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72536IWTIE-1

ELECTRONIC LCD GAME

MODEL 72-536

Monday, 5 A.M. A ringing sound jars you awake. You grope for the phone and drop the receiver on the floor. Out of the darkness comes the voice of the Chief: "Wake up, kid. Got an assignment for you.

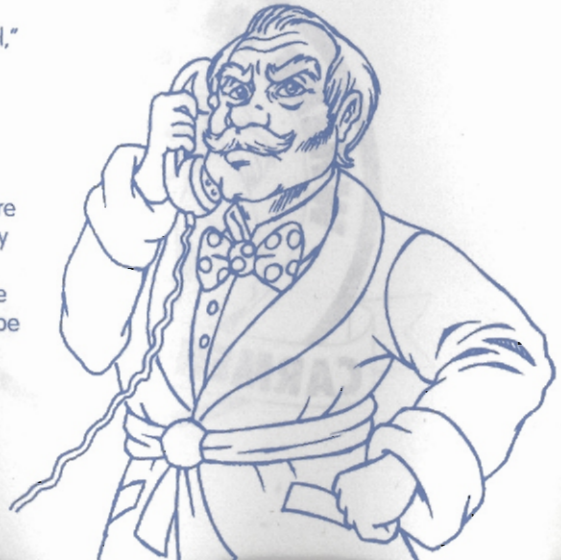
You stumble out of bed, turn on the light and grab your brand new detective's notebook.

"Just got a call from Interpol," says the Chief. "Looks like Carmen's gang has pulled another caper."

"Any leads?" you ask.

"Not with this bunch. They're too slick. Can't give you any more details on the phone. Better get down to the office double quick. It's going to be a rough one."

"Right Chief."



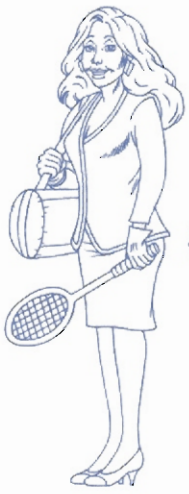
As your trembling hand replaces the phone on its cradle, you wonder why you ever got into this line of work. Before this morning, Carmen Sandiego and her Villains' International League of Evil (or V.I.L.E.) were just sensational headlines in the newspaper. For more than five years, Carmen and her gang of felons had managed to stockpile the world's most valuable treasures, while outwitting every so-called "crime expert" from New York to Sydney, Australia. Now they've struck again. And you, the newest employee of the ACME Detective Agency, have been given the near-impossible assignment of tracking them down.

Good luck!

The OBJECT OF THE GAME is to track down the guilty V.I.L.E. agent. There will be a different guilty agent in each game.

There are six agents:

AGENT CARMEN SANDIEGO
CLUES -her famous ruby necklace, "The Moon of Moldavia"



AGENT DAZZLE ANNIE NONKER
CLUES -her tennis racket

AGENT FAST EDDIE B
CLUES -his cap

ARE YOU READY FOR YOUR FIRST CASE? Hopefully, you are!

AGENT KEN HARTLEY REED
CLUES -his comb and scissors

AGENT LEE NON MEE
CLUES -her dog

AGENT JUSTIN CASE
CLUES -his hat

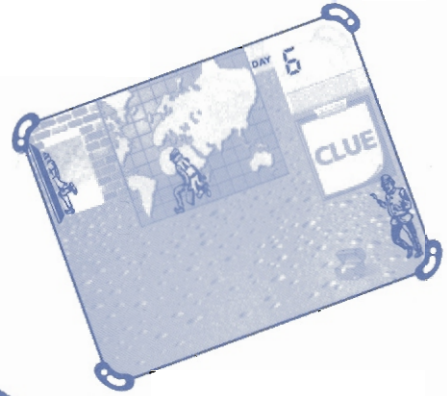
PRESS THE ON/START BUTTON TO TURN ON THE UNIT. You'll hear an "On" beep and the maximum score is displayed.

PRESS THE ON/START BUTTON AGAIN TO START THE GAME.

