

MODEL 60-044



FIGER
ELECTRONIC LCD GAME

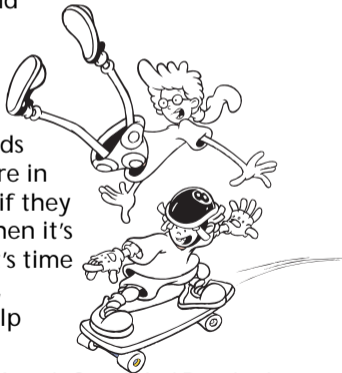
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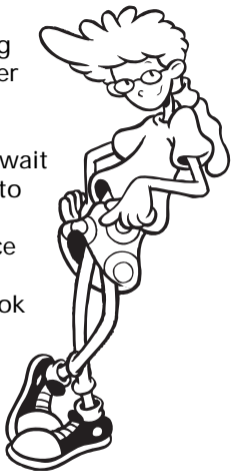
EVERYBODY'S FAVORITE GIRL

Pepper Ann is a 7th grader at Hazelnut Middle School. She's maybe not the coolest kid in school, but she's genuine. So are her friends, Nickey, who is both beautiful and a genius, and Milo, who has his priorities straight - good friends, lots of juice, and skateboarding.

Pepper Ann is never one to shrink away from a worthwhile cause -and when she finds out that her favorite book store in town is going to lose its lease if they can't come up with \$10,000, then it's like the TV theme song says, it's time for PEPPER ANN, PEPPER ANN, PEPPER ANN! With a little help from Milo and Nickey!



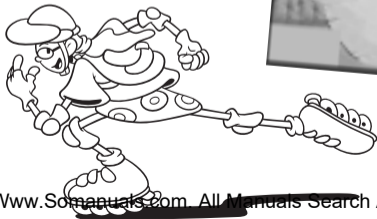
Pepper Ann organizes an in-line skating race - with all entry fees going to the book store. But much to Pepper Ann's disappointment, it's still not enough money to reach the \$10,000 required to save the book store. But wait - there is also first place prize money to be won for the in-line skate race! If Pepper Ann can win the race, the prize money combined with the entry fee money will be enough to save the book store! And so, let the race begin!



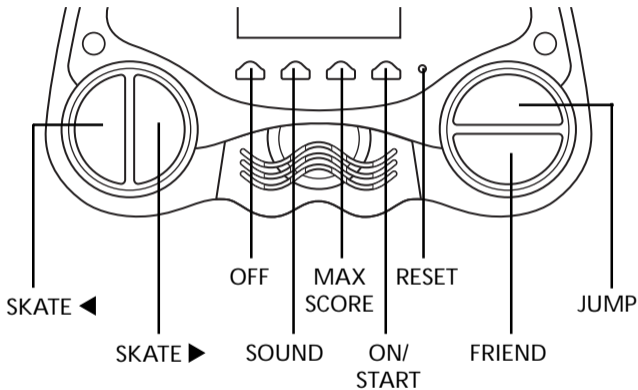
A RACE TO BE WON!

There are 5 stages of play. You always play as Pepper Ann on your in-line skates. You always race through all 5 stages. Each stage represents a part of the race. If you finish 1st, 2nd, or 3rd in any stage, you win bonus points. If you can finish 1st in stage 5, you WIN the race - and save the book store!

When you WIN the game, you'll see a GAME WINNING animation. Hey, look! It's you holding you a trophy? How cool is that?



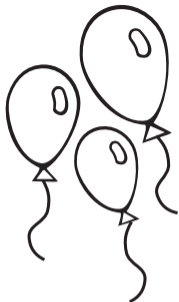
SKATE TO VICTORY!



- ON/START
- to turn on the unit.
 - to start the game.
 - to start each stage

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- MAX SCORE - to take a look at the maximum score during the pause between stages and after the story is complete (after stage 5).
- SOUND - to control sound: on or off.
- OFF - to turn off the unit. (The unit also shuts off automatically after 3 minutes of no action.)
- SKATE ◀ - to skate left.
- SKATE ▶ - to skate right.
- FRIENDS - to call for help from Milo and Nickey.
- JUMP - to jump up over all obstacles.
- If you hold down this button, you will skate FASTER!
- RESET - to reset the game if your unit malfunctions.
- Press the ON/START button to turn on the game. You will hear an "On" beep and the high 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. There is an automatic stage start of balloons flying in the air and the race beginning - with Pepper Ann appearing surrounded by other in-line skaters.

You always play as Pepper Ann. You move forward automatically on your in-line skates - but have to steer LEFT and RIGHT through the city streets; as well as JUMPING and calling on FRIENDS (Milo and Nickey).

Use your control buttons to help you:



SKATE ◀ - to skate left.



SKATE ▶ - to skate right.

If you don't steer LEFT and RIGHT, you will crash and fall down on your bottom and lose valuable time. You must also steer left and right to avoid crashing into other skaters.



Press the FRIENDS button to call for help from either Milo or Nickey!





Press the JUMP button to jump up over all obstacles. The only obstacle you can't jump over are other skaters. (You also look very cool jumping on your in-line skates.)

- Hold down this button to skate FASTER!

As you skate to victory, there's plenty to WATCH OUT for!



OBSTACLES

Other skaters: Nickey, Milo, Tessa, Vanessa, and Dieter and other skaters in the race.

Don't crash into them! Skaters are the **ONLY** obstacle that you don't jump over. For skaters, you must steer around them with your **LEFT** and **RIGHT** buttons.

Other obstacles are:

Garbage cans, pot holes, little dogs, little cats, bicycles and rubber tires.

FRIENDS

You can call for help from friends (Milo and Nickey), three times in each stage. When you call for help from **MIL0**, he appears on his skates, grabs your arm and swings you forward, propelling you forward faster. When you call for help from **NICKEY**, she appears and waves. She doesn't really realize how cute she is - but when she waves, the other skaters in the race, watch her, instead of the course, and crash, giving you a clear path for a short time.

TIMER

Like any race, you race against others - but you also race against time! Each stage is on a time limit. The timer is in the shape of a pizza pie. When the pizza pie fills up, the stage is over.

Please note that although you always play through all 5 stages of play, you only see the game winning animation if you finish 1st in the final stage of the race!

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 when you are done playing. But don't worry if you forget because the game shuts off automatically after 3 minutes of no action!

GETTING POINTS IS BETTER THAN GETTING A REPORT CARD!

20 POINTS for steering left or right of other skaters: Can be Nickey, Milo, Tessa, Vanessa, and Dieter as well as other skaters.

30 POINTS for jumping over garbage cans

40 POINTS for jumping over pot holes

50 POINTS for jumping over little dogs and little cats.

60 POINTS for jumping over bicycles

70 POINTS for jumping over rubber tires

100 POINTS for finishing a stage in 3rd place.

200 POINTS for finishing a stage in 2nd place.

300 POINTS for finishing a stage in 1st place (in stages 1-4).

500 POINTS for finishing the final stage (stage 5) in 1st place.

INSERTING THE BATTERIES

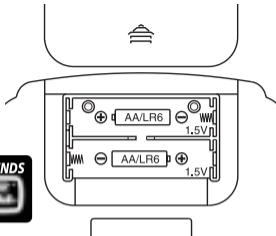
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA"/LR6 batteries (not included), making sure to align "+" and "-" as shown.

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 Repair Department,
1000 N. Butterfield Road, Unit 1023,
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.

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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:
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1000 N, Butterfield Road, Unit 1023,
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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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