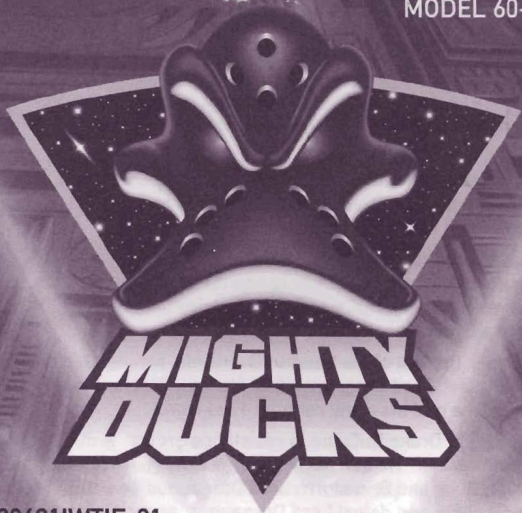


MODEL 60-004



FIGERR
ELECTRONIC LCD GAME

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THE ORIGIN OF THE MIGHTY DUCKS

Millions of light-years away...

...in a parallel universe lies a world like our own. Except everyone is a duck and everyone plays hockey. Revered as a sacred art, hockey instills a creed of honor, skill and sportsmanship. Perhaps that's why Puckworld is a peaceful place.

But things weren't always so. Many years ago, Puckworld was conquered by the Saurian Overlords who, cloaked in an invisible shield, crippled Puckworld with sorcery.

Until one day the resistance leader, Drake DuCaine, created a powerful hockey mask that allowed its wearer to see the invisible Saurians. Leading the rebels, Drake DuCaine freed Puckworld and drove the Saurians into a dimensional limbo.

Lord Dragaunus, the last of the Saurian Overlords, awaited his chance for revenge. At last, Lord Dragaunus had his day. Cloaked in an invisible shield, he and his army conquer Puckworld.

Out of the legacy of Drake DuCaine, a resistance grows. A duck named Canard finds the Mask. He and his friends, Wildwing, Nosedive, Mallory, Tanya, Duck and Grin storm Lord Dragaunus' tower in their Aerowing spaceship and defeat Lord Dragaunus' army. But the

slippery Saurian escapes in his Raptor spaceship with the Ducks on his tail.

Suddenly Lord Dragaunus creates a dimensional gateway—and within it, a treacherous instability. “The instability could swallow the ship!” exclaims Duke. “It won't shut down until it's consumed something,” Tanya warns.

Standing in the open hatchway, Canard hands Wildwing the Mask. “Take it, Wildwing. You're the team captain now!” he shouts, jumping into the spiraling void. “Noooooo!” Wildwing cries, but Canard is lost.

The Aerowing passes safely through the gateway and into an alien place known as Anaheim, but Lord Dragaunus is gone. “We're stranded here,” Wildwing says. “We don't know where Lord Dragaunus is. We've got to play hockey to keep our edge!” Reluctant to take Canard's place, Wildwing vows never to wear the Mask.

The Ducks find the Anaheim Pond hockey rink. It's deserted except for Phil, a hockey manager without a team. But when he sees the Ducks in action, Phil realizes he's found a gold mine—hockey-playing alien Ducks! And so, the Mighty Ducks are born.



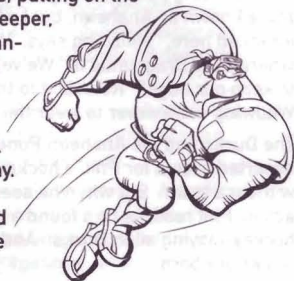
Suddenly one day, the Mighty Ducks locate Lord Dragaunus' Raptor. "It's gateway generator is our only ticket home. We've got to get control of that ship!" Wildwing exclaims.

Clamping the Aerowing onto the Raptor, the Mighty Ducks enter its cargo bay. Tanya and Grin rush to the engine room, while the others take Lord Dragaunus and his goons, Siege, the Chameleon and the Evil Henchman, by surprise.

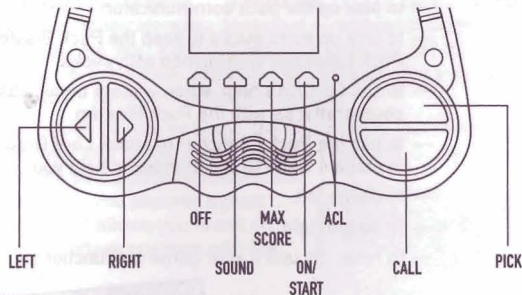
"Deal with it, duck-boy. Your leader and the Mask are gone!" Lord Dragaunus sneers.

"Wrong, dino-breath!" Wildwing shouts, putting on the Mask. Suddenly, Wildwing's voice is deeper, his courage stoked, his strength gargantuan, and he can see Lord Dragaunus! The two lock in mortal combat.

