

MODEL 72-805



**Polly
Pocket[®]**
♥

ELECTRONIC LCD GAME

TIGER

72805IWTIE-1

IT'S MAGIC! IT'S MINIATURE!
IT'S YOURS!

Close your eyes and imagine another world, just like yours, but much much smaller. So small you have to search deep into your dreams to find it.

What will it be like? Lift the lid of your own jewelry box and see a little village inside. Or peep into a corner of your pencil case...there you are! A host of tiny friends, smiling and waving at you!

Open your eyes and look around. Look in all those every day places...look very hard. There's Polly tugging at your sleeve. "I'm here," she calls, "In your pocket!"

Keep an open mind and a sharp eye and you can share the fun and adventures of Polly and her pals, in their world and yours. Take them with you wherever you go. Welcome to the magical miniature world of Polly Pocket!



HELP POLLY MAKE THE
PLAYGROUND MAGICAL!

Polly and her friends are at a magic playground! It looks just like your playground until Polly comes along to spice things up! Polly makes MAGIC HAPPEN! There is so much to do! Diddy wants to ride his skateboard! Willie wants to slide down the slide! Tina and Midge want to jump rope! All of them also want to play tag, as long as Polly is "it" and she has to catch them and make the playground into magic!

You always play as Polly. Using your MAGIC button, transform the SKATEBOARD INTO A MAGIC CARPET, the SLIDE INTO A WATERFALL, and the "triple dutch" JUMPROPE INTO A RAINBOW!

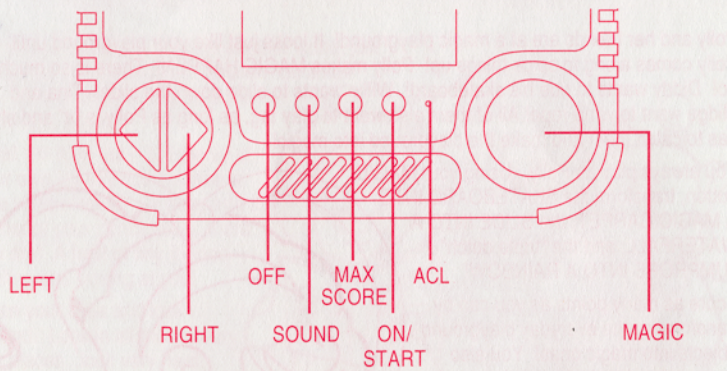
Score as many points as you can by transforming the everyday playground objects into magic ones! You also score points by playing on the magic playground!

If you score enough points, then at the end of the game (at the end of stage 4), Polly's cat will come out and cheer for you! But if you don't score enough points, the kitty will not appear!

You WIN the game when Polly's kitty appears!



LET THE MAGIC BEGIN!



- 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.
- SOUND — to control sound: on or off.

- OFF — to turn off the unit.
- MAGIC — to transform Diddy's skateboard into a MAGIC CARPET.
— to transform Willie's slide into a WATERFALL.
— to transform Tina and Midge's jumprope into a RAINBOW.
— to jump up when playing with the jumprope/rainbow.
- "◀" — to move left.
- "▶" — to move right.

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 begin play from stage 1! You'll hear a "Game Start" melody and the game begins with zero score. The game begins with Polly automatically moving across the playground!

You always play as POLLY. There are 4 stages. You always play through all 4 stages of the game. The game gets more and more challenging as you advance from stage to stage!

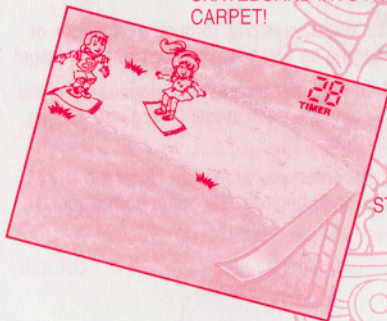
There is a visual timekeeper on each stage. When the timer expires, the stage is complete. You will hear a "Stage Complete" melody as you complete each stage. The game pauses after each stage and the next stage number is shown.

Press the ON/START button to begin the next stage when you are ready. After the story is complete (after stage 4), press the ON/START button to begin a new game from stage 1!

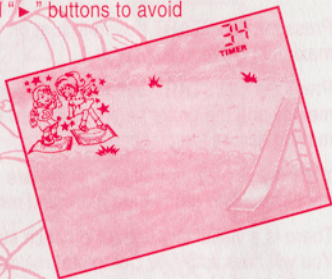
MAGIC CARPET AND MAGIC WATERFALL!

The game begins with Polly moving automatically across the playground. When Diddy appears with his skateboard, you can join him on a skateboard ride! Use the "◀" and "▶" buttons to avoid falling off the skateboard! When you are riding close to Diddy, you can press the MAGIC button to transform the skateboard into a magic carpet and ride on it! While you ride the magic carpet, press the "◀" and "▶" buttons to avoid falling off the magic carpet!

