

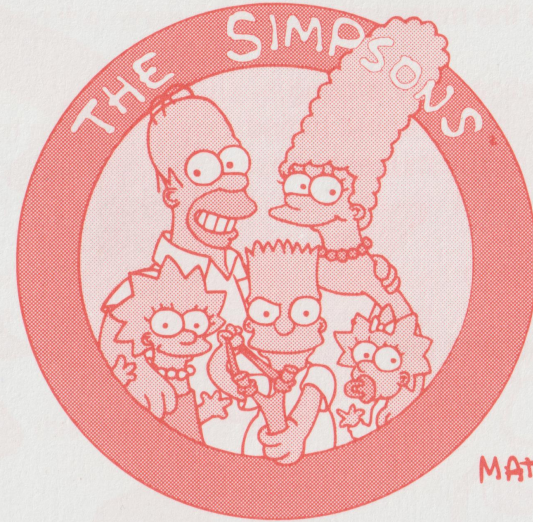
7626IWTIE-1

MODEL 7-626

ELECTRONIC LCD GAME

TALKING

BART vs HOMERSAURUS



MATT GROENING

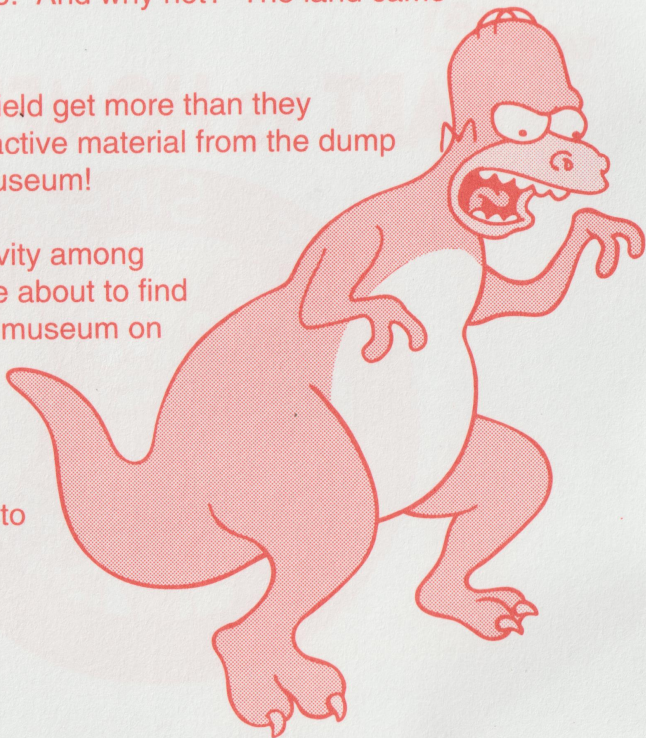
TM & © 1994 Twentieth Century Fox Film Corporation. All Rights Reserved.
© 1994 TIGER ELECTRONICS, INC.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG

In their infinite wisdom, the founding fathers of Springfield decided to build the Springfield Museum of Natural History on the piece of land that used to be a nuclear dump. And why not? The land came cheap!

But the citizens of Springfield get more than they bargained for when radioactive material from the dump begins to seep into the museum!

So what's a little radioactivity among friends? Bart and Lisa are about to find out. They are visiting the museum on a school assignment when the radioactivity causes the dinosaurs to come to life—and the biggest one just happens to look like Homer!

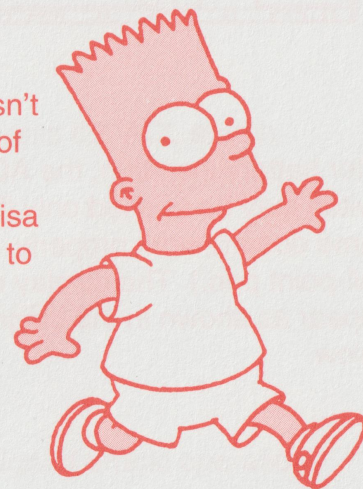


It's Homersaurus—half Homer and half dinosaur (and hungry) nuclear mutant! The museum also has a triceratops and a teradactyl that have been preserved in volcanic ash, and they start to glow, too—and suddenly, they're alive, too!

