

72516IWTIE-1

MODEL 72-516

ELECTRONIC

# TOM and JERRY™

## THE MOVIE

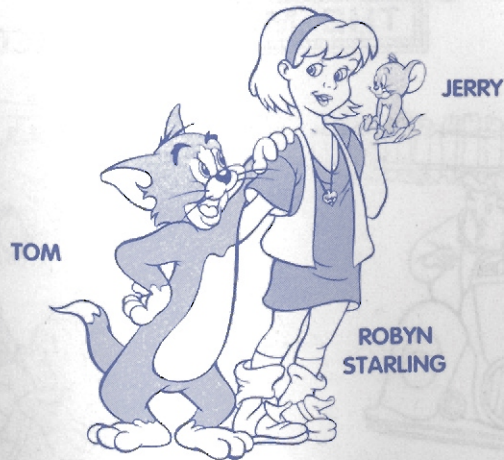
LCD GAME



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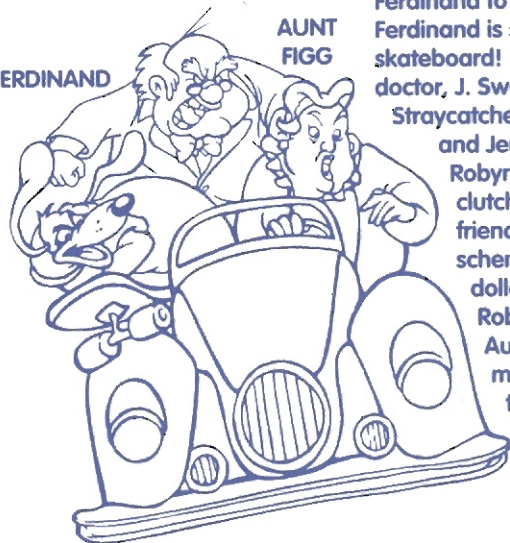
Tom and Jerry need your help! There is a wonderful seven year old girl named Robyn Starling, who has been left in the care of her mean Aunt Figg. Aunt Figg keeps her locked in her room. Aunt Figg has been left in charge of the Starling money while Robyn's father travels the world. The evil aunt dreams of inheriting the money. But Robyn manages to escape the clutches of Aunt Figg — with the help of our heroes, Tom and Jerry!



J. SWEETFACE  
APPLECHEEK

AUNT  
FIGG

FERDINAND



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Aunt Figg has a horrible dog named Ferdinand to help her in her evil ways. Ferdinand is so fat, he gets around on a skateboard! She also hires an evil doctor, J. Sweetface Applecheek and his Straycatchers to do away with Tom and Jerry! When it looks like Robyn has escaped her evil clutches, Aunt Figg's lawyer friend, Lickboot, comes up with a scheme to offer one million dollars to anyone who returns Robyn! (Of course, neither Aunt Figg or Lickboot has the money. They're just trying to trick people into helping them find Robyn!)

Robyn is captured by a silly sailor named Captain Kiddie, who owns a carnival. Then the Straycatchers, Dr. Applecheek, Aunt Figg, and Ferdinand race to Captain Kiddie's carnival, wanting to reclaim Robyn and win the reward! Luckily for Robyn, her best friends are Tom and Jerry!

CAPTAIN  
KIDDIE

At the end of the story, if Tom and Jerry can hold off the attackers, a helicopter with Robyn's father in it, will automatically appear and rescue Robyn, and you WIN THE GAME!



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 START THE GAME FROM STAGE 1. You'll hear a "Game Start" tune and the game starts with zero score.

The game begins with Tom and Jerry automatically running across the screen together! With your help, they will also JUMP UP and DODGE LEFT and DODGE RIGHT as a team!

Jerry will PICK UP manhole covers. Tom will PICK UP cakes!



Tom and Jerry will also work together with your help to PICK UP Robyn to free her in the final two stages!



USE YOUR CONTROL BUTTONS TO AVOID ENEMIES AND PICK UP MANHOLE COVERS, CAKES, AND ROBYN!

PRESS JUMP -- to jump up.

JUMP UP TO AVOID ATTACK!

PRESS PICK

- to pick up manhole covers.
- to pick up cakes.
- to pick up Robyn off the revolving ferris wheel when the wheel reaches ground level (stage 3).
- to pick up Robyn from behind the door (stage 4).

PICK UP A MANHOLE COVER AND A STRAYCATCHER WILL FALL INTO THE HOLE!  
PICK UP A CAKE AND YOU'LL SCORE BONUS POINTS!

PRESS  -- to move and dodge left.

PRESS  -- to move and dodge right.



YOU CAN ALSO DODGE LEFT OR RIGHT TO AVOID ATTACK!



There are 4 stages of fun. You always play all the way through all 4 stages! Each stage presents its own dangers!

