

TREASURE TROLLS  
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72519IWTIE-1  
ELECTRONIC

Model 72-519



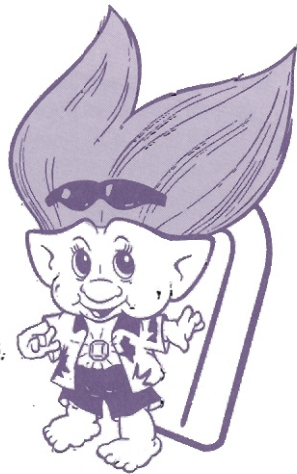
Welcome to Troll Land. We're glad to have you—and we can really use your help!



There's trouble in Troll Land. Queen Prima Troll-aring was having a "Wishstone party". All the different trolls in Troll Land were coming to show

off their beautiful Wishstones they wore in their tummies.

There were Wishstones made of stars, hearts, rubies, and diamonds!

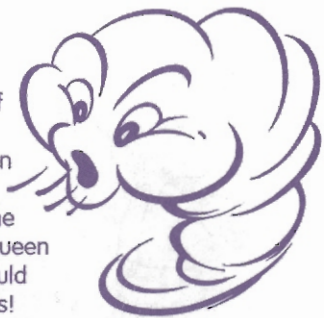


All the trolls in Troll Land are very different and all have very different points of view. Each troll felt their Wishstone was the best! They began to argue. Then the West Wind blew into town. The West Wind was very upset because she was not invited to the party and had never received a Wishstone!



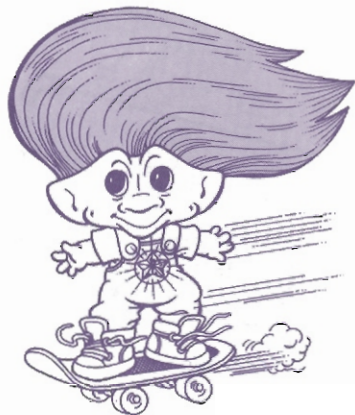


So the West Wind descended on the party and blew everything away! Out popped the Wishstones of stars, hearts, rubies, and diamonds! The West Wind carried away and then buried the Wishstones all over Magic Mountain! She also sent out her vultures of the sky and snakes of the grass to make sure the trolls would never find the Wishstones again!



But the West Wind did not count on the courage of the Queen Prima Troll-arina! Nor did the West Wind count on the magic ballet shoes of the Queen Prima Troll-arina, which gave her the power to dance across the world and to jump as high as the trees! The West Wind also did not count on the Queen Prima Troll-arina acquiring a magic shovel that could easily cut through the earth and dig up Wishstones!

Most importantly, the West Wind did not count on the trolls being able to work well together! The trolls realized that for there to be peace in Troll Land, they would have to work together and be good friends—even to the West Wind! The Queen Prima Troll-arina gave up her crown and a different troll each gave up their own Wishstone to make a Wishstone crown for the West Wind! So, in the end, everyone in Troll Land could be friends!



Now you know enough to enter Troll Land and lend a helping hand—and a dancing foot!

**PRESS THE ON/START BUTTON TO TURN ON THE GAME!**

You'll hear an "On" beep and the maximum score is displayed.

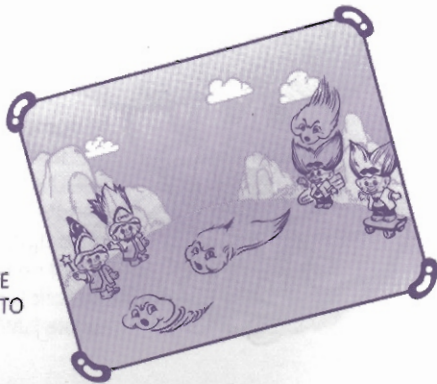
**PRESS THE ON/START BUTTON AGAIN TO START THE GAME!**

You'll hear a simple "Game Start" tune and you begin in stage 1 with zero score.

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The game begins with the West Wind appearing and automatically blowing all the Wishstones away! Then the Queen Prima Troll-arina appears! That's you!

THE WEST WIND APPEARS AND BLOWS ALL THE WISHSTONES AWAY! SHE SURE KNOWS HOW TO BREAK UP A PARTY!



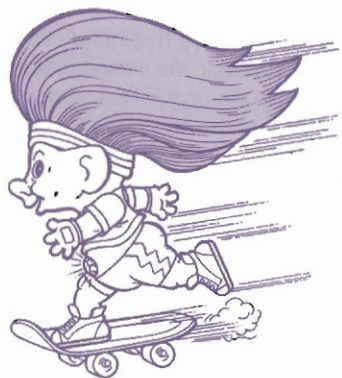
You always play as the Queen Prima Troll-arina! Your objective is to dance across Magic Mountain in your magic ballet slippers and to dig up the Wishstones (stars, hearts, rubies, diamonds) with your magic shovel!

