

MODEL 72-817

CASPER™

HIGHER
ELECTRONIC LCD GAME

72817IWTIE-

WELCOME TO WHIPSTAFF MANOR

Dr. James Harvey has brought his daughter, Kat, with him all over the country, looking for real ghosts. As he explains, if someone dies with "unfinished business", then they become a ghost.

Dr. Harvey is hired by the heir to Whipstaff Manor, Carrigan Crittenden, to get rid of the ghosts haunting her inheritance. She believes there is treasure there and can't get at it until the ghosts are gone. She has found a treasure map (which she accidentally destroys). But before she destroyed it, she and her friend, Dibs, read the words, "BUCCANEERS AND BURIED GOLD, WHIPSTAFF DOTH A TREASURE HOLD."

Upon arriving at Whipstaff Manor (just in time for breakfast!), Dr. Harvey and Kat make the pleasant acquaintance of Casper, a very friendly ghost, and Casper's not so pleasant three uncles, Fatso, Stretch, and Stinkie, who love to boss Casper around—and love to pick on strangers!

Throughout his travels, Dr. Harvey is looking to settle some "unfinished business" of his own. He longs to see his beloved wife, Amelia, who has also died, one last time. He believes that if he can find some real ghosts, they will lead him to Amelia.

When Casper sees Kat, he falls in love with her, and longs for the chance to be a real boy again. Until meeting Kat, he can't remember anything about his real life—who he was, when he died, even how old he was when it happened.

Kat helps him remember! He was twelve years old, the son of a prominent inventor named J.T. Mc Fadden. When Casper died of a bad cold, he became a ghost because he had the "unfinished business" of taking care of his father, who was very alone and missed Casper very much.

His father missed Casper so much that he invented a machine that could bring Casper back to life. This was called the Lazarus Machine! Before his father could use it on him, his father was declared legally insane and put away.

Kat helps Casper remember all this and more! Kat and Casper find the Lazarus Machine and just as importantly, the red capsule necessary to make the machine work! The red capsule is called the cellular integrator—it's like a primordial soup mix, explains Casper.

Now the race is on! Carrigan has also died, and now as a ghost, she has the "unfinished business" of wanting both the red capsule to be brought back to life and also wants Casper's treasures.

Casper's treasures are all his boyhood possessions that he and his father used to play with!

Now it's YOUR TURN to play as Casper, as he tries to find all his treasures before Carrigan gets to them first! It's also YOUR TURN to help Casper and Kat keep the red capsule out of Carrigan's ghostly hands!

Then after Dr. Harvey also dies, it's YOUR TURN to help Casper give Kat and Dr. Harvey the most precious gift anyone can give—the gift of life itself—even at the expense of giving up life for himself!

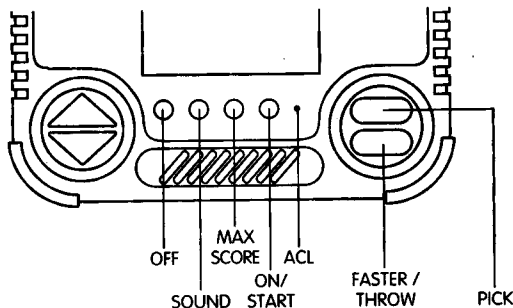
GIVE THE GIFT OF LIFE

You have several objectives:

- to dodge plates thrown by your uncles,
- to pick up all your boyhood treasures
- to pick up and retain the red capsule which is the key to new life for whomever possesses it inside the Lazarus machine,
- to give the red capsule to Dr. Harvey and open the Lazarus Machine 5 times for him. This will bring him back to life.

You WIN the game if you can bring Dr. Harvey back to life. (Kat will be so happy to have her father back again!)

GIVE YOURSELF A GHOST OF A CHANCE!



