

ELECTRONIC

THE TERMINATOR™

LCD VIDEO GAME

1 THE TERMINATOR

From out of the future comes a walking stalking nightmare—The Terminator! And don't look now, but he's brought plenty of company with him to terrorize the planet!

You can fight back with pistols, machine guns, even missiles—it will take all the courage you have! But will it be enough?

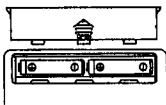
2 BATTERY INFORMATION

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.

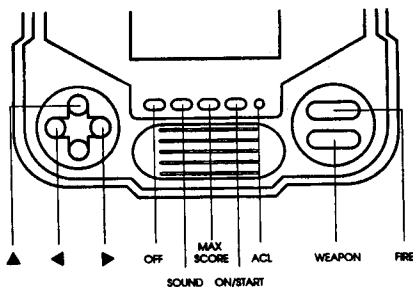
Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

There are 16 missions that take place through four stages of epic confrontation. To WIN the game, complete the final mission at STAGE 4-4.

But getting there won't be easy—you will be attacked by cyborgs, laser towers, robotic arms, and The Terminator himself! Making matters even worse (but more exciting!) is the fact that as you advance to the later missions you will face more enemies—of greater and greater intelligence and fighting skill!

5 CONTROL GUIDE



ON/START — To turn on the unit.
— To start the game.
— To begin each mission.

MAX SCORE — To examine the maximum score between mission intervals.

SOUND — To control sound: on or off.

OFF — To turn off the unit.

▲ — To move forwards.

◀ — To move left.

▶ — To move right.

FIRE — To fire PISTOL, MACHINE GUN, or MISSILE (only one is active at a time).

WEAPON — To select weapon in sequence if available (order: PISTOL—MACHINE GUN—MISSILE—PISTOL...)

6 FEATURES

- 16 levels of futuristic peril
- choice of weapons
- increasingly intelligent enemies
- built-in sound
- sound on/off control
- maximum score retained
- built-in automatic power-off timer

7 THE GAME

The future has arrived and it isn't going to be pleasant. It's going to be a free-for-all utilizing your skill with weapons to shoot first and ask questions later.

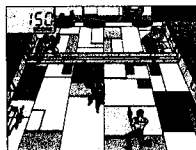
If you hesitate, you're going to be blasted away by cyborgs, laser towers, robotic arms, and of course, The Terminator himself!

You will be equipped with pistols, machine guns, and missiles—but can never operate more than one weapon at a time.

There are 4 stages of futuristic mayhem, each divided into four sub-missions. Add it up and that's 16 levels of gut-wrenching action!

You have a total of 3 chances for the game. You lose a chance if you're killed. THE GAME IS OVER if you lose all your chances.

But if you can survive all the way through the 16 levels of devastating fury and complete MISSION 4-4, you save the planet and WIN the game!



Press your control buttons "◀" and "▶" to move left and right to encounter your enemies or to escape!



You can only press the "▲" control button to move forwards if you're in the middle position of the screen—and if there are no laser towers, robotic arms, or The Terminator blocking!



You can always fight with a pistol. But occasionally machine guns will appear to the left and missiles to the right! Move to the far left or far right to pick up these weapons!



Press the WEAPON button to choose your weapon (if you've picked up extra weapons). Press the FIRE button to fire your weapon of choice!

8 HOW TO PLAY

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

Press the ON/START button again to begin play! You begin at MISSION 1-1!

16 Levels of Play:

To defeat The Terminator and the crew he has brought with him from the future, you must shoot your way through 4 missions. Each mission has 4 sub-missions, making a total of 16 spine-tingling, blood-curdling levels of payback time!

As you advance from mission to mission, you'll face more and more enemies of greater and greater intelligence, which only makes them tougher, meaner, and harder to kill!

MISSION	CYBORG	LAZER TOWER	ROBOTIC ARMS	THE TERMINATOR	INTELLIGENCE
1-1	15				L1
1-2	5	10			L1
1-3	5	10	10		L1
1-4	5	10	10	1	L2
2-1	20				L3
2-2	5	15			L3
2-3	5	15	15		L3
2-4	5	15	15	1	L4
3-1	25				L5
3-2	5	20			L5
3-3	5	20	20		L5
3-4	5	20	20	1	L6
4-1	30				L7
4-2	5	25			L7
4-3	5	25	25		L7
4-4	5	25	25	1	L8

As you can see from the chart, to complete each full mission, you have to face The Terminator himself (MISSIONS 1-4, 2-4, 3-4, and 4-4)

Each time you face The Terminator, the intelligence level of your enemies goes up another notch!

When you begin each new full mission (MISSIONS 2-1, 3-1, and 4-1), your enemies intelligence level increases again!

3 Chances:

You must attack your enemies before they attack you! You are given a total of 3 chances for the game. You lose a chance if you're killed. You lose the game if you lose all your chances!

How to Move:

Use your control buttons to move!

Press the "←" and "→" buttons to move left and right to encounter enemies or to escape attack!

Press the "▲" button to move forwards. But you can only move forwards if you are in the midate position on screen and if there are not laser towers, robotic arms, or The Terminator blocking your path!

You must destroy all laser towers and robotic arms before you can continue to proceed!

How to Attack:

Press the FIRE button to attack! You have three possible weapons—PISTOL, MACHINE GUN, or MISSILE.

You always have your PISTOL to attack.

However, sometimes, a MACHINE GUN will appear in the left hand part of your screen and a MISSILE will appear on the right hand part of your screen!

Use your control buttons ("←" and "→") to move to the extreme left and right positions on screen to pick up MACHINE GUNS and MISSILES!

Specific Weapons to DESTROY Specific Enemies:

Press the WEAPON button to choose between your weapons (assuming that you have picked up alternate weapons besides your ever-present pistol).

Then press FIRE to use that weapon! You'll need a specific weapon to destroy a specific enemy:

PISTOL



—To destroy CYBORGS.

MACHINE GUN



—To destroy LAZER TOWERS.

MISSILE



—To destroy ROBOTIC ARMS and The TERMINATOR!

Scoring:

You will be rewarded with points for each enemy you destroy:

CYBORG 10 POINTS
LAZER TOWER 20 POINTS
ROBOTIC ARM 20 POINTS
THE TERMINATOR 200 POINTS

Press the ON/START button whenever you successfully complete a level and are ready to move on to the next terrifying level!

The game pauses between levels. At any time during a pause, you can press the MAX SCORE button to examine the maximum score.

Press the ON/START button after a GAME OVER (if you've used up your 3 chances) to begin a new game from MISSION 1-1.

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

Press the OFF button to turn off the unit. But don't worry if you forget—the game will automatically shut itself off after about 3 minutes of nonuse. After all, what would you expect when you're dealing with aliens from the future?

If you complete MISSION 4-4, and defeat The Terminator in this final battle, the planet is once again safe—and you WIN the game!!!

Press ON/START to begin a new game!

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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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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, 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\$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, 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, 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, U.S.A.

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.