**STAGE 1: IN THE STREET WITH THE STRAYCATCHERS!**

**STAGE 2: AT THE MANSION WITH FERDINAND AND AUNT FIGG!**

**STAGE 3: AT THE CARNIVAL WITH CAPTAIN KIDDIE, APPLECHEEK, AND THE STRAYCATCHERS! WATCH OUT FOR THE IRON TOOTH TRAPS SET BY APPLECHEEK!**

**STAGE 4: ON ROBYN'S NEST WITH CAPTAIN KIDDIE, APPLECHEEK, THE STRAYCATCHERS, FERDINAND, AND AUNT FIGG! WATCH OUT FOR THE IRON TOOTH TRAPS AND THE FLAMES!**

There is a **TIMEKEEPER** on screen to let you know how much time is left in each stage!

There is a simple "Stage Complete" melody when you complete each stage, and the next stage number is displayed. **PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU ARE READY!**

You **SCORE POINTS** for how well you do:


- 30 POINTS for avoiding the Straycatchers
- 50 POINTS for avoiding Ferdinand and Aunt Figg (in stage 2); and for avoiding Applecheek and the iron tooth traps.
- 60 POINTS for avoiding flames, for picking up manhole covers (the Straycatchers will fall into the holes), and for picking up cakes.
- 100 POINTS for avoiding Ferdinand and Aunt Figg (in stage 4); and for avoiding Captain Kiddie.
- 200 POINTS for meeting Robyn in the street.
- 200 POINTS for meeting Robyn at the mansion.
- 300 POINTS for picking up Robyn off the ferris wheel.
- 500 POINTS for picking up Robyn from behind the door.

**NOTE:** As you can see, you score more points by dodging Ferdinand and Aunt Figg in stage 4 than in stage 2!

**YOU MUST ADVANCE A CERTAIN DISTANCE TO COMPLETE EACH STAGE! WHEN YOU COMPLETE THE REQUIRED DISTANCE, THE REMAINING TIME (THE SEGMENT OF TIME LEFT OF THE STAGE TIMER) WILL FLASH ON SCREEN!**



In **STAGE 1**, if you don't make the distance, Robyn will not appear. If you succeed in running the distance before the stage ends, then Robyn will appear and stand in the left corner of the screen!

**MOVE TO THE LEFT CORNER BY PRESSING THE  BUTTON AND THEN YOU WILL PICK UP ROBYN AUTOMATICALLY!**

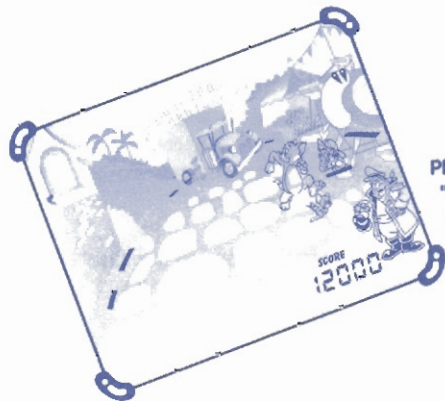
In **STAGE 2**, Robyn will try to climb down the rope from the mansion even if you don't make the required distance before the stage ends. But if you don't make the distance, she will never reach the ground -- and she'll just hang there from the rope! If you make the distance, Robyn will climb down the rope and stand in the left corner!

**AS IN STAGE 1, MOVE TO THE LEFT CORNER WHEN ROBYN APPEARS THERE BY PRESSING THE  BUTTON AND THEN YOU WILL PICK HER UP AUTOMATICALLY!**

The **PICK** button takes on extra skill in stages 3 and 4!


In **STAGE 3**, Robyn appears on the ferris wheel in the upper right hand corner of the screen! But the ferris wheel will not start to turn and Robyn will remain on top unless you are able to go the required distance for the stage! If you go the necessary distance, then the ferris wheel starts to turn and Robyn will move down!

**THIS TIME, PRESS THE  TO MOVE TO THE RIGHT AND THEN PRESS THE PICK BUTTON TO RESCUE ROBYN WHEN SHE REACHES GROUND LEVEL!**



**PRESS  TO MOVE RIGHT. THEN PRESS "PICK" TO RESCUE ROBYN WHEN THE FERRIS WHEEL REACHES GROUND LEVEL!**

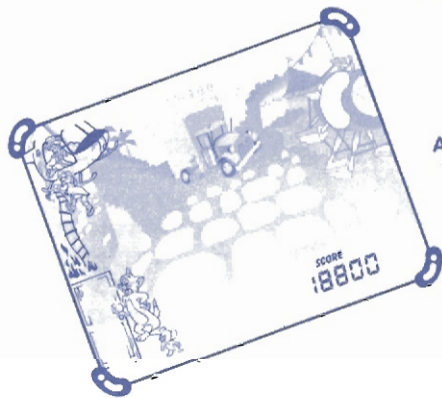


In **STAGE 4**, only a door will appear if you are unable to travel the necessary distance before the stage ends. But if you go the distance required, then Robyn will appear behind the door! Watch out for flames! PRESS THE  BUTTON TO MOVE TO THE LEFT CORNER AND THEN PRESS THE "PICK" BUTTON TO RESCUE ROBYN!

