



TIGER
ELECTRONICS, LTD.

MODEL 74-107
741070001IWTIE-01



1. GAME STORY

"AN EVIL SPIRIT LIVES ONCE MORE"

You are Frank Whemple. Like your father before you, you are a great archaeologist. But something happened to your father when he went on an archaeological dig for the Field Museum in Egypt. Something strange.

Unforeseen. Diabolical. He has never spoken to you about it. Now ten years later, you return to continue the work that your father mysteriously gave up.

You discover the ancient tomb of Prince Anck-es-en-Amon of the 18th Dynasty, circa 1730 BC. You open a crypt belonging to Imhotep, who was mummified and buried alive. Instinct tells you to go no further.

But your quest to increase the sum of human knowledge compels you to open the crypt....

2. OBJECT OF THE GAME

"YOUR DESTINY AWAITS YOU IN THE CRYPT"

Oh! Amon-Ra-Oh! God of Gods — Death is but the doorway to new life — We live today — we shall live again — In many forms shall we return — Oh, mighty one.

You play as archaeologist Frank Whemple. You discover the underground crypt of the Mummy. You open the sarcophagus that holds him and suddenly the entire crypt — including the Mummy himself comes to life!

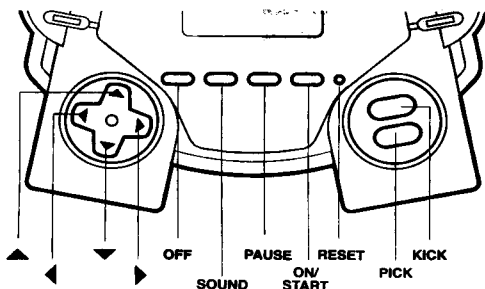
You are chased by the Mummy and all that was buried in the crypt with him — through 5 stages of peril. In all 5 stages, you will see the Scroll of Thoth appearing many times in the crypt. Pick it up whenever it occurs. You must pick it up a certain number of times in order to ultimately defeat The Mummy.

If you are can, pick up the Scroll of Thoth three times in stage 1, four times in stage 2, five times in stage 3, six times in stage 4, and seven times in stage 5. If you missed the scroll in the earlier stages, you can try to make up for it in the final stage! If you succeed in picking up the Scroll of Thoth a total of 25 times, then in the final stage, the power of the scroll will send The Mummy's spirit on into eternity.

At this point, you will see The Mummy's body crumble into ashes and you WIN the game. If you can't pick up the scroll enough times, then the game will continue — until you pick up the scroll enough times — or until you are defeated!

3. HOW TO PLAY

"I WANT MY MUMMY!"



- ON/START** — to turn on the unit.
— to start each stage.
— to exit pause.
- SOUND** — to control sound: on or off.
- PAUSE** — to pause the game.

OFF

- to turn off the unit. (The unit also shuts off automatically after 3 minutes of no action.)

"◀"

- to attack left (punch or fire).
— to move left.

"▶"

- to attack right (punch or fire).

KICK

- to kick.

PICK

- to pick up star stones, bricks and scrolls.

RESET

- to reset the game if your unit malfunctions.

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

Press the **ON/START** button again to begin each stage. You begin each game with full energy and 3 lives. You are in The Mummy's crypt in all stages.



YOU ARE CHASED BY THE MUMMY AND ALL THAT WAS BURIED IN THE CRYPT WITH HIM.

There are many levels to the crypt and you will face different enemies and different numbers of enemies on each level. Use the stairways in the crypt (by using your "▲"(up) and "◀"(left) buttons to move to the different levels in the crypt. In addition to the Mummy coming to life, there are also other ancient Egyptian enemies that will come to life and try to destroy you. These include jackals (which look like wolves), leopards, and rats. There is also the ghosts of Saxon Warriors. You can use your pistol against the jackals, leopards and rats. Against the Saxon Warriors and The Mummy himself, your gun is useless. Against the Saxon Warriors and the Mummy, you must fight by punch and kick. You can also pick up loose bricks and throw them at the Saxon Warriors and The Mummy.

LIVES/ENERGY

You begin each game with a full energy bar and 3 lives. You lose energy whenever you are attacked. If your energy bar is ever reduced to zero, you lose a life. Lose all 3 lives and it's also a **GAME OVER**.

RESTORE ENERGY

Pick up the star stone of Osiris to restore units of energy back onto the energy bar.

1-UP

You can gain an extra life if you can force the Mummy back into his sarcophagus (coffin). The most "lives" you can have is 3.

