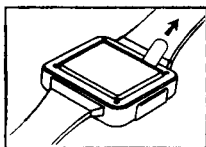


ELECTRONIC

Disney's THE LITTLE MERMAID

LCD VIDEO GAME

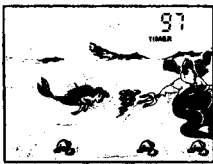
Welcome to "Under the Sea" adventure with Ariel! Turn your wrist game face down and look for the plastic tab.



Pull out the plastic tab to energize your wrist game! It's not necessary to turn any screws!

1. THE LITTLE MERMAID STORY

Ursula, the Sea Witch is trying to steal Ariel's beautiful voice. Ariel must try to stop her! But defeating Ursula won't be easy because Ursula has the great trident! The trident used to be in the capable hands of King Triton, Ariel's father. With the trident, he was the most powerful creature under the sea! But now with the trident in Ursula's evil hands, Ariel must watch out for massive whirlpool attacks as well as the attacks from Ursula's two nasty eels, Flotsam and Jetsam! Each time Ursula successfully attacks Ariel, the Little Mermaid loses a part of her lovely voice!



Ursula tries to slow Ariel down by throwing whirlpools! Each time Ariel is hit by a whirlpool, Ursula succeeds in stealing a part of Ariel's beautiful voice!

2. THE OBJECT OF THE GAME

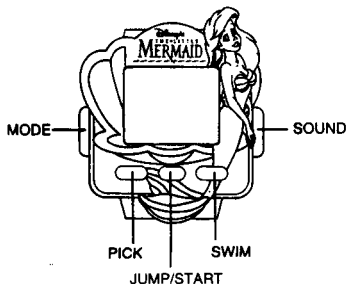
You play as Ariel! The object of the game is to complete each of the four stages before time runs out and without losing all of your voice! Each time Ursula manages to stop you with a whirlpool attack, you will lose time and part of your voice.

If you ever lose all 3 parts of Ariel's voice on any stage, the GAME IS OVER.

You also lose time if you are stopped by Flotsam and Jetsam. If time runs out on any stage before the stage is complete, the GAME IS OVER.

At the end of stage 3, you have a chance to reclaim the trident! You WIN THE GAME if you can complete all 4 stages. To win the 4th stage, you'll have to defeat Ursula in a fantastic final challenge!

3. CONTROL GUIDE



- MODE** —To choose between the two modes (DEMO MODE->GAME MODE->DEMO MODE->...)
- SOUND** —To control sound: on or off.
- PICK** —To pick seashells.
- JUMP/START** —To start the game.
—To start each stage.
—To jump.
- SWIM** —To swim faster.

4. FEATURES

- 4 stages of "Under the Sea" adventure
- timer for each stage
- seashells to deflect whirlpools
- built-in melody
- sound on/off control
- high score retained
- built-in auto power off timer

5. GAME SUMMARY

There are 4 stages of action! You play as Ariel. You must be quicker and have more skill than Ursula and her two evil pets, Flotsam and Jetsam! Always use your JUMP button to jump clear of attack. Always use your SWIM button to SWIM faster. You'll score points by avoiding whirlpools and later, by defeating Ursula in different ways.

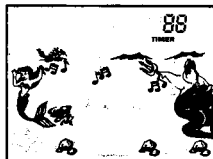
Each stage is on a timer. You lose the game if you can't complete a stage within the time allowed. You'll also score bonus points for every second of time you have left when you complete a stage.

You also lose the game if Ursula manages to steal all 3 parts of your voice on any stage.

You WIN the game (and get back all of your voice!) if you can complete all 4 stages!

STAGE 1:

SWIM fast and JUMP clear of Ursula when she throws whirlpools at you! Each time you're stopped by Ursula's whirlpools, you lose time and a part of Ariel's lovely voice! Ariel's voice is represented by a floating music note.



When you're stopped by a whirlpool, a note of music will float away from Ariel's mouth to Ursula's shell necklace! Remember, each note represents a part of Ariel's voice!

The game is over if you ever lose all 3 parts of Ariel's voice on any stage or if time runs out before completing any stage!

Score points by JUMPING clear of Ursula's whirlpools! Press the SWIM button to swim faster!

STAGE 2:

Ursula continues her whirlpool attack to steal Ariel's voice! Beginning with stage 2, you can PICK up giant seashells to block the whirlpools—and also to protect Ariel against nips from Flotsam and Jetsam, who appear for the first time!

But each shell can only block a whirlpool or a nip from Flotsam and Jetsam once, so you've got to keep picking up shells!



On stages 2, 3, and 4, pick giant seashells whenever they appear! Use the seashells to block Ursula's whirlpool attacks and nips from Flotsam and Jetsam!

Throughout the game, you'll score points for jumping clear of Ursula's whirlpools! You'll score even more points each time you use a giant seashell to successfully block a whirlpool attack!

STAGE 3:

Ursula and Flotsam and Jetsam are attacking more than ever! At the end of the stage, Ursula will drop the trident she has taken from Ariel's father, King Triton! SWIM to it and PICK it up! If you succeed, you'll score a BONUS and King Triton and Sebastian will appear with the trident! If you don't pick up the trident in time, Flotsam and Jetsam will return it to Ursula!



At the end of stage 3, Ursula drops the trident! Pick it up to score a BONUS!

