

MODEL 60-036



TIGER
ELECTRONIC LCD GAME

600360001IWTI-01

DO IT FOR BLUFFINGTON! DO IT FOR PATTI!

The town of Bluffington is never quite the same after the Funnie family moves into town. In some ways, Doug Funnie is your average Bluffington freshman high school student, with the same kind of problems that any high school guy has. But Doug is special, he's a really nice guy. Everyone (except maybe Roger) likes him a lot. (Even Roger probably likes him though he won't admit it).

The Beets (only the world's greatest rock band) are having a concert in Bluffington. Doug has asked Patti to go with him and she said yes!!! So that's good. The problem is, well, money. Doug doesn't have any and the ticket price is pretty steep. So Doug has to make some bucks pretty quick or else he knows Roger is ready in the wings to step forward and take Patti there! With the help of his two best friends, Skeeter, and Porkchop (his dog), Doug is going to do a series of odd jobs (very odd) to get the money he needs.

Thank goodness, for Mr. Dink, Doug's next door neighbor and amateur inventor. Mr. Dink will give Doug a very odd invention to do each odd job.

Then in the end of the game, in the final stage, Doug has to win the town's big bicycle race. The prize money from the race will give Doug enough money to take Patti to the concert! If you can win the big race, you'll see the game winning ending but it's kind of a surprise ending, so you'll have to win the big race to see it for yourself.



NO JOB TOO ODD

You always play as DOUG. There are 5 stages of play. You always play through all 5 stages of the game. Each stage requires a special challenge:

STAGE 1: APPLE PICKER

Doug, Skeeter and Porkchop go to Bluffington Farm to pick apples for the farmer. Doug thinks he'll have to climb up and down a ladder to reach the high apples, which takes a lot of time (even if you don't lose your balance!) Mr. Dink appears and gives Doug a pair of jumping boots with springs on them. They allow Doug to jump up high in the air to pick the apples. If you can throw an apple in mid-air to either Porkchop or Skeeter down on the ground, you score bonus points!

STAGE 2: BLACK-TOP KING

Bee Bee is not only the richest girl in school she also has the biggest house and biggest driveway. Doug is hired to blacktop the driveway. Doug thinks he'll have to do it the old fashioned way with a big tar pot and a broom. But Mr. Dink gives him a tar-machine. It's a tractor that lays tar! Don't drive the tar-machine into potholes on the driveway. When Porkchop falls

out of the tar-machine, pick him up before his feet get stuck in the tar!

STAGE 3: PAPER BOY

Doug gets a paper route to deliver newspapers. He thinks he'll have to drive his bicycle by each house. But Mr. Dink gives Doug an electronic skateboard to make deliveries! There are dogs and cats at many of the houses. Steer clear of the dogs and cats! They're frisky and want to play and can knock you off your skateboard! When you see Skeeter go by in the other direction, do a loop-de-loop for bonus points!

STAGE 4: HOT DOG VENDOR

Doug is going to make cash selling hot dogs at the field where Patti's team plays softball. Doug thinks he'll have to walk up and down each aisle of the grandstand seats to pass out hot dogs. But Mr. Dink gives Doug a "hot dog" sling shot in order to make "special deliveries" of each hot dog long distance style! Dodge flying softballs (foul balls). When Patti runs to catch a foul ball out of play, she might trip and fall into the stands. Catch her in your arms to score bonus points!