FORCE THE MUMMY BACK INTO HIS SARCOPHAGUS.



PISTOL SHOTS

- It takes 1 pistol shot hits to shoot a rat.
It takes 2 pistol shot hits to shoot a leopard.
It takes 3 pistol shot hits to defeat a jackal.

PUNCHES, KICKS AND BRICKS

It takes a combination of 2 hits (either punches or kicks) to defeat a Saxon warrior.

It takes a combination of 3 hits (either punches or kicks) to defeat The Mummy in the first four stages.

It takes a combination of 4 hits (either punches or kicks) to defeat The Mummy in the 5th stage.

It takes one brick to defeat a Saxon warrior or The Mummy (in the first four stages).

It takes two bricks to defeat The Mummy in stage 5. You must defeat the Saxon Warriors and The Mummy several times in each stage!

SCROLLS TO PICK:

- | | |
|---------|-------------|
| STAGE 1 | (3 scrolls) |
| STAGE 2 | (4 scrolls) |
| STAGE 3 | (5 scrolls) |
| STAGE 4 | (6 scrolls) |
| STAGE 5 | (7 scrolls) |



PICKING UP SCROLLS.

This is a total of 25 scrolls. If you miss some scrolls in the first four stages, you have the opportunity to make them up in the final stage. So if you miss a combined total of 5 scrolls in the first four stages, then in the final stage, you must pick up 12 scrolls (7 scrolls plus the 5 you missed) in order to WIN the game and send The Mummy to eternity and see his body crumble into ashes!

The Mummy is the stage boss in each stage. You must defeat him in each stage in order to complete the stage before the timer expires.

The frequency of the enemies you face will vary depending where you travel in the crypt. For instance, when you go downstairs in the crypt, you will face more rats, which are easier to defeat — but there are more of them. In the upper regions of the crypt, you will face The Mummy the most times. In the middle levels of the crypt, you will face the most Saxon warriors.

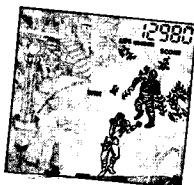
TIME LIMITS

There is a time limit to each stage. You must defeat all the enemies in each stage before the timer expires or it's a **GAME OVER**.

Press the **PAUSE** button to pause the game. Press the **ON/START** button to exit pause. Also use the **ON/START** button to begin each new stage.

Use the **SOUND** button to toggle sound on/off control.

Use the **OFF** button to turn off the unit. The unit also shuts off automatically after 3 minutes of no play.



WHEN YOU PICK UP 25 SCROLLS, THE POWER OF THE SCROLLS WILL END THE MUMMY'S SPIRIT ONTO ETERNITY! YOU WILL SEE HIS BODY CRUMBLE INTO ASHES AND YOU WIN THE GAME.

4. SCORING

"ACHIEVE THAT WHICH YOU SEEK"

| | |
|--|---------------------|
| Each time you pick up a scroll | 20 POINTS |
| For shooting rats | 30 POINTS |
| For shooting leopards | 40 POINTS |
| For shooting jackals | 50 POINTS |
| For hitting Saxon Warriors (with punch and kick combination) each time | 60 POINTS |
| For hitting Saxon Warriors (by throwing bricks) each time | 70 POINTS |
| For hitting The Mummy (in first four stages with punch and kick combo) | 80 POINTS each time |
| For hitting The Mummy (in first four stages by throwing bricks) | 90 POINTS each |
| For hitting The Mummy (in stage 5 with punch and kick combo) | 100 POINTS |
| For hitting The Mummy (in stage 5 by throwing bricks) | 100 POINTS |
| To WIN THE GAME by picking up enough scrolls to send The Mummy to eternity | 500 POINTS |

5. INSERTING THE BATTERIES

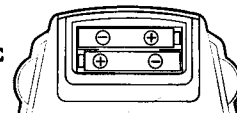
When the battery needs replacing, remove the battery compartment cover at the back of the unit. Remove the exhausted battery and install a new battery of 2 "AA", LR6 or equivalent (not included), marking sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.

- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT CIRCUITED.



6. DEFECT OR DAMAGE



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



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



Clean only with a piece of soft dry cloth.



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

Replace battery at the first sign of erratic operation.

7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship. During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger. Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of US\$ 8.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

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

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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980 Woodlands Parkway, Vernon Hills, Illinois 60061.

www.tigertoy.com.

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Belvedere House, Victoria Avenue,

Harrogate, North Yorkshire, HG1 1EL, England.

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