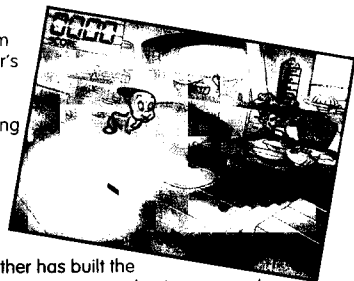
- ON/START**
- to turn on the unit.
 - to start the game.
 - to start each stage.
- MAX SCORE**
- to take a look at the maximum score during the pause between stages and after the story is complete.
- SOUND**
- to control sound: on or off.
- OFF**
- to turn off the unit.
- "▲"**
- to fly up.
 - to dodge up to avoid dangers.
- "▼"**
- to fly down.
 - to dodge down to avoid dangers.

- FASTER/THROW**
- to fly faster when no danger is on screen.
 - to throw the red capsule to Kat.
- PICK**
- to pick up your treasures (toys).
 - to climb aboard your toy train
 - to pick up Kat.
 - to pick up the red capsule whenever it appears.
 - to open the Lazarus Machine.

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 begin the game from stage 1. You will hear the "Game Start" melody of Casper's calliope and you will see the "Game Start" animation of Stinkie, Fatso, and Stretch sitting down at the breakfast table. Then Casper will automatically fly into view, carrying plates for breakfast! You begin with zero score.

STINKIE, FATSO, AND STRETCH, SIT DOWN
TO BREAKFAST—AND THE FUN BEGINS!



You always play as Casper. There are 4 stages of play. The game begins at the breakfast table and takes you throughout the Mansion, including the lab where your father has built the Lazarus Machine. You fly throughout the Mansion, and since you are a ghost, you can also fly through walls! You always play through all 4 stages of the game.

There is a visual timekeeper to let you know how much time remains in each stage.

There is a "Stage Complete" melody played on Casper's calliope as you complete each stage. The game pauses after each stage and the next stage number is displayed.

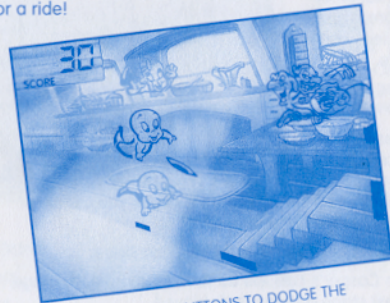
Press the ON/START button to begin the next stage when you are ready.

After the story is complete (after stage 4), press the ON/START button to begin a new game from stage 1.

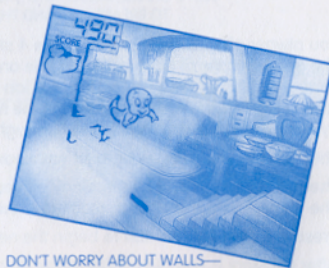
KAT HELPS YOU REMEMBER WHO YOU ARE (WHO YOU WERE)

You fly through the Mansion. You have to dodge the breakfast plates thrown at you by your uncles. You also have found a real friend. Her name is Kat. Whenever Kat appears, press the PICK button to pick her up. Also fly clear of Fatso and Stretch, who are "spooking" the place!

Kat also helps you remember who you were when you were alive! For instance, you now remember the train you used to ride! When you see your toy train, press the PICK button to go for a ride!



PRESS "▲" OR "▼" BUTTONS TO DODGE THE BREAKFAST PLATES!

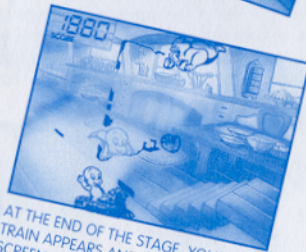


DON'T WORRY ABOUT WALLS—
YOU CAN FLY RIGHT THROUGH THEM!

WHEN NO DANGERS ARE ON SCREEN, PRESS
THE FASTER BUTTON TO FLY FASTER!



WHEN STAIRS APPEAR, YOU CAN NOT FLY
FORWARD. PRESS THE "▲" OR "▼" BUTTONS
TO FLY UP AND DOWN STAIRS!



