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72508IWTIE-1

MODEL 72-508

ELECTRONIC

SID & MARTY KROFFT'S

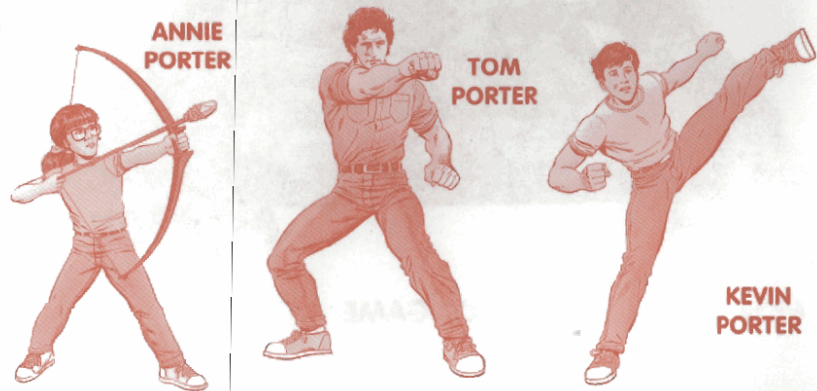


LCD GAME

Welcome to the Land of the Lost! Tom Porter and his two children, Kevin and Annie Porter, have fallen through a crack in the earth during a violent earthquake! Under the earth, their truck encountered a "time portal". They drove through the time portal and found themselves in "the Land of the Lost"!

In "the Land of the Lost", the Porter family find themselves living in prehistoric times, in the age of dinosaurs and Sleestaks! In these difficult (but exciting!) days, the Porters need friends to help them survive. They have some wonderful friends—especially Tasha, a baby dinosaur!

1



TASHA

One night, Annie and Kevin heard a terrible fight in the darkness between two dinosaurs. In the morning, all that was left was a bunch of smashed and abandoned dinosaur eggs. But one of the eggs managed to roll to safety. With no mother, the baby dino in the egg would surely perish at birth, but Annie and Kevin brought the egg home with them! When the egg hatched, Tasha was inside!

Another friend of the Porters is Christa, a beautiful and very resourceful girl, who also lives in the "Land of the Lost".

In the jungle with Christa lives Stink, who is mostly monkey, and yet has the human powers of limited speech, and most importantly, of human spirit.



2

The greatest dangers of the jungle come from the "Sleestaks" and their supreme commander, Shung. Shung has two lizardy accomplices, Keeg and Nim, who do whatever he tells them, because they're not as smart. Also living in the jungle is "Scarface", a giant tyrannasaurus rex. This "T-Rex" can cause real trouble if you get in his way!



SCARFACE



SHUNG



KEEG



NIM

Are you ready to help out the Porters? If you are, then...

PRESS THE ON/START BUTTON TO TURN ON THE UNIT!

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

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

You'll hear a "Game Start" tune and the game begins from stage 1!

You always play as Tasha! It's up to you to move FORWARD AND PICK up crystals along the way which will lead you to the time portal! The time portal will lead the Porters and your friends back to the safety of the modern world! You must also JUMP clear of obstacles!

You will score points for every crystal you pick and for every obstacle you avoid! You'll score bonus points for throwing keys to Annie and rescuing her from Shung, the evil Sleestak leader in stages 3 and 4!



TIME PORTAL

There are 4 stages of play. You always play through all 4 stages (before the game ends). You win the game when you find the time portal at the end of stage 4! Score as many points as you can along the way!

After pressing the ON/START button twice, the game begins with Tasha in the jungle! Remember — you're Tasha! Use your control buttons to help the Porters!

PRESS JUMP  - to jump out of the way of obstacles

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PRESS PICK  - to pick up crystals or keys

PRESS FORWARD  - to move forward

PRESS RESCUE  - to throw keys to Annie (in stages 3 and 4)



CRYSTAL

In stage 1, your friend, Stink, will try to offer you help!

In stage 2, your friend, Kevin, will try to help you!

On the final stage (stage 4), both of them will try to help you!

In stages 3 and 4, Annie has been caught by Shung, the evil Sleestak leader! You have to rescue her to score bonus points! Rescue her by **PICKING** up keys along the way and **THROWING** the keys to Annie. Annie will be free when she has received 5 keys from you!

PRESS PICK  **TO PICK UP THE KEYS!**



KEY

PRESS RESCUE  **TO THROW KEYS TO ANNIE.**

SHE HAS TO RECEIVE 5 KEYS FROM YOU IN ORDER TO BE SET FREE — AND FOR YOU TO SCORE YOUR BONUS!

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There is a timekeeper in the shape of an hourglass for each stage. The hourglass gives you a sense of how much time is left on each stage. When it empties out, the stage is over!



TIMERKEEPER

7

PRESS THE SOUND BUTTON TO PLAY IN SILENCE.

PRESS IT AGAIN TO REGAIN ALL THE SOUNDS OF THE JUNGLE!

PRESS THE MAX SCORE BUTTON AT ANY TIME TO SEE THE MAXIMUM SCORE!