But after a fierce battle, Lord Dragaunus and his henchmen escape. Justice will have to wait for another day. And when that day comes, the Mighty Ducks will be ready — for a new breed of super heroes — and a leader — are born.



GET READY TO DUCK



- ON/START**
 - to turn on the unit.
 - to start the game.
 - to start each stage.
- OFF**
 - to turn off the unit. (The unit also shuts off automatically after 3 minutes of no action.)
- MAX SCORE**
 - to take a look at the maximum score during the pause between stages and after the game is complete (after stage 4).

- SOUND** — to control sound: o . . . f.
- PICK** — to pick up the puck communicator.
— to pick up extra pucks to keep the Puck Blaster and Puck Launcher well-armed with pucks.
- CALL** — to call for Grin's help when you are under attack (he counterattacks with the Puck Blaster).
— to use the Puck Launcher to attack Lord Dragaunus in stage 4 while Grin continues to help you.
- "◀"** — to dodge left.
- "▶"** — to dodge right.
- ACL** — to reset the unit if your game malfunctions.

YOUR MISSION

(WHAT'S A NICE DUCK LIKE YOU DOIN' ON A PLANET LIKE THIS?)

THERE ARE 4 STAGES OF PLAY. YOU ALWAYS PLAY AS WILDWING.



Lord Dragaunus has the Chameleon morph himself into Phil, so that he can sneak into your headquarters and steal all your puck communicators. Puck communicators are important — without them you cannot call on Grin to help you. Lord Dragaunus knows you will travel anywhere to get them back, and so he has set trap after trap against you by using the puck communicators as bait!

The traps include attacks by Siege, the Chameleon, Evil Henchman, Hunter Drones, and finally, Lord Dragaunus himself! Dodge clear — and when you spot a puck communicator, pick it up! When you possess a puck communicator, it allows you to call on Grin, who will attack enemies with his Puck Blaster.

GRIN WITH THE PUCK BLASTER.
(THE BAD GUYS HAVE TO "GRIN"
AND BEAR IT.)



However, when you're hit by enemy fire, you will drop your puck communicator and will have to pick up another one before you can call on Grin to launch counterattacks again!



OUCH!



In the final stage (stage 4), picking up puck communicators gives you an additional power. At strategic points of play, picking up a puck communicator will automatically arm you with the Puck Launcher. Then you and Grin attack Lord Dragaunus together!



WILDWING WITH PUCK LAUNCHER.

If you and Grin can team up to attack Lord Dragaunus 5 times in stage 4, you complete your mission by defeating Lord Dragaunus and **WINNING** the game.

ALSO PICK UP REGULAR PUCKS WHEN THEY APPEAR! THEY PROVIDE EXTRA AMMUNITION FOR GRIN'S PUCK BLASTER AND YOUR PUCK LAUNCHER.



When you WIN, you will automatically see a portal appear. Then Lord Dragaunus is automatically forced back through the portal to Puckworld, where he can no longer threaten Earth or other planets.

However, if you do not defeat Lord Dragaunus in stage 4 (by teaming with Grin to attack Lord Dragaunus 5 times), the portal will not appear and he won't get sent home. Instead, you will be surrounded by Lord Dragaunus and his henchmen. You suffer the consequences and the world suffers with you!

THE ENEMIES LIST

THE CHAMELEON

When the Chameleon appears, he sometimes appears first as a river of goo, and then transforms into himself. When you skate clear of the goo, it can transform the Chameleon. At other times, he just appears as his awful self with his **EXPLOSIVE STAKE**. Because of his ability to morph, he appears from multiple screen positions!



SIEGE

He is the strongest and meanest of Lord Dragaunus' henchmen. He attacks with his **HAMMER-LIKE TAIL**.



WRAITH

He attacks with **FIRE BLADE**.

HUNTER DRONES

These big robots attack with the **ELECTRO-MAGNETIC CLAW** to grab and rip at you. They attack from both the upper and lower parts of the screen.



LORD DRAGAUNUS

His talon like hands contain many lethal, Velociraptor-like claws which protrude from his fingertips, the back of his hands, and from his forearms. He also has a **FORCE RAY**.

Points

- 20** points for dodging clear of the Chameleon's explosive stake and from Hunter Drone attacks from top of screen.
- 40** points for dodging clear of Hunter Drone attacks at bottom of screen and the Chameleon's goo before he materializes.
- 60** points for picking up puck communicators (in order to call for GRIN) and for picking up hockey pucks in order to keep the Puck Blaster (Grin's weapon) and Puck Launcher (your weapon) well stocked.
- 60** points for calling on Grin for regular attacks against the bad guys.
- 80** points for dodging clear of Siege and the Chameleon (