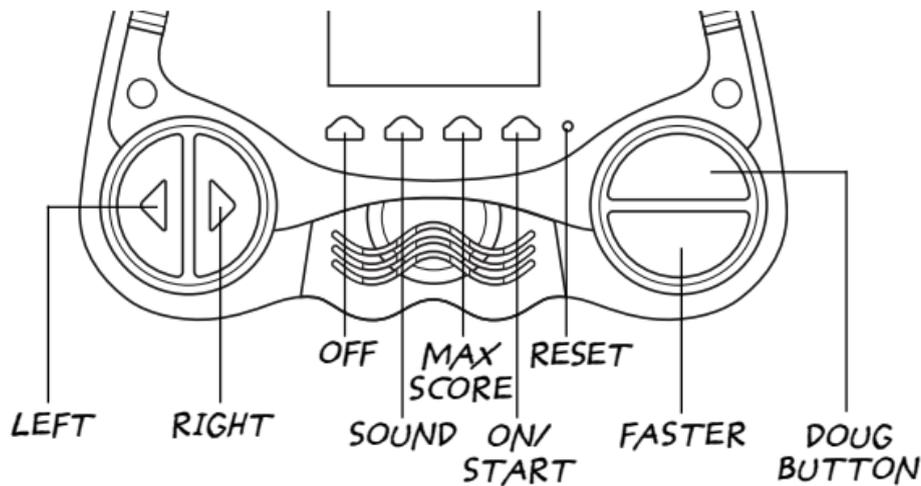
STAGE 5 BICYCLE RACER

The day of the concert has almost arrived. Doug hasn't come up with all the money he needs. So Doug enters a bike race. If Doug wins the race, he wins enough prize money for great seats at the concert! Don't crash into other racers (especially Roger) and steer clear of bumps in the road!

Game Winning Animation:

Doug is a special guy. If you're lucky and skillful enough to have Doug win the bicycle race in the final stage, instead of using the money to buy seats for the concert, Doug gives all the money to a charity that he knows really needs it! So now it's clear sailing for Roger to take Patti to the concert, right? Wrong. Instead, when Patti sees what a nice thing Doug did with the money, she asks Doug to sit with her on the hill overlooking the concert. So it's not front-row seats but it's a great game-winning animation of Doug and Patti sitting side by side on the hill and from Doug's point of view, any seat with Patti is the best seat in the house!

OVERCOME EVERY CHALLENGE!



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 (after stage 4).

HOW TO PLAY

SOUND

OFF

- to control sound: on or off.
- to turn off the unit. (the unit also shut off automatically after 3 minutes of no action)

“◀”

- to jump/move/steer/dodge left.

“▶”

- to jump/move/steer/dodge right.

FASTER

- to move faster.

DOUG BUTTON

- to pick apples.
- to lay strips of tar.
- to throw newspapers.
- to sling shot hot dogs.
- to collect bonus points by helping out a friend, either Porkchop, Skeeter, or Patti.
- for turbo speed in bicycle race (can only use 3 times in the stage).

RESET

- to reset the unit if your game malfunctions.

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

Press the ON/START button again to start the game from stage 1 when you are ready. You will hear a "Game Start" melody and you begin play with zero score. Each stage begins with Doug having to fulfill a special challenge.

There are 5 stages of play. You always play as Doug and always play through all 5 stages. In each stage, in addition to performing the specific stage challenge, you are also given the opportunity to help out a friend either Porkchop, Skeeter, or Patti.

You WIN the game if you can come in first place in the bicycle race in stage 5.

If you win the bicycle race in the final stage, you will see the game winning animation of Doug and Patti together. If you don't win the game, you don't see the game winning animation.

There is a timer on the screen showing the time left in this stage.

Use your control buttons to help you:

“◀”

- to jump/move/steer/dodge left.

“▶”

- to jump/move/steer/dodge right.

FASTER

- to move faster.

DOUG BUTTON

- to pick apples.

- to lay strips of tar.

- to throw newspapers.

- to sling shot hot dogs.

- to collect bonus points by helping out a friend, either Porkchop, Skeeter, or Patti.

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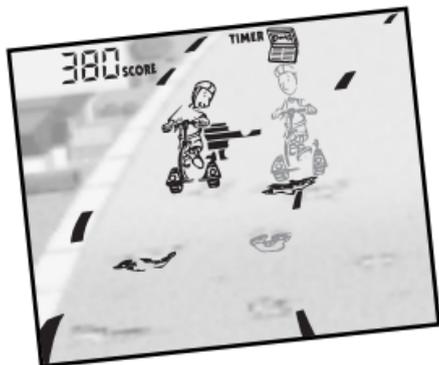
In stage 1, you're an **APPLE PICKER**.