At the end of each stage, you'll jump up and down several times automatically (that's what baby dinos do)! At the end of stages 3 and 4, you'll watch as the screen shows a special "save Annie" action!

The game pauses between each stage and the next stage number is shown.

PRESS THE ON/START BUTTON WHEN YOU'RE READY TO START THE NEXT STAGE!

Always be alert! Throughout the game, you'll face many challenges...

On stage 1, watch out for attack from Nim or Keeg! They're sleekstacks up to no good! PRESS JUMP TO ESCAPE AND SCORE POINTS!



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PRESS PICK TO PICK UP AS MANY CRYSTALS AS YOU CAN WITHIN THE TIME LIMIT TO GET A HIGHER SCORE!



Look, there's Stink!
He's throwing stones at the Sleestaks to help you!



SCARFACE



In stage 2, Kevin appears to help you!
Isn't that great?
He's helping to stop the T-Rex from attacking you! Do you recognize this T-Rex? His name is Scarface!

But sometimes, Kevin isn't fast enough to prevent Scarface from attacking you! Ouch! T-Rex attacked you! YOU SHOULD HAVE PRESSED JUMP TO ESCAPE HIM!



In stages 3 and 4, Annie is caught by Shung, the evil commander of the Sleestaks! Watch out for Nim — he'll try to steal crystals or keys from you if you don't PICK UP THE CRYSTALS OR KEYS FIRST!



That's it! PICK UP THE KEY!
PRESS THE RESCUE BUTTON TO THROW KEYS TO ANNIE!
REMEMBER IT TAKES 5 KEYS TO FREE HER! BUT DON'T FORGET TO PICK UP THE CRYSTALS ALONG THE WAY — REMEMBER, THEY SCORE YOU POINTS, TOO — AND THEY LEAD YOU TO THE TIME PORTAL!

In stage 4 (the final stage), Shung will attack you with his sword!
JUMP TO SAFETY!



Look there's Kevin again to help you...
...and there's Stink, too! Both of them
are helping you in stage 4! That's
good news, but don't forget to pick up
crystals (to find the time portal) and
keys (to save Annie).

After you've picked up as many crystals as
you can, the time portal appears! Stink,
Annie, Kevin, and Christa will wave goodbye
and then enter the time portal and return to the
modern world. Congratulations, you're quite
a baby dino!



When you've completed the story (after stage 4), PRESS THE ON/START BUTTON
TO BEGIN A NEW GAME FROM STAGE 1!

PRESS THE OFF BUTTON TO TURN OFF YOUR UNIT WHEN YOU'RE FINISHED
PLAYING. But don't worry if you forget—the game automatically shuts itself off
after about three minutes of non-action!

THE END

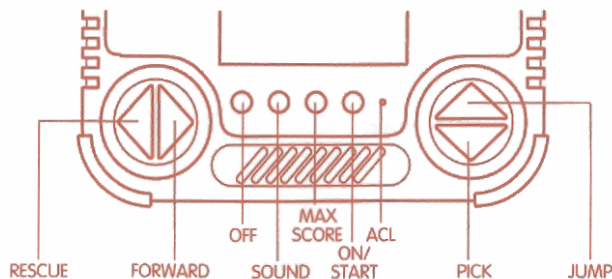
STAGE SUMMARY:

OBSTACLES:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
KEEG	YES	YES	YES	YES
NIM	YES	YES	YES	YES
SCARFACE (T-REX)	-	YES	YES	YES
SHUNG	-	-	YES	YES
FRIENDS:				
STINK	YES	-	-	YES
KEVIN	-	YES	-	YES
ANNIE	-	-	YES	YES
LENGTH OF STAGE				
(MIN/SEC)	1:00	1:20	1:40	2:00
SPEED	LO	MED	MED	HI

SCORING SUMMARY:

You score points by picking up crystals, avoiding obstacles, and rescuing Annie.

- 100 POINTS FOR PICKING UP A CRYSTALS
- 40 POINTS FOR AVOIDING KEEG/NIM
- 50 POINTS FOR AVOIDING T-REX
- 60 POINTS FOR AVOIDING SHUNG
- 500 POINTS FOR RESCUING ANNIE (IN STAGE 3 AND 4)

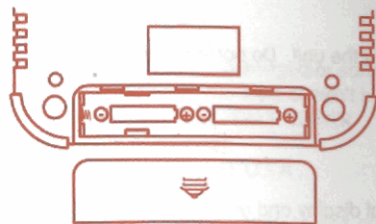
**YOUR PREHISTORIC CONTROL GUIDE:**

You always play as Tasha

- ON/START — To turn on the unit.
 — To start the game.
 — To start each stage.
- MAX SCORE — To see the maximum score.
- SOUND — To control sound: on or off.
- OFF — To turn off the unit.
- JUMP — To jump up to avoid obstacles.
- PICK — To pick crystals or keys.
- FORWARD — To move forward.
- RESCUE — To throw the key to Annie

SPECIAL FEATURES

- 4 stages of dynamic dino fun
- game plays all the way through
- different stage speeds
- maximum score retained
- built-in melody
- sound on/off control
- built-in auto power-off timer
(game shuts itself off after about 3 minutes of non-use)
- timer to control stage length



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.





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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