Will the Springfield Museum of Natural History survive? This is a job for Bart! Bart alone must defeat his mutant father, Homersaurus and the other nuclear monsters!

However, Lisa, realizing that the mutant dinosaurs could provide science with significant data (and also because she doesn't like Bart much) decides to fight on the side of the dinosaurs! The prehistoric relics were encased in their natural garden habitat so Lisa borrows a hose from the gardener and tries to flush Bart away!

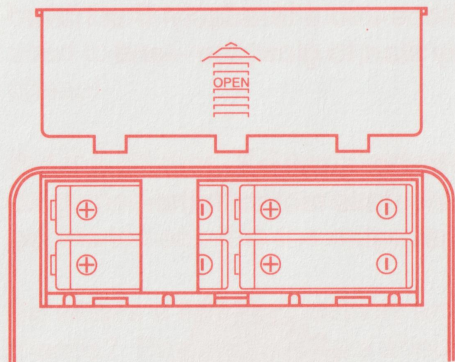
As you can see, this is going to be fun!



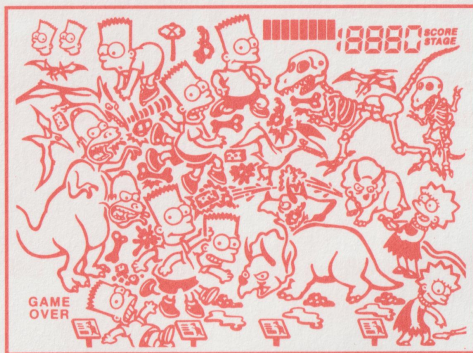
INSERTING THE BATTERIES

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 four "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



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.



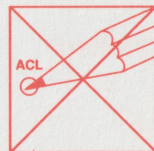
CAUTION



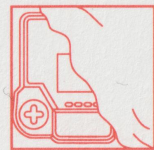
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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.

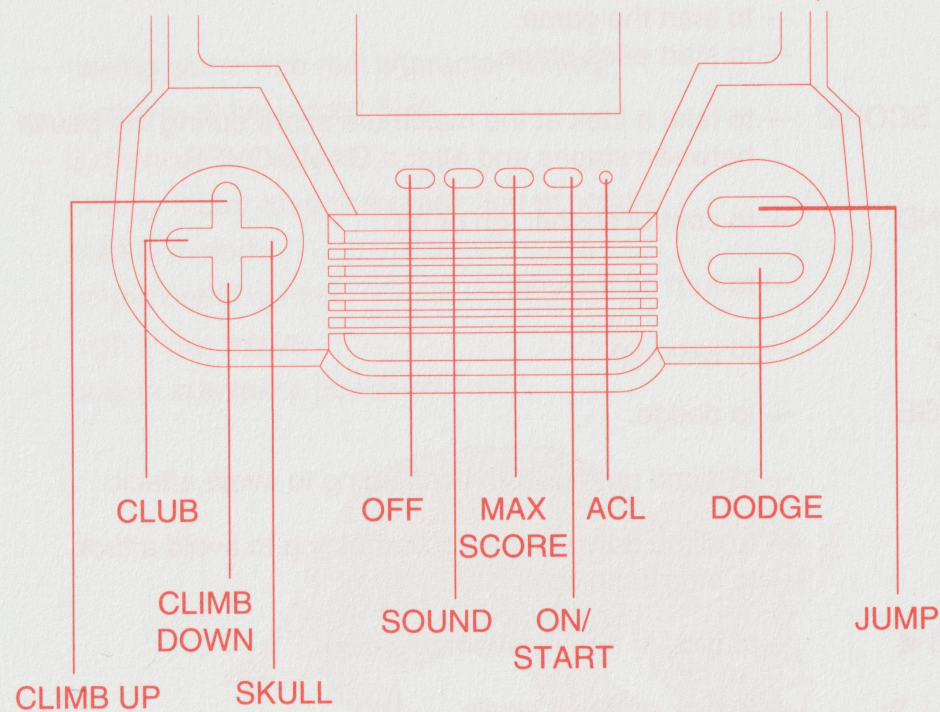
THE OBJECT OF THE GAME

The object of the game is for you to control Bart to defeat the dinosaurs that have come to life as well as Homersaurus and Lisa! Escape from dangers! Climb museum scaffolding, pick up and throw skulls! Also pick up the caveman's club and club Homersaurus!

