

CRASH BANDICOOT™

INSTRUCTION

WARNING:
CHOKING HAZARD - SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YEARS.

Ages 5 & up
Model 99-004

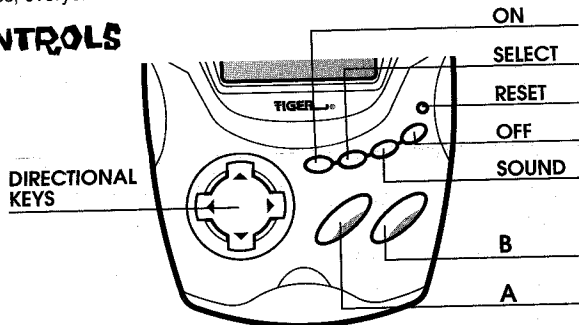
CRUMB AND HIS GOLD

The world's original Bandicoot - CRASH - is about to step into the realm of the supernatural! An old miser named Mr. Crumb has died in his mansion, surrounded by his fortune and nothing else. Friendless in life, his estate is rumored to be full of ghosts, restlessly wandering the mansion grounds, causing trouble to any who dare come there.

Some say Crumb made an evil deal on his deathbed to awake the ghosts to guard his gold. He was so selfish that at the last, his unholy spirit would remain on earth and keep the hoard safe forever. It is said the undead have risen from their graves and walk the night. Zombies break from their ancient underground crypts and search for souls. Spirits of the forest make the woods impassable. And the ghost of Mr. Crumb himself walks the dusty halls of his mansion hideaway.

Rumors and tales of horror aside, the lure of forbidden treasure is too much for Crash to resist. It is time to lace up the sneakers, pull up the shorts, and find that gold! A quiet little treasure hunt is always a nice break from the rigors of saving the world. Besides, everyone knows there are no such things as ghosts...

CONTROLS



- ON** - Use this to turn on your 99x unit.
- OFF** - Use this turn your unit off.
- SOUND** - Use this to turn the sound off and on.
- SELECT** - Use this to check Crash's inventory and pause the game.
- DIRECTIONAL KEYS** - For selecting options and moving Crash.
- A** - Use this to make Crash jump.
- B** - Use this to make Crash spin.

OPTIONS

- NEW GAME** - Choose this to begin a new game. Press A to begin.
- LOAD GAME** - Choose this to enter a level password or secret code. Press A to enter.
 - Use the UP and DOWN keys to move forward and backward through the alphabet.
 - Use A to enter a letter and move to the next space.
 - Use B to back up 1 space to change a letter.
 - Press ENTER twice to confirm and begin the game.
- LINK** - Choose this to link to another unit or to the Tiger 99x web site.
- CONNECTING 2 - 99X UNITS** - Use the enclosed 99x link cable to link 2 units together. Make sure both ends are securely and properly attached before entering link mode. Both players should then choose LINK in the options menu and press A to enter link mode.
- CONNECTING YOUR 99x TO THE TIGER WEB SITE** - At the Tiger 99x web site you can upload your high scores and compare them with other players around the world. You can also download secret codes and hidden features. Attach the web link cable (sold separately) to the link port in the 99x and then attach the 9-pin connector to one of the COMM ports on the back of your PC. Connect to the Internet and visit www.tigertoys.com. From there you can connect to the 99x site.

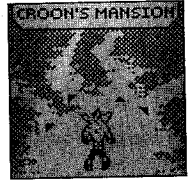
FEAR NO EVIL!

OBJECT: Crash is searching for the hidden treasure located somewhere on the mansion grounds. The mansion grounds are divided into 4 areas: Haunted Forest,

Graveyard, Catacombs, and Condemned Mansion. Each area has 3 paths. At the end of each path, Crash will find an item that will open a path in another area. Crash must proceed from path to path, finding items and opening new paths until he runs out of lives or finds the gold.

THE MANSION GROUNDS

Once a game starts you will see the view of the Mansion Grounds. You will see Crash and 4 different pathways leading to the Haunted Forest, Graveyard, Condemned Mansion, and the Catacombs. Use the left and right directional keys to select a path to one of these areas. Press A to see the entrance. From the entrance, press the UP directional key to attempt to enter or the DOWN directional key to go back to the Mansion Grounds.

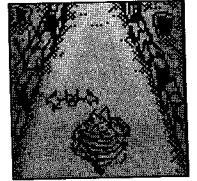


You will notice there are some paths that you cannot enter because you do not have the correct item to gain access. When you attempt to enter a path that you do not have the correct item for, the picture of the necessary item will be shown and you will return to the Mansion Grounds view. You can now choose another path.

If you have the item that opens the path you have chosen, you will be allowed to enter. You will see the entrance open up and then Crash will appear at the beginning of the path. Now you must find your way safely to the end of the path.

CRASH AND BURN

Use the UP directional key to move Crash forward up the path. Use the left and right directional keys to move Crash left and right. Enemies will appear moving toward Crash. You must either dodge the enemies, use Crash's jump smash to jump on top of them, or use his spin dash to send them flying away! Each time Crash is touched by an enemy, he loses 1 life. When you lose all lives the game is over. Crash begins with 3 lives.

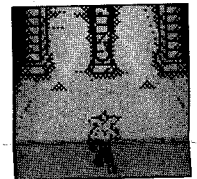


Boxes will also appear along the pathway. Use either the jump smash or spin dash to open them and see what's inside.

Wumpa Fruit will also appear in the pathway. Touch them to pick them up.