**AN APPLE A DAY... KEEPS
ROGER FROM ASKING PATTI
TO THE CONCERT!**

Use your “◀” and “▶” buttons to jump into the apple tree in the jumping boots designed by Mr. Dink. Then press the **DOUG** button to grab each apple. On your way down from jumping, press the **DOUG** button again to throw the apples to Porkchop or Skeeter for bonus points!

In stage 2, black top Bee Bee's driveway.

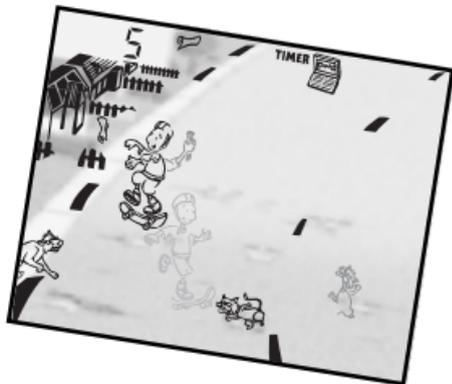


TAR CAN BE A
STICKY BUSINESS!

Use the “◀” and “▶” buttons to tar over the holes in the tar machine that Mr. Dink built for you. Press the DOUG button quickly when a hole appears, so you tar it perfectly instead of getting your tar machine stuck in the hole! When Porkchop falls out of the tar machine, press the DOUG button to pick him up to score bonus points!

In stage 3, you're a paper boy!

WAHOO! YOU'RE RIDING HIGH ON
MR. DINK'S ELECTRONIC
SKATEBOARD!

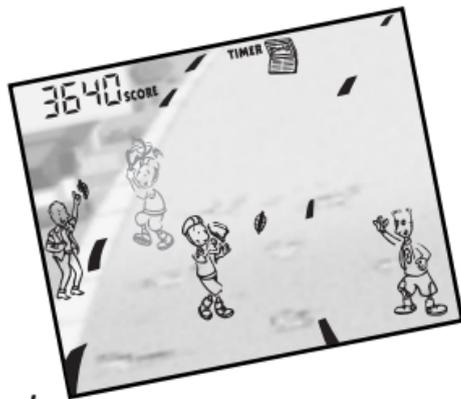


Use your “◀” and “▶” to ride your electronic skateboard that Mr. Dink invented! Stay out of the way of dogs and cats (they're not good newspaper readers anyway!). Use your DOUG button to throw the newspapers to the right houses. When Skeeter appears, use the DOUG button to do a loop-de-loop!

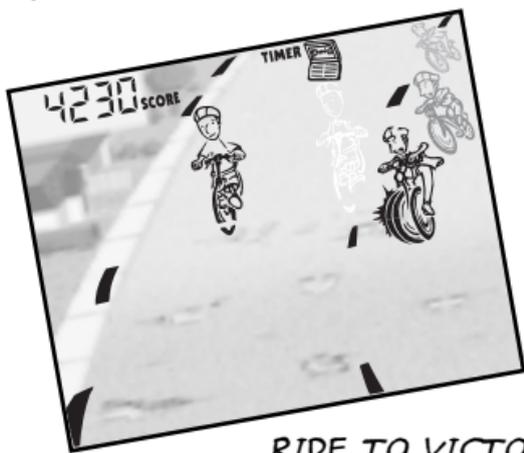
In stage 4, you're a hot dog vendor!

LONG DISTANCE HOT DOG DELIVERIES!

Thanks to Mr. Dink's sling shot invention, you can slingshot hot dogs long distance to Roger and Skeeter! Use your “◀” and “▶” buttons to move into position and the DOUG button to slingshot your hot dogs! While you're selling hot dogs in the stands, Patti is down on the field. When she runs after a foul ball, use the DOUG button to save her from crashing into the stadium wall! Wow, you're a nice guy for doing that!