You begin each stage with 3 chances. Whenever you are hit by an obstacle, you are exposed to nuclear radiation and your energy meter will go up. You lose a chance whenever your energy goes up to full. If you ever lose all 3 chances on any stage, the GAME IS OVER.

You WIN the game if you can complete stage 4 without being "nuked" out of all 3 chances!

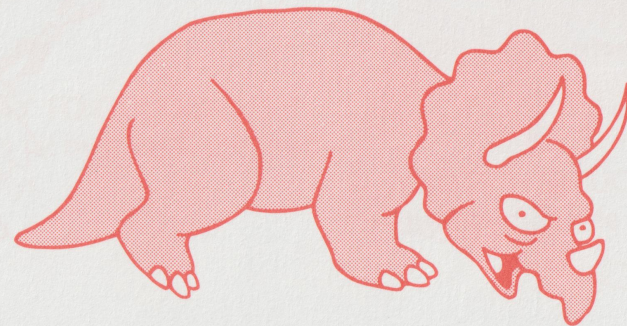
CONTROL GUIDE



- 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 and after a **GAME OVER**.
- SOUND** — to control sound: on or off.
- OFF** — to turn off the unit.
- JUMP** — to jump up.
- DODGE** — to dodge.
- ▲ — to climb up museum scaffolding to avoid attack.
- ▼ — to climb down museum scaffolding to avoid attack.
— to stop jumping.
- CLUB** ◀ — to pick or throw caveman's club.
- SKULL** ▶ — to pick or throw skulls.

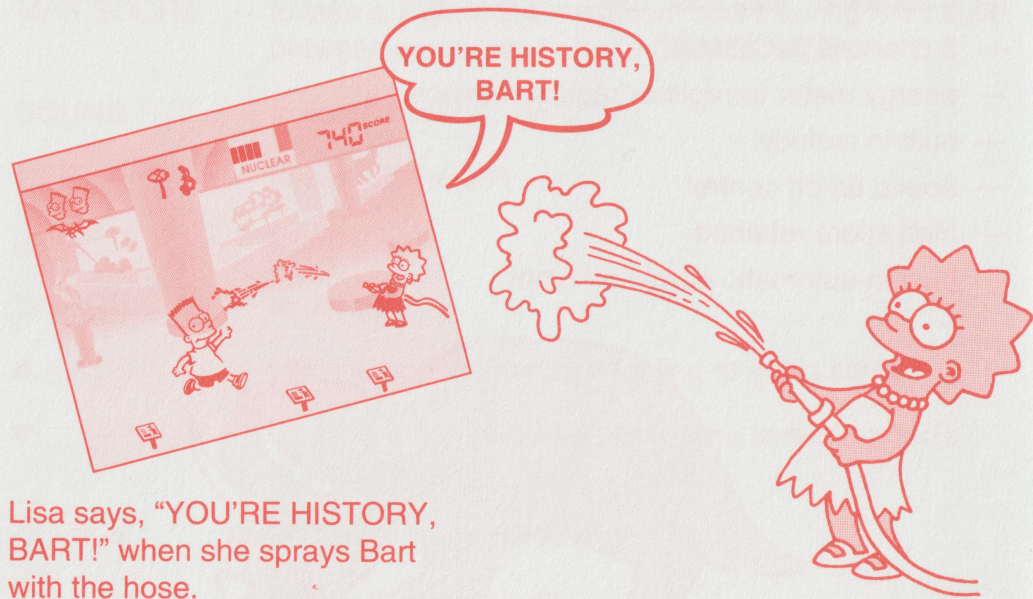
SPECIAL FEATURES

- talking game with real character voices!
- 4 stages of “way cool” fun!
- 3 chances per stage!
- energy meter to register radiation exposure
- built-in melody
- sound on/off control
- high score retained
- built-in automatic power-off timer