PRESS MAGIC TO TURN THE
SKATEBOARD INTO A MAGIC
CARPET!

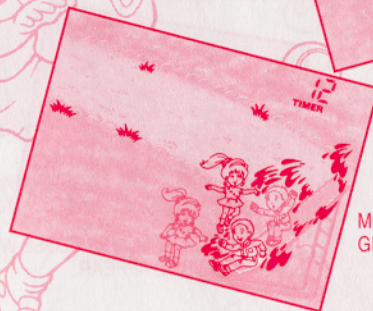


STEER THE MAGIC CARPET LEFT AND RIGHT!

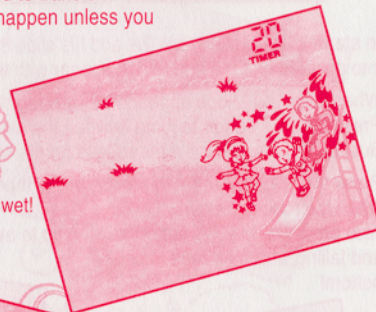


When Willie appears, Polly walks to the slide. When Willie is sliding down on the slide, press the MAGIC button to tap Willie and to transform the slide into a magic waterfall! You cannot make the magic happen unless you are close enough to Willie!

PRESS THE MAGIC BUTTON TO TURN THE
SLIDE INTO A WATERFALL!
Press the "◀" and "▶" buttons to avoid getting wet!



MOVE LEFT AND RIGHT TO AVOID
GETTING WET!

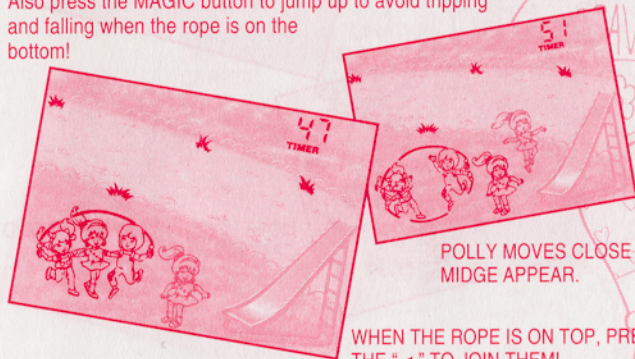


MAGIC WATERFALL AND MAGIC JUMPROPE!

In stage 2, in addition to Willie and his slide that you can turn into a waterfall, Tina and Midge appear with their jumprope!

When Tina and Midge appear, Polly will move close. Press the "◀" button to jump in when the jumprope is on top. But you will trip and fall if the rope is on the bottom!

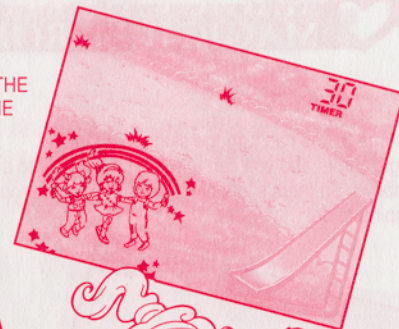
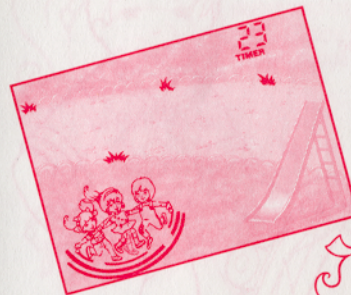
Press the MAGIC button to transform the rope into a rainbow when the rope is on top! Also press the MAGIC button to jump up to avoid tripping and falling when the rope is on the bottom!



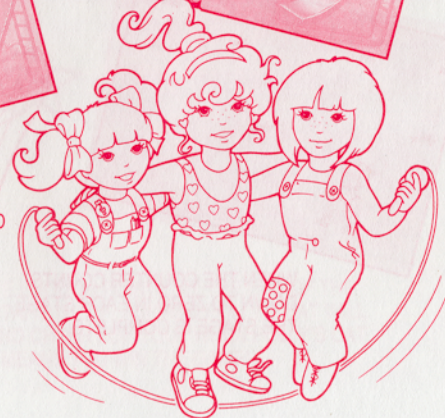
POLLY MOVES CLOSE WHEN TINA AND MIDGE APPEAR.

WHEN THE ROPE IS ON TOP, PRESS THE "◀" TO JOIN THEM!

PRESS THE MAGIC BUTTON TO TURN THE JUMPROPE INTO A RAINBOW WHEN THE ROPE IS ON TOP!

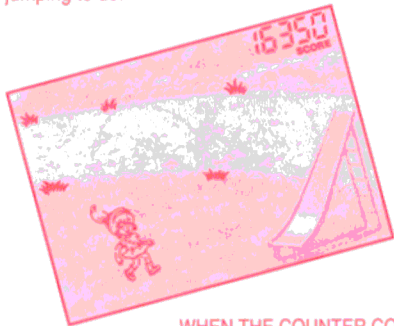


WHEN THE RAINBOW IS ON THE BOTTOM, PRESS MAGIC TO AVOID TRIPPING!