AT THE END OF THE STAGE, YOUR
TRAIN APPEARS AND FLASHES ON
SCREEN. PRESS THE PICK BUTTON TO
GO FOR A RIDE!

THE RED CAPSULE APPEARS

Once again, pick up Kat whenever she appears. You will pick her up in all four stages. (And why not—after all, you have a crush on her, big-time!)

In stage 2, you will also find the red capsule! Pick it up. Carrigan's friend, Dibs, will try and take the capsule away from you. Dibs is wearing knight's armor and swings an axe.

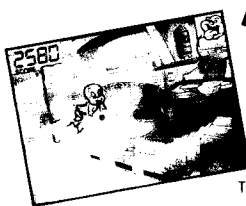
When Dibs gets too close, press the THROW button and throw the red capsule! When you throw it in time, Kat will appear and catch it! Then she and the capsule will disappear from the screen together. But if you're too slow, Dibs will grab the capsule.

The capsule will appear on screen several times. Always try to pick it up and always be prepared to throw it!

Throughout the rest of the game, pick up your boyhood treasures whenever they appear! In stage 2, you will pick up your baseball and baseball mitt! Ride your toy train whenever it appears to score more points. Fly clear of Fatso and Stinkie!



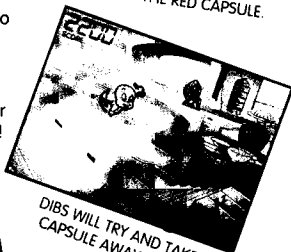
PRESS THE THROW BUTTON TO THROW THE CAPSULE TO KAT!



PRESS THE PICK BUTTON TO PICK UP YOUR BASEBALL AND BASEBALL MITT.



PRESS THE PICK BUTTON TO PICK UP THE RED CAPSULE.

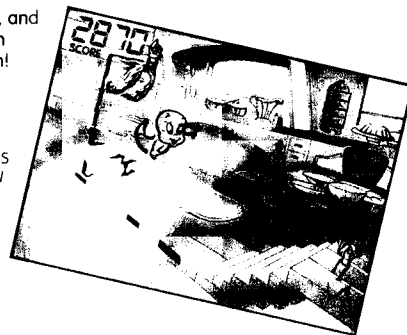


DIBS WILL TRY AND TAKE THE CAPSULE AWAY FROM YOU!

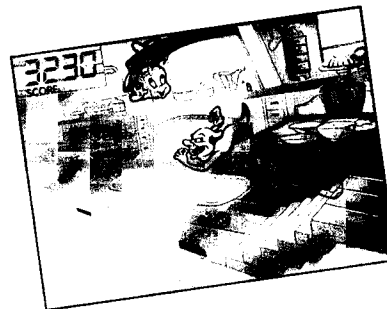
GARRIGAN GETS GHOSTLY

In stage 3, you face Carrigan herself for the first time. She has become a ghost—and she's pretty vicious looking. She's a great big shadow. Both Carrigan and Dibs are after your red capsule. Be sure to pick up the capsule and then throw it to Kat when Carrigan or Dibs gets too close! (If you're late, Dibs or Carrigan will catch it.)

Also pick up your baseball mitt, your baseball, and your baseball cap. Ride your toy train for even more points and fly clear of Stinkie and Stretch!



IN STAGE 3, CARRIGAN ALSO TRIES TO TAKE YOUR CAPSULE. THROW IT TO KAT IN TIME!



PRESS THE PICK BUTTON TO PICK UP YOUR BASBALL CAP.

THE LAZARUS MACHINE

In stage 4, you will face all the challenges you faced in the first 3 stages, PLUS MUCH MORE.

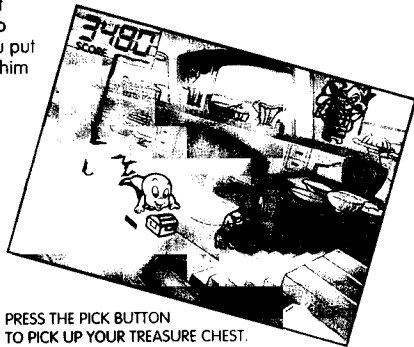
In stage 4, for the first time, you have to dodge all three of your uncles, Fatso, Stretch, and Stinkie!