At the start of the game, the INTERPOL MAP is displayed on screen. There are 20 small circles on the map. For a brief instant, one little circle lights up in one of the cities in the map where the agent is hiding!

After the circle stops blinking, it is your job to track down and identify the guilty V.I.L.E. agent.

When you start the game, a V.I.L.E. agent crosses the screen. He has taken a treasure and has hidden it! You have only six days to catch him!



There are 20 small circles on the map. One of them will light up! It indicates where the agent is hiding!

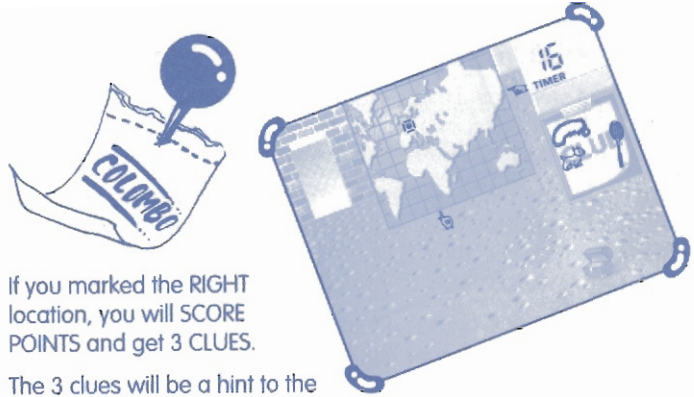
USE YOUR CONTROL BUTTONS TO HELP LOCATE THE V.I.L.E. AGENT!

BEGIN BY USING THE 2 CURSOR BUTTONS TO MOVE THE CURSOR TO THE SPOT ON THE MAP YOU BELIEVE THE V.I.L.E. AGENT IS LOCATED!

PRESS THE "UP/DOWN" BUTTON TO MOVE A CURSOR VERTICALLY.

PRESS THE "LEFT/RIGHT" BUTTON TO MOVE A CURSOR HORIZONTALLY!

When you've used the cursor buttons to locate the spot on the map where you believe the V.I.L.E. agent is hiding, PRESS THE MARKER BUTTON TO MOVE TO YOUR CHOSEN COORDINATE!



If you marked the RIGHT location, you will SCORE POINTS and get 3 CLUES.

The 3 clues will be a hint to the identity of the V.I.L.E. agent!

If you have lined up your coordinates INCORRECTLY, then no clues will be shown. If you make 10 INCORRECT CHOICES, the V.I.L.E. agent will escape to another city.

When you guess a wrong location (by making an incorrect choice with your coordinates)) on the map where you think the V.I.L.E. agent is hiding, then an "X" symbol will appear and you lose precious time!

When you choose the RIGHT location, then you are asked to identify the V.I.L.E. agent!

PRESS THE AGENT BUTTON TO SELECT THE AGENT. Each time you press the AGENT button, the police officer will move alongside a different agent. When you see the 3 clues, you can already narrow your search down to 3 of the 6 agents. (Since their are only 3 belongings shown on screen, the suspects can only be the three agents who own those clues!)

WHEN YOU'VE USED THE AGENT BUTTON TO MOVE THE POLICEMAN NEXT TO THE AGENT YOU BELIEVE IS GUILTY, THEN PRESS THE MARKER BUTTON TO CONFIRM YOUR AGENT SELECTION!

You have only 6 DAYS to catch an agent! Each time you make a move, it burns up time! There is a TIMER in the upper part of the screen to let you know how much time you have left in each day!