MAGIC CARPET AND MAGIC JUMPROPE!

In stage 3, you can turn the skateboard into a magic carpet and you can turn the jumprope into a rainbow! So there's lots of carpet steering and rope jumping to do!

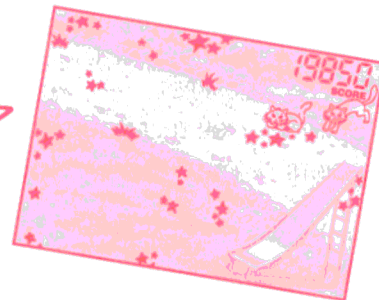


WHEN THE COUNTER COUNTS
DOWN TO ZERO IN EACH STAGE,
THE STAGE IS COMPLETE.



MAGIC CARPET, MAGIC WATERFALL, AND MAGIC JUMPROPE!

In stage 4, you will do ALL your magic! You will turn the skateboard into a magic carpet, the slide into a waterfall, and the jumprope into a rainbow. So you will also steer the magic carpet, dodge the splashing water, and jump with rainbows!



IF YOU SCORE ENOUGH POINTS, AT THE END OF THE
GAME, THE STARS WILL FLASH AND POLLY'S CAT
WILL COME OUT AND CHEER FOR YOU! WHEN POLLY'S CAT
APPEARS, IT MEANS YOU WIN THE GAME!

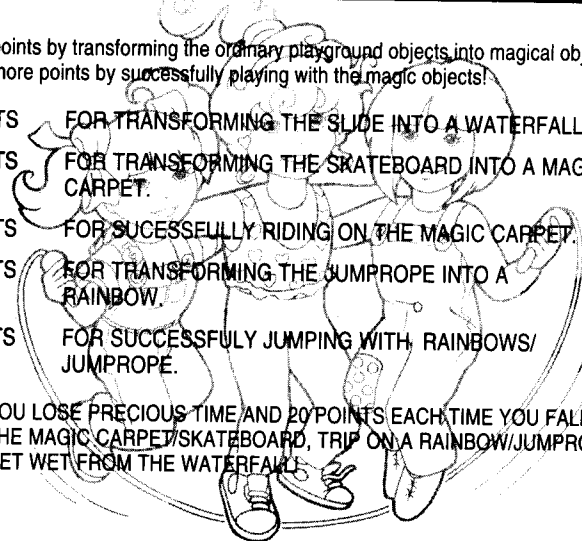
Points

SCORE AS MANY POINTS AS YOU CAN ON THE PLAYGROUND!

You score points by transforming the ordinary playground objects into magical objects! You score more points by successfully playing with the magic objects!

- 40 POINTS FOR TRANSFORMING THE SLIDE INTO A WATERFALL.
- 50 POINTS FOR TRANSFORMING THE SKATEBOARD INTO A MAGIC CARPET.
- 50 POINTS FOR SUCCESSFULLY RIDING ON THE MAGIC CARPET.
- 100 POINTS FOR TRANSFORMING THE JUMPROPE INTO A RAINBOW.
- 100 POINTS FOR SUCCESSFULLY JUMPING WITH RAINBOWS/JUMPROPE.

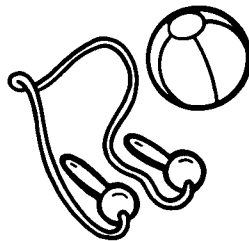
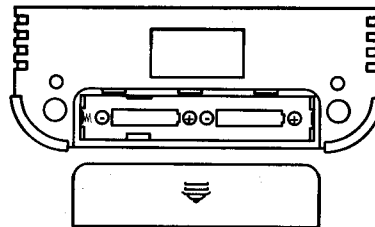
NOTE: YOU LOSE PRECIOUS TIME AND 20 POINTS EACH TIME YOU FALL OFF THE MAGIC CARPET/SKATEBOARD, TRIP ON A RAINBOW/JUMPROPE OR GET WET FROM THE WATERFALL!



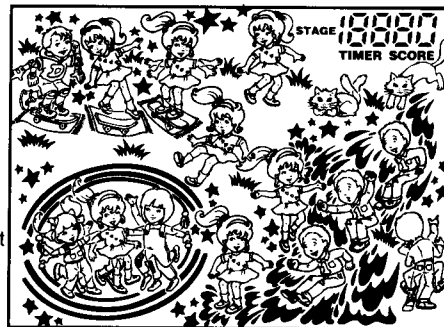
Inserting the batteries

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.



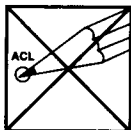
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



CAUTION



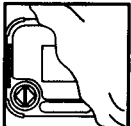
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the ACL 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 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.

3000

WARRANTY

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, fo ng 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.

© 1994 Bluebird Toys (UK) Ltd.
Under license from Origin Products Ltd.

© 1994 TIGER ELECTRONICS, INC.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG

Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>