You must pick up all your treasures, your baseball mitt, your baseball cap, your baseball, and also pick up your pirate's chest to hold all your treasures!

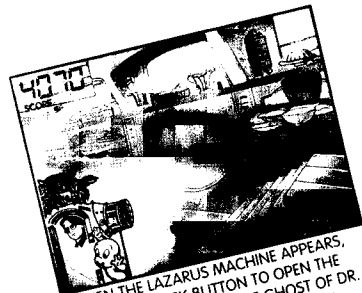
Keep riding your train and keep picking up Kat, too.

In stage 4, you must also get Kat's father, Dr. Harvey, into the Lazarus Machine. When the Lazarus Machine appears, press the PICK button to open the door of the machine. Then Harvey as a ghost will immediately appear and enter the Machine! However, your uncles are not eager to lose Dr. Harvey from the ghost world (they're become fond of him and also need a fourth for bridge). So whenever you put Dr. Harvey into the Machine, they will take him back out again.

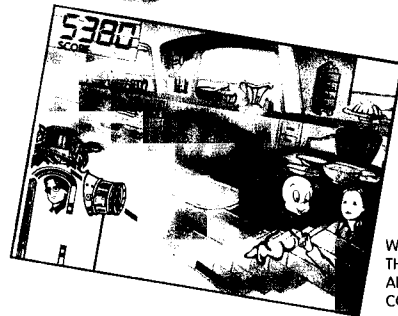
If you succeed in opening the door of the Lazarus Machine 5 times, then on the 5th time, Dr. Harvey will take the red capsule from you and you will WIN the game.



PRESS THE PICK BUTTON
TO PICK UP YOUR TREASURE CHEST.



WHEN THE LAZARUS MACHINE APPEARS,
PRESS THE PICK BUTTON TO OPEN THE
MACHINE DOOR! THEN THE GHOST OF DR.
HARVEY WILL ENTER THE MACHINE!



WHEN YOU WIN THE GAME, YOU WILL SEE
THE "GAME WINNING" ANIMATION OF KAT
AND CASPER APPEARING TOGETHER TO
CONGRATULATE YOU!



YOU WIN THE GAME IF YOU CAN OPEN
THE MACHINE DOOR 5 TIMES.

YOU DESERVE POINTS!

You score points for all your hard work:

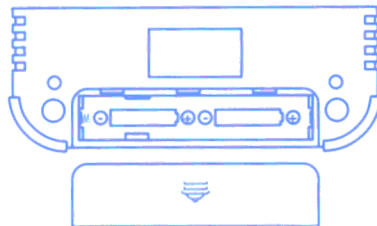
- 10** points for dodging plates thrown by your uncles at the breakfast table and for picking up your baseball mitt and baseball.
- 20** points for dodging Fatsó and picking up your baseball cap.
- 30** points for dodging Stretch and picking up your treasure chest.
- 40** points for dodging Stinkie and riding your train.
- 50** points for dodging Dibs and picking up Kat.
- 60** points for dodging Carrigan and for picking up the red capsule.
- 70** points for each successful time you throw the red capsule to Kat.
- 100** points each time you successfully open the Lazarus Machine door for Dr. Harvey.
- 500** points your bonus for winning the game (you'll see the "Game Winning" animation).

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.

FOR PROPER FUNCTION:

Do not mix old and new batteries.
Do not mix alkaline, standard (carbon - zinc) or rechargeable (nickel - cadmium) 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 the right.



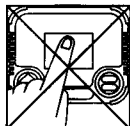
CAUTION



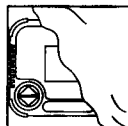
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



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



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 Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$12.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.



1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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