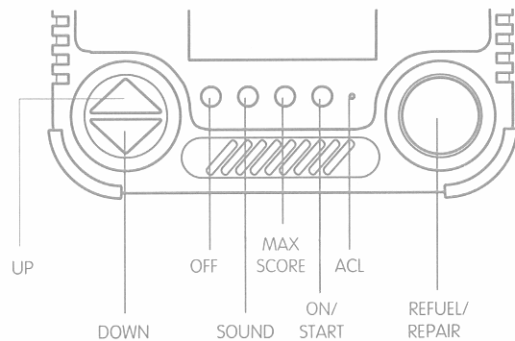
STAGE 4 SCORING:

1000 points for every pirate plane you dodge!

After completing Stage 4, you can press ON/START to start a new game beginning in Stage 1!

Press the OFF button when you're finished flying. Thanks for helping your pal, Baloo, out fly Don Karnage and his Air Pirates!

BALOO

**THE END****ENTER THE COCKPIT OF THE PLANE:**

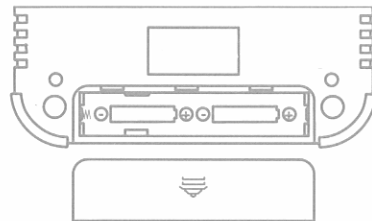
Here are your controls!

- | | |
|-----------|--|
| ON/START | -- To turn on the plane.
-- To start the game.
-- To start each stage. |
| MAX SCORE | -- To examine maximum score during pause between stages. |
| SOUND | -- To control sound: on or off. |

- UP -- To move the plane up.
- DOWN -- To move the plane down.
- REFUEL/REPAIR -- To refuel the plane.
- To repair the plane.
- OFF -- To turn off the game.

SPECIAL FEATURES

- your own plane
- game plays all the way through
- maximum score retained
- built-in melody
- sound on/off control
- built-in auto power-off timer
(game shuts itself off after about 3 minutes of non-use)



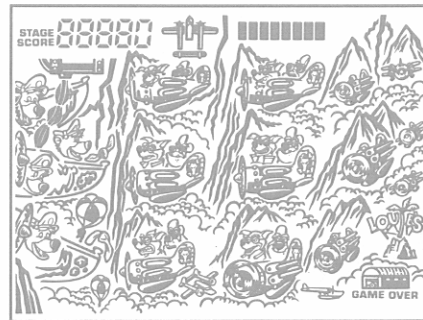
INSERTING THE BATTERIES

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 at right.



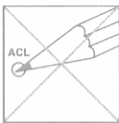


High temperature will destroy the unit. Do not leave unit in direct sunlight.



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

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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.

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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.