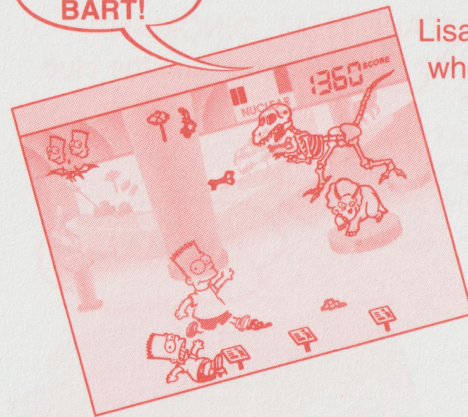
GAME SUMMARY

This is a TALKING game! That means you will hear Bart and Lisa's real character voices and plenty of sound effects!



Lisa says, "YOU'RE HISTORY, BART!" when she sprays Bart with the hose.

SMOOTH
MOVE,
BART!



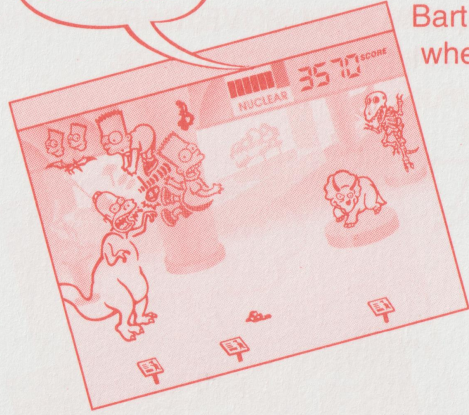
Lisa says, "SMOOTH MOVE, BART!" when Bart steps into nuclear ooze.

WAY TO GO,
GENIUS!



Lisa says, "WAY TO GO, GENIUS!" when Bart gets hit by a brick dropped by the teradactyl.

TAKE THAT, DINOMAN!



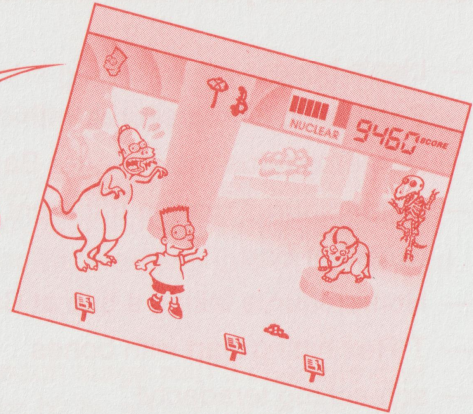
Bart says, "TAKE THAT, DINOMAN!", when he hits Homersaurus with the club.

OH, MAN!



Bart says, "OH, MAN!" when the triceratops gives him some horn!

HA, HA, TAKE THAT, WORM BREATH!



Bart says, "HA, HA, TAKE THAT, WORM BREATH!" whenever you complete a stage.



Sound effects you'll hear include:

- Lisa's hose
- Bart hitting Homersaurus with club
- Homerosaurus roaring after Bart hits him with a club
- Homersaurus roaring (different roar) before he sends nuclear shock waves at Bart
- Homersaurus taking a bite at Bart
- T-Rex hitting Bart with bones
- screeching teradactyl
- flapping of teradactyl wings

HOW TO PLAY

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 the game begins with zero score. The game starts with Homer transforming into Homersaurus and the dinosaurs coming to life.

There are 4 stages of play. You begin each stage with 3 chances and an empty energy bar. Whenever you are hit by an enemy or step into something radioactive, your energy meter goes up. Whenever your energy meter hits full, you lose a chance. If you ever lose all 3 chances in any stage, the GAME IS OVER.

You WIN the game if you can complete all 4 stages.

You control Bart using the following buttons:

PRESS "JUMP" — to jump up.

PRESS "DODGE" — to dodge dangers.

PRESS "▲" — to climb up museum scaffolding to avoid attack.

PRESS "▼" — to climb down museum scaffolding to avoid attack.

PRESS CLUB "◀" — to pick up or use a caveman's club.

PRESS SKULL "▶" — to pick up or throw skulls.

You also can PRESS THE SOUND BUTTON to make Bart and Lisa shut up and to play in silence. Press SOUND again to regain all the sounds of the game!

You also can PRESS THE MAX SCORE BUTTON during the pause between stages and after a GAME OVER to take a look at the maximum score.