YOU'RE THE QUEEN PRIMA TROLL-ARINA. DANCE ACROSS MAGIC MOUNTAIN IN YOUR MAGIC BALLET SLIPPERS!

PRESS THE PICK BUTTON TO PICK THE MAGIC SHOVEL WHEN IT APPEARS! THEN USE THE SHOVEL TO DIG FOR WISHSTONES!



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You must also jump and dodge clear of rocks and tree stumps as well as your mountain enemies—snakes, vultures, and the West Wind herself! Score as many points as you can along your way!

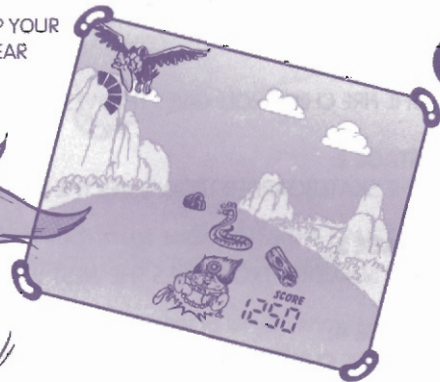
PRESS THE DODGE BUTTONS AND THE JUMP BUTTONS—TO STAY CLEAR OF OBSTACLES AND TO AVOID BUMPING INTO YOUR TROLL FRIENDS!



Each time you accidentally bump into a rock, tree stump, or a troll friend, and whenever you are attacked by a mountain enemy—snakes, vultures, or the West Wind—then you will fall down and your shovel will fall out of your hands!

You can't dig up wishstones without your shovel! So wait for the shovel to reappear on screen and then pick it back up! Then you can start digging again!

OOPS! WHEN YOU FALL DOWN, YOU DROP YOUR SHOVEL! WAIT FOR THE SHOVEL TO REAPPEAR ON SCREEN AND THEN PICK IT UP AGAIN!





You always play all the way through the game, from beginning to end. You and your friends are quite generous and kind—and you wish to make friends with the West Wind. You find Wishstones for yourself and your friends in each stage. Then at the end of each stage, your troll friends give a present to the Wind Wind—

**STAGE 1:**

THE FIRE CHIEF TROLL GIVES THE WEST WIND A STAR.

**STAGE 2:**

THE SKATEBOARDER TROLL GIVES THE WEST WIND A HEART.

**STAGE 3:**

THE SORCERER TROLL GIVES THE WEST WIND A RUBY.

**STAGE 4:**

THE FIRE CHIEF, SKATEBOARDER, SORCERER, AND BEACH BABY TROLL GIVE THE WEST WIND THE CROWN!



AT THE END OF EACH STAGE, YOUR TROLL FRIENDS AUTOMATICALLY GIVE THE WEST WIND A WISHSTONE PRESENT!



When each stage ends, PRESS THE ON/START BUTTON TO BEGIN THE NEXT STAGE!

There is a timekeeper to let you know how much time is left in each stage!

Remember, you're the Queen Prima Troll-arina! You will dance automatically across Magic Mountain but use your control buttons to help you:

**PRESS THE JUMP/PICK (L) BUTTON**

- To jump left.
- To jump and pick the shovel (if shovel appears on left.)

**PRESS THE JUMP/PICK (R) BUTTON**

- To jump right.
- To jump and pick the shovel (if shovel appears on right.)

**PRESS THE DODGE/DIG (L) BUTTON**

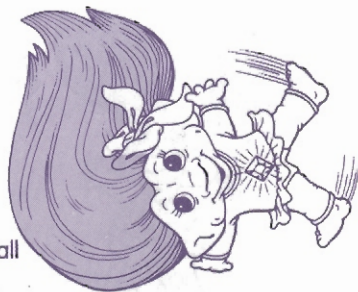
- To dodge left.
- To dig left if holding shovel.

**PRESS THE DODGE/DIG (R) BUTTON**

- To dodge right.
- To dig right if holding shovel.

**PRESS THE SOUND BUTTON**

- To dance in silence. Press it again to regain all the sounds of Magic Mountain.



**PRESS THE MAX SCORE BUTTON**

- To take a look at the maximum score during the pause between stages and after a GAME OVER.

**SPEEDS:**

The obstacles you must jump and dodge away from will appear at faster speeds as you dance through the game!