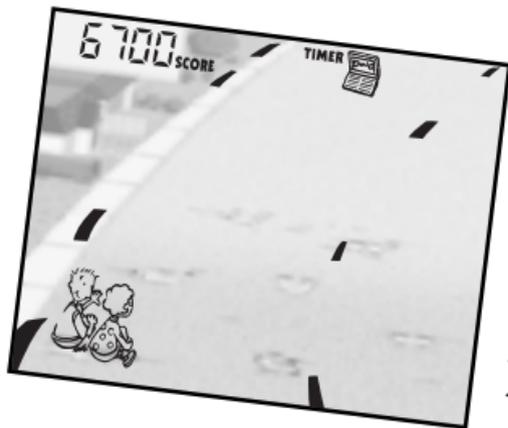
In stage 5, you have one last chance to earn enough money to take Patti to the concert. You have to win the bicycle race!



RIDE TO VICTORY!



Mr. Dink has put together a great bike but you have to steer it! Use the “◀” and “▶” buttons to steer clear of other drivers. Use the **FASTER** button to ride even faster! Three times during the final stage, you can use the **DOUG** button for added **TURBO** power to go even faster!



CONGRATULATIONS! YOU WON THE RACE! BUT YOU DIDN'T NEED THE MONEY TO BUY PATTI A GREAT SEAT AFTER ALL. SHE'S JUST AS HAPPY TO SIT NEXT TO YOU ON THE TOP OF THE HILL OVERLOOKING THE CONCERT. PATTI ISN'T IMPRESSED BY MONEY. SHE'S IMPRESSED BY YOU!

There is a simple "Stage Complete" melody as you complete each stage. The game pauses after each stage and the next stage number is shown. Press the ON/START button to start the next stage when you are ready.

After the story is complete (after stage 5), press the ON/START button to start the game again from stage 1. The maximum score is displayed for 2 seconds and then you will hear the "Game Start" melody again and the display will show stage 1. You begin again with zero score.

Press the OFF button to turn off the game after play. The game also shuts off automatically after 3 minutes of no play.

EVERY POINT YOU EARN GETS YOU CLOSER TO THE CONCERT!

10 POINTS each apple you pick up, you can get 10 points and if you throw it to Skeeter or Porkchop, you can earn 10 points. If you press DOUG button while Skeeter or Porkchop is receiving the apple, you can get 50 points as bonus.

20 POINTS For steering clear of bumps in the road. If you can place the tar on the hole successfully in stage 2, you can earn 20 points.

30 POINTS Each hot dog you sell, for dodging cats and dogs.

40 POINTS Each newspaper you deliver, each time you pass another racer in the bicycle race.

50 POINTS For picking Porkchop out of the tar, for doing skateboard loop-de-loop with Skeeter, for catching Patti so she doesn't trip chasing a foul ball, each time you pass Roger in the bicycle race.

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.)

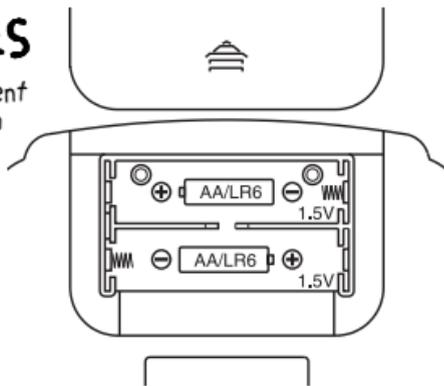
Insert two "AA"/LR6 batteries (not included), making sure to align "+" and "-" as shown.

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.

RESET BUTTON:

After battery insertion, the RESET 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 RESET 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 ELECTRONICS, LTD. 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, place of purchase and price paid. We will do our best to help.

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 U.S. 10. Payments must be by check or money order payable to Tiger Electronics, Inc.

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 60061, 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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