Each stage presents different challenges:

STAGE 1:

Watch out for:

- nuclear ooze stuck on the floor.
- Lisa trying to flush you away with a hose.
- puddles on the floor caused by Lisa's hose.
- T-Rex skeleton throwing its bones at you.
- Homersaurus trying to bite your head off.

STAGE 3:

Watch out for:

- nuclear ooze stuck on the floor.
- Lisa trying to flush you away with a hose.
- puddles on the floor caused by Lisa's hose.
- Homersaurus trying to bite your head off.
- triceratops charging at you.
- teradactyl flying at you.
- teradactyl dumping nuclear waste on you.
- bricks dropped by teradactyl.

STAGE 2:

Watch out for:

- nuclear ooze stuck on the floor.
- Lisa trying to flush you away with a hose.
- puddles on the floor caused by Lisa's hose.
- Homersaurus trying to bite your head off.
- triceratops charging at you.

STAGE 4:

— nuclear ooze stuck on the floor.

- Lisa trying to flush you away with a hose.
- puddles on the floor caused by Lisa's hose.
- T-Rex skeleton throwing its bones at you.
- Homersaurus trying to bite your head off.
- triceratops charging at you.
- teradactyl flying at you.
- teradactyl dumping nuclear waste on you.
- bricks dropped by teradactyl.

Stage Summary:

OBSTACLES:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
NUCLEAR OOZE	YES	YES	YES	YES
PUDDLES	YES	YES	YES	YES
LISA WITH HOSE	YES	YES	YES	YES
T-REX	YES	YES	-	YES
TRICERATOPS	-	YES	YES	YES
TERADACTYL	-	-	YES	YES
TERADACTYL'S NUCLEAR WASTE	-	-	YES	YES
BRICK (BY TERADACTYL)	-	-	YES	YES
HOMERSAURUS ATTACK	YES	YES	YES	YES
TO PICK:				
SKULLS	YES	YES	YES	YES
CAVEMAN'S CLUB	YES	YES	YES	YES
NO. OF ATTACK:	20	30	40	50

The triceratops and teradactyl haven't eaten in several million years, so they're hungry! **PICK UP SKULLS AND THROW THEM AT THE DINOS TO KEEP THEM AWAY!** Also **PICK UP THE CAVEMAN'S CLUB** from the exhibit and **KNOCK HOMERSAURUS OVER THE HEAD WITH THE CLUB!** Avoid dino attacks by dodging and climbing up and down the museum scaffolding!

Scoring:

You score points by avoiding dinos, avoiding Lisa and by avoiding nuclear ooze stuck on the floor in puddles. You also score points by successfully throwing skulls at triceratops and teradactyls and by hitting Homerosaurus over the head with the caveman's club!

SCORE 50 POINTS for avoiding Lisa spraying the hose at Bart for throwing skulls at T-Rex

SCORE 60 POINTS for avoiding bones thrown by T-Rex
for avoiding bricks dropped by teradactyl
for avoiding nuclear waste dropped by teradactyl

SCORE 100 POINTS for avoiding nuclear ooze
for avoiding puddles
for avoiding nuclear waste by Homersaurus
for avoiding nuclear shock waves by Homersaurus
for avoiding attack by triceratops
for throwing bones and skulls at triceratops and teradactyl
for hitting Homersaurus over the head with caveman's club

YOU LOSE 20 POINTS by getting stuck in nuclear ooze and puddles or by getting hit with Lisa's hose

YOU LOSE 30 POINTS by getting hit with T-Rex bones
by getting hit with bricks
by getting hit with nuclear waste when
triceratops runs into you

YOU LOSE 50 POINTS when a teradactyl flies into you
when Homersaurus spits nuclear waste at you
when Homersaurus sends nuclear shock
waves at you

The game pauses after each stage and the next stage number is displayed. **PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU ARE READY.**

After a **GAME OVER**, press the **ON/START BUTTON** to start a new game from stage 1. The maximum score is displayed for about 2 seconds and you hear the "Game Start" melody again. Play begins again with zero score.

PRESS THE OFF BUTTON to turn off the game 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!

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 the problem is. 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.

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.