FORKS IN THE ROAD

Once you get to the end of a path you will see a fork in the road. From here you can choose to go either left or right. Use the left and right directional keys to choose a direction. If you choose the path on the right you will gain an item for another path in another area (if you have not been down this path before) and exit back to the Mansion Grounds.



If you choose the left path, you will need the item that opens this path up. If you have the item, then you will be able to proceed down this path by pressing the left directional key. So to get to the third path of the Haunted Forest, you must go down the first path and then choose to go left at the fork. You must then continue down this second path until you reach the next fork. From here, you again choose the left path and make your way to the end of the path and the surprise that awaits you there.



Remember, you must first get the item that will open up each pathway. Also remember that if you find an item that will open up the third path in an area, you first have to go back down path 1 and go left at the fork to the end of path 2. From here you can try to go left at the fork and see if your item opens it up.



If it does not, a picture of the item you need will appear. This item must be picked up at the end of another path in a different area. You must then proceed to a different area in search of this item.

Once a path is open, it remains open for the rest of the game. If you have an item but choose the wrong area to use it in, simply choose to go to the right at the end of the path to return to the Mansion Grounds. From here you can try another area and another path in which to use the item.

INVENTORY

Press the SELECT key during play to view the inventory. Press the UP and DOWN directional keys to view the screens. Press the SELECT key again to return to the game.

- CRASH** - Next to the picture of Crash will be the number of remaining lives.
- FRUIT** - Next to the picture of the wumpa fruit is the number of wumpa fruits collected. Crash will receive an extra life for every 100 fruits.
- ITEM** - This is a picture of the item Crash is currently carrying. Look for the path it will open.
- SCORE** - This is your current score.
- HIGH SCORE** - This is the highest score ever achieved. It will reset to 0 if the unit is reset or the batteries are changed.

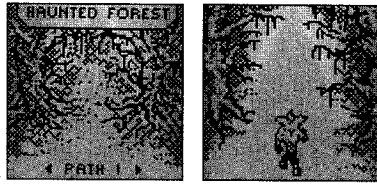
BOXES

- Normal Box** - smash this and maybe get a wumpa fruit.
NOTE - Crash will automatically pick up wumpas from a box.
- Crash Box** - smash this and Crash gets another life.
- TNT Box** - smash this and it explodes killing Crash.
- ? Box** - smash this and you can get any one of the above.
- AKU AKU** - smash this and get a shield that will protect against 1 enemy attack.

THINGS THAT GO BUMP IN THE NIGHT

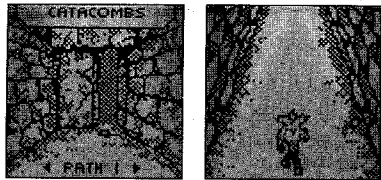
Haunted Forest

- Snakes** - Watch your step! Might be better to attack these with your feet off the ground.
- Boo Bats** - Not your normal fruit bat!
- Thorn Thing** - He'll put a snag in your plans!



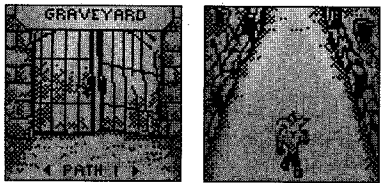
Catacombs

- Stone Toads** - They're nice and squishy!
- Crawlies** - Avoid their poisonous bite!
- Open Grave** - Looks like something woke up from a long nap!
Be quick and leap for your life!
- Grumbler** - I don't think he got up on the right side of the crypt!



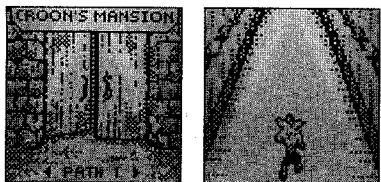
Graveyard

- Zombies** - Just a bunch of angry guys looking for their fillings!
- Ghouls** - Their touch is chilling!
- Tombstones** - Watch it! One of these might be reserved for you! Leap for your life!
- Digger** - I don't think he likes grave robbers!



Mansion

- Giant Bats** - Who needs a cave when you have all the comforts of home!
- Spirits** - The undead walk these halls (or Crumb's old accountants!)
- Furniture** - A haunted house isn't complete without moving furniture. Jump!
- Mr. Crumb** - I think he may want to keep his gold. Maybe if you ask nicely...



HINTS

- 1) Lives are important. Make sure to get as much wumpa fruit as you can.
- 2) When facing a boss, step aside when it attacks and then step back and spin baby spin!
- 3) Each area has similar items that will open up the various pathways. Learn to identify each theme.
- 4) Learn how to attack or avoid each enemy. Some enemies can only be killed by 1 attack. Others cannot be killed at all and must be jumped.
- 5) If you're having trouble, try the secret code EASY and get a few more lives.

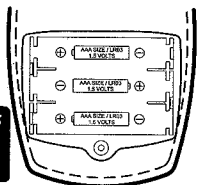
SECRET CODES

There are a variety of secret codes that can be used in Crash Bandicoot. Check out www.tigertoys.com and find the 99x site for more information!

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.)

Insert 3 "AAA" / LR03 batteries or equivalent, making sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNCTION :

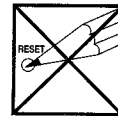
- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.

- 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.

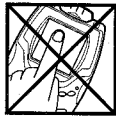
CAUTION/DEFECT OR DAMAGE



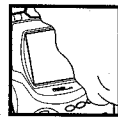
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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



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.

If a part of your 99X CRASH 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.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

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.\$6.00. 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 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire HG1 1EL, England.
www.tigertoys.com

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