STAGE 4:

As Ursula continues to attack, continue to pick up seashells to defend yourself! But in this final stage, the whirlpools will deflect from the seashells to Ursula! If you can deflect 10 whirlpools, you score a BONUS, and YOU GET BACK ARIEL'S VOICE TO WIN THE GAME!



On stage 4, when you pick seashells, they can deflect the whirlpool attacks to Ursula!

6. HOW TO PLAY

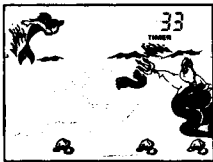
Press the MODE button to switch from the DEMO MODE to the GAME MODE. You'll hear an "On" beep and the maximum score is displayed.

Press the JUMP/START button to start the game from stage 1! You'll hear a simple "Game Start" tune and the display will show stage "1". You begin, of course, with zero score.

You always play as Ariel!

Timing:

Complete each of the 4 stages before the stage timer runs out! Whenever you're hit by one of Ursula's whirlpools or are nipped at by Flotsam and Jetsam, you will lose valuable time—about 3 seconds! Each time you complete a stage, you'll score bonus points for each second left on the timer! However, if you can't complete a stage before the timer runs out, the GAME IS OVER!



Watch out for Flotsam and Jetsam on stages 2, 3, and 4!

Losing your Voice:

Every time Ursula successfully slows you down with one of her whirlpools, Ariel loses a part of her beautiful voice! Ariel's voice is represented by a musical note. When you're slowed by a whirlpool, the note will float from Ariel's mouth to Ursula's necklace! If you ever lose all 3 parts of Ariel's voice on any stage, the GAME IS OVER!

Fantastic Mermaid Moves:

Press the SWIM button to SWIM faster!

Press the JUMP/START button to JUMP clear of Ursula's whirlpools and Flotsam and Jetsam!

Press the PICK button to pick up shells for protection against Ursula's whirlpools and nips from Flotsam and Jetsam!

Challenges per Stage:

On STAGE 1, there are no seashells to pick. Just SWIM and JUMP clear of Ursula's whirlpool attacks!

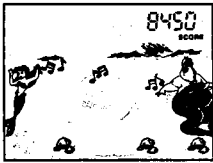
On STAGE 2, PICK seashells to block Ursula's whirlpools and the nips of Flotsam and Jetsam! But each shell can only block 1 whirlpool or 1 nip from Flotsam and Jetsam. So keep PICKING up shells! On all 4 stages, you can always try to SWIM and JUMP clear of attacks.

On STAGE 3, you'll face more attacks from Ursula and her whirlpools and from Flotsam and Jetsam! At the end of stage 3, Ursula will drop the trident! SWIM to it and PICK up the trident before Flotsam and Jetsam get there and you score a BONUS! If they get there first, they'll return it to Ursula!



If you pick up the fallen trident at the end of stage 3, King Triton and Sebastian the Crab will appear with the trident! If Flotsam and Jetsam get there first, King Triton and Sebastian will still appear—but without the trident and you won't score your BONUS!

On STAGE 4, the seashells you pick up will have more power! Use them to deflect the whirlpools to Ursula! You WIN the game if you deflect 10 WHIRLPOOLS! You score a BONUS and Ariel gets her voice back!



You must complete all 4 stages to win the game and get Ariel's voice back!

Stage Summary:

	STAGE 1	STAGE 2	STAGE 3	STAGE 4
WHIRLPOOL ATTACK	10	17	18	YES
DEFLECTING ATTACK AT URSULA	-		-	10
FLOTSAM/JETSAM	-	YES	YES	YES
SHELL	-	YES	YES	YES
TIMER (SEC.)	120	170	180	200

Scoring:

- 20 POINTS FOR PICKING A SHELL
- 50 POINTS FOR DODGING A WHIRLPOOL ATTACK
- 100 POINTS FOR EACH SUCCESSFUL BLOCK OF A WHIRLPOOL ATTACK
- 200 POINTS FOR DEFLECTING EACH WHIRLPOOL TO URSULA
- 500 POINTS BONUS FOR PICKING UP TRIDENT FOR KING TRITON
- 500 POINTS BONUS FOR GETTING BACK ARIEL'S VOICE(STAGE 4)
- 10 POINTS BONUS FOR EACH SECOND REMAINING ON TIMER AT THE END OF EACH STAGE

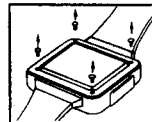
The game pauses after each stage. Press the JUMP/START button to start the next stage when you're ready!

After a GAME OVER, press the JUMP/START button to begin a new game!

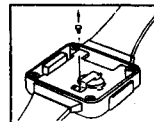
Press the SOUND button to swim in silence! Press it again to regain all your "Under the Sea" sounds!

If you don't press any buttons for 3 minutes, the game automatically re-enters the DEMO mode.

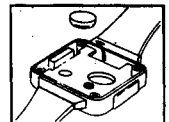
BATTERY REPLACEMENT PROCEDURE



1. Use a small screwdriver to unfasten the four screws on the reverse side of the watch. Carefully lift off the back cover.



2. Now unscrew the screw holding the battery in place. Lift off the battery contact (Plastic bracket) that holds the battery in place.



3. Lift out the dead battery and insert a new one.

- 4. Replace the screws in the plastic bracket to lock the new battery into place. Rescrew the back cover. Congratulations, you've done it.
- 5. Recommended battery: Silver Oxide SR54

Do not use rechargeable batteries.

CAUTION: Batteries should be replaced by adults.

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\$5.00. 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.

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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\$5.00 payment for the repair service.