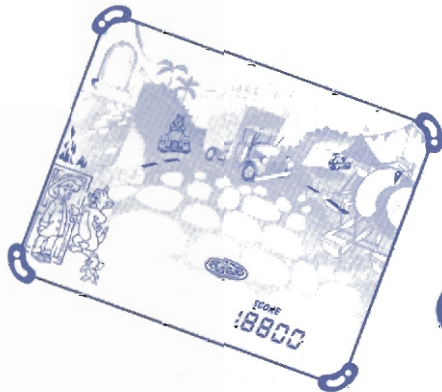
If you rescue Robyn from behind the door in stage 4, then the happy ending of Robyn's father appearing in his helicopter to complete the rescue will appear on screen! You'll be a hero and you'll WIN the game!

But if you don't rescue Robyn in this final stage, then at the end of the story, you **WON'T** see this happy ending!

PRESS THE  BUTTON TO MOVE LEFT. THEN PRESS THE "PICK" BUTTON TO RESCUE FROM BEHIND THE DOOR!



AFTER RESCUING ROBYN FROM BEHIND THE DOOR, HER FATHER WILL COME IN HIS HELICOPTER TO COMPLETE THE RESCUE! CONGRATULATIONS, YOU WIN!



When you complete the story (at the end of stage 4), PRESS THE ON/START BUTTON TO START THE GAME AGAIN FROM STAGE 1! The maximum score is displayed for 2 seconds and you'll hear the "Game Start" melody and the display will show stage 1. You begin, of course, back at zero score!

**PRESS THE SOUND BUTTON TO TURN OFF THE SOUND.**  
Press it again to regain all the sounds of the chase!

**DURING THE PAUSE BETWEEN STAGES, YOU CAN PRESS THE MAX SCORE BUTTON TO TAKE A LOOK AT THE MAXIMUM SCORE.**

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**PRESS THE OFF BUTTON WHEN YOU ARE FINISHED PLAYING.** But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of no action!

THE END



## STAGE SUMMARY

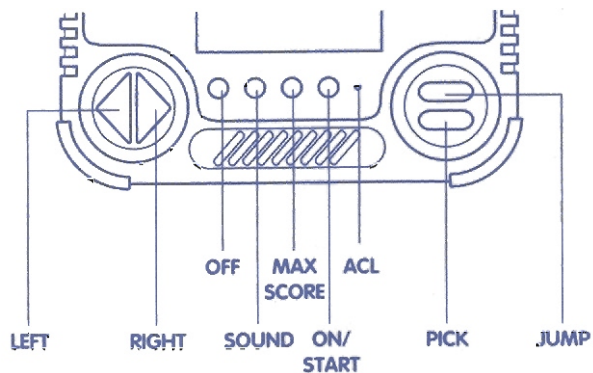
You face different challenges in each stage:

OBSTACLES:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
STRAYCATCHERS WITH NETS	YES	-	YES	YES
FERDINAND ON SKATEBOARD	-	YES	-	YES
AUNT FIGG	-	YES	-	YES
APPLECHEEK	-	-	YES	YES
CAPTAIN KIDDIE	-	-	YES	YES
IRON TOOTH TRAPS	-	-	YES	YES
FLAMES	-	-	-	YES
THINGS TO PICK:				
CAKES	YES	YES	YES	YES
MANHOLE COVERS	YES	-	YES	YES
FRIEND:				
ROBYN ON THE STREET	YES	-	-	-
ROBYN IN THE MANSION	-	YES	-	-
ROBYN ON FERRIS WHEEL	-	-	YES	-
ROBYN BEHIND DOOR	-	-	-	YES
LENGTH OF STAGE:				
TIME (MIN: SEC)	1:00	1:20	1:40	2:00
GAME SPEED:	SLOW	MED	MED	HI

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## CONTROL GUIDE



**ON/START** -- To turn on the unit.  
-- To start the game.  
-- To start each stage.

**MAX SCORE** -- To take a look at the maximum score during the pause between stages.

**SOUND** -- To control sound: on or off.

**OFF** -- To turn off the unit.

**JUMP** -- To jump.

**PICK** -- To pick up manhole covers.  
-- To pick up cakes.  
-- To pick up Robyn off the ferris wheel when the wheel reaches ground level (in stage 3).  
-- To pick up Robyn from behind the door (in stage 4).



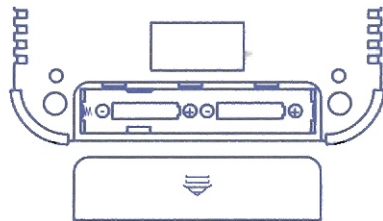
-- To move and dodge left.



-- To move and dodge right.

## SPECIAL FEATURES

- maximum score retained
- built-in melody
- sound on/off control
- timekeeper for each stage
- built-in automatic power-off timer (game shuts itself off after about 3 minutes of no action)



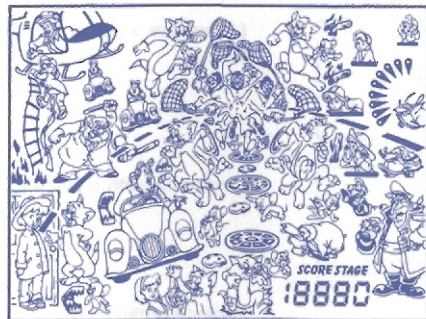
## INSERTING THE BATTERIES

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.



## 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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