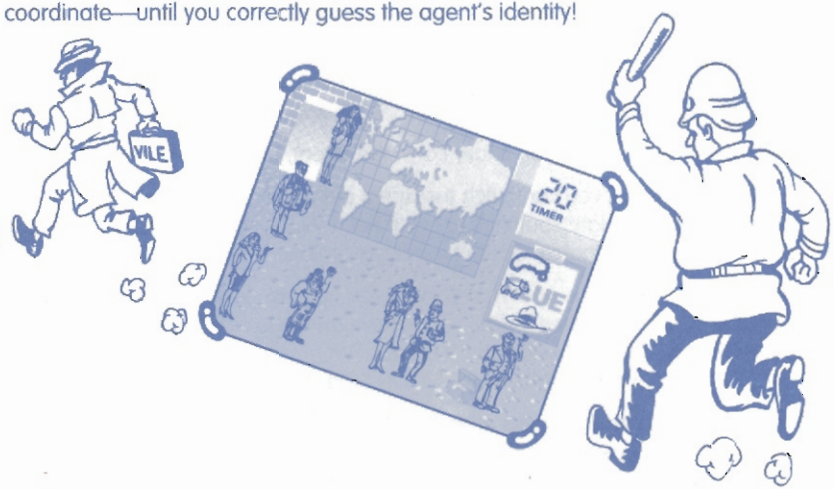
IF TIME EXPIRES before you finally catch the agent, the GAME IS OVER!

You WIN the game if you can catch the agent before time expires! It takes a different number of right spottings to catch each V.I.L.E. agent. Just because you guess the right coordinates, doesn't mean you will be shown clues!

The computer will decide how many times you have to guess the right coordinates before you receive another clue! THE NEXT TIME YOU ARE GIVEN CLUES, TWO CLUES INSTEAD OF THREE WILL LIGHT UP ON SCREEN!

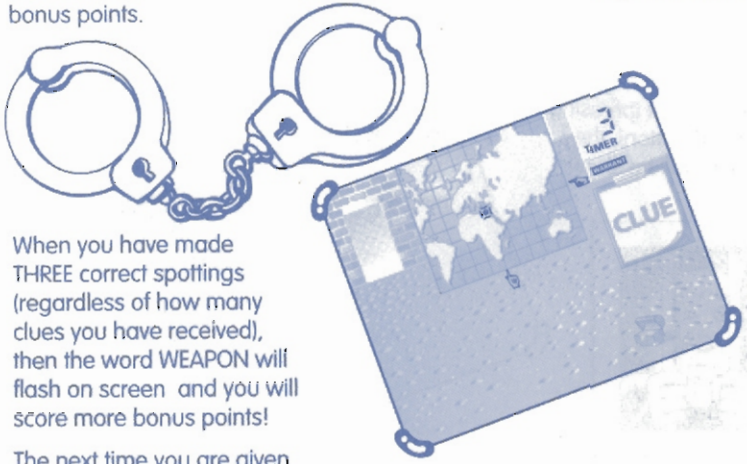
If you still make a wrong guess after the second clue, the FINAL CLUE is flashed if there should be a next clue. For this final time, just ONE CLUE will appear on screen!

YOU SCORE POINTS EACH TIME YOU CORRECTLY PINPOINT AN AGENT'S LATEST POSITION! After you correctly pinpoint a position, he/she will escape to a new coordinate—until you correctly guess the agent's identity!



The clues help you make a guess at identifying the right agent. If you choose a WRONG AGENT, the agent will escape to a new coordinate until you correctly guess the agent's identity!

When you have made TWO correct spottings (regardless of how many clues you have received), the word WARRANT will flash on screen and you will score bonus points.



When you have made THREE correct spottings (regardless of how many clues you have received), then the word WEAPON will flash on screen and you will score more bonus points!

The next time you are given clues, after choosing the coordinates correctly, two clues instead of three will light up on screen for six seconds. Now you know you are getting closer!

Remember, to guess the CORRECT IDENTIFY OF THE GUILTY AGENT, you must do two things: —PRESS THE AGENT BUTTON to select the agent you think is guilty; —PRESS THE MARKER BUTTON to affirm your choice of agents!

After making the right selection (pressing the AGENT button) and confirming it (pressing the MARKER button), the guilty agent will be shown in JAIL!

After you've put the guilty agent in jail, press the "ON/START" button to begin a new game!

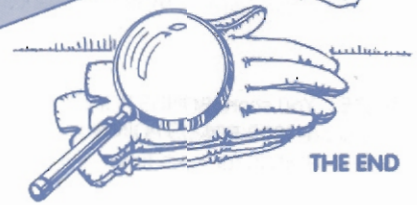
At any time during play, PRESS THE SOUND button to play in silence. Press this button again to regain all the sounds of the pursuit!

But if time runs out before you catch the agent, then the GAME IS OVER!

After a GAME OVER, press the ON/START BUTTON to begin a new game!

During the pause between games (after you win or lose), press the MAX SCORE BUTTON to take a look at the highest score attained.

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!



Thanks for your help, detective!

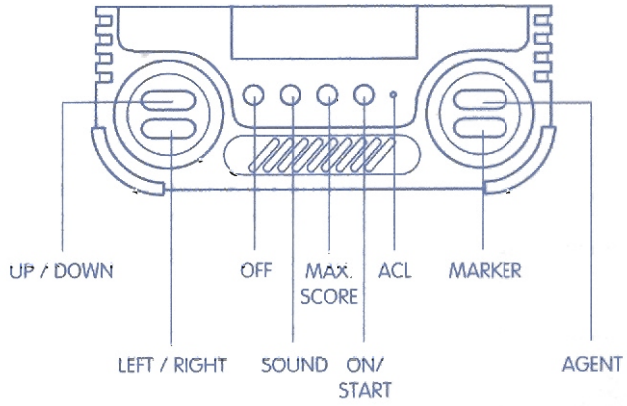
THE END

SCORING SUMMARY

You score :

200	POINTS	for each time you correctly pinpoint an agent's latest position.
500	POINTS	for obtaining a warrant.
1000	POINTS	for getting a weapon.
10000	POINTS	for 1st attempt of arresting a guilty agent and sending the agent to jail!
7000	POINTS	for 2nd attempt of arresting a guilty agent and sending the agent to jail!
4000	POINTS	for 3rd attempt of arresting a guilty agent and sending the agent to jail!
2000	POINTS	for more than three attempts of arresting a guilty agent and sending the agent to jail!

NOTE : You score BONUS POINTS for arresting an agent before time expires. You score 1000 BONUS POINTS for each day left on the timer. You score 40 BONUS POINTS for each timer unit left on the timer.



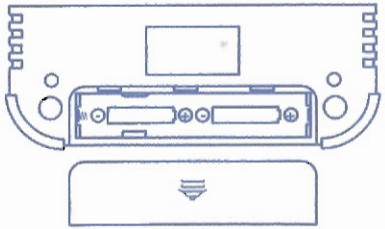
CONTROL GUIDE

ON/START	—to turn on the unit. —to start each game.
MAX SCORE	—to take a look at the maximum score during the pause between games.

SOUND	—to control sound: on or off.
OFF	—to turn off the unit.
UP/DOWN	—to move cursor vertically.
LEFT/RIGHT	—to move cursor horizontally.
AGENT	—to select your choice of V.I.L.E. agents (to identify each agent when you think you know who did it).
MARKER	—to lock in your coordinate for tracking the agent after setting the cursor.
	—to identify the right agent after you have made your choice using the AGENT button.

SPECIAL FEATURES

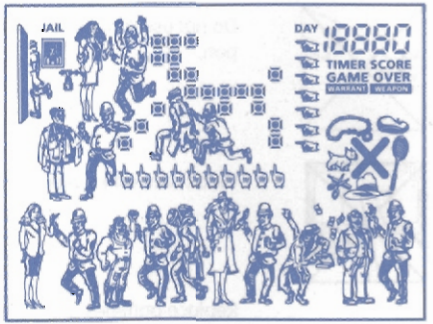
—6 V.I.L.E. agents
—Interpol map
—6 day time limit
—built-in melody
—sound on/off control
—high score retained
—built-in automatic power-off timer



INSERTING THE BATTERIES

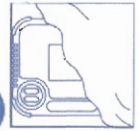
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.

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.

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.