**STAGE SUMMARY:**

There are 4 stages to the game. You will face many obstacles in each stage! You will also dig for each kind of Wishstone in each stage. You will also find a special troll friend in each stage! Shown below is a summary of all you will find:



	STAGE 1	STAGE 2	STAGE 3	STAGE 4
<b>OBSTACLES:</b>				
-ROCK	YES	YES	YES	YES
-STUMP	YES	YES	YES	YES
-SNAKE	YES	YES	-	YES
-VULTURE	-	YES	YES	YES
-WEST WIND	-	-	YES	YES
<b>WISHSTONES:</b>				
STARS	YES	YES	YES	YES
-HEARTS	YES	YES	YES	YES
-RUBIES	YES	YES	YES	YES
-DIAMONDS	YES	YES	YES	YES
<b>FRIENDS:</b>				
-FIRE CHIEF TROLL	YES	-	-	-
-SKATEBOARDER TROLL	-	YES	-	-
-SORCERER TROLL	-	-	YES	-
-BEACH BABY TROLL	-	-	-	YES
<b>LENGTH OF STAGE</b>				
(MIN: SEC)	1:00	1:20	1:40	2:00
<b>SPEED (OBSTACLES)</b>	SLOW	MED	MED	HI

OBSTACLES YOU MUST JUMP AND DODGE INCLUDE VULTURES, SNAKES, AND THE WEST WIND HERSELF!



#### SCORING:

You score points by JUMPING and DODGING clear of obstacles (including your troll friends).

You also score points by DIGGING up Wishstones:

- 10 POINTS FOR AVOIDING A TROLL FRIEND.
- 20 POINTS FOR AVOIDING A ROCK/STUMP.
- 30 POINTS FOR AVOIDING A SNAKE/VULTURE/WEST WIND.
- 80 POINTS FOR DIGGING UP STARS.
- 80 POINTS FOR DIGGING UP HEARTS.
- 80 POINTS FOR DIGGING UP RUBIES.
- 100 POINTS FOR DIGGING UP DIAMONDS.



AT THE END OF THE STORY, THE WEST WIND AUTOMATICALLY RECEIVES THE CROWN FILLED WITH WISHSTONES— THANKS TO YOU AND YOUR TROLL FRIENDS! YOU AND YOUR TROLL FRIENDS HAVE MADE THE WEST WIND VERY HAPPY. PEACE IS RESTORED TO TROLL LAND!

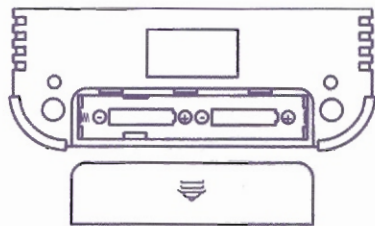


After you complete our story (at the end of stage 4), PRESS THE ON/START BUTTON TO START A NEW GAME FROM STAGE 1!

PRESS THE OFF BUTTON TO TURN OFF THE GAME AT ANY TIME. But don't worry if you forget—the game automatically shuts itself off after about 3 minutes of non-action!

Thanks for all your troll-like help! The West Wind was an enemy, but now she is a friend, thanks to you and your fellow trolls!

THE END



### 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.)

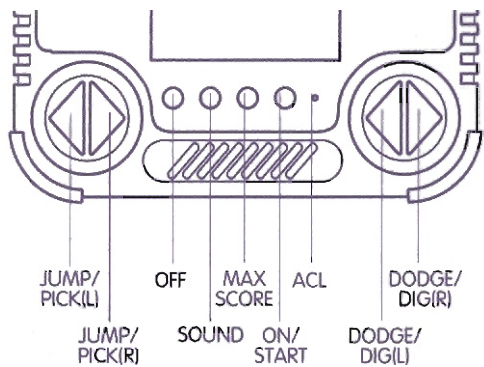
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

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 at right.



HERE IS YOUR TROLL CONTROL GUIDE:



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**SPECIAL FEATURES:**

- game plays all the way through
- stage timekeeper
- highest score retained
- built-in melody
- sound on/off control
- built-in automatic power-off timer

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ON/START

- To turn on the unit.
- To start the game.
- To start each stage.

MAX SCORE

- To look at the maximum score during a pause between stages and after a GAME OVER.

SOUND

- To control sound: on or off.

OFF

- To turn off the unit.

DODGE/DIG (L)

- To dodge left.
- To dig left (if holding shovel).

DODGE/DIG (R)

- To dodge right.
- To dig right (if holding shovel).

JUMP/PICK (L)

- To jump left.
- To jump up and pick the shovel (if shovel appears on left).

JUMP/PICK (R)

- To jump right.
- To jump up and pick the shovel (if shovel appears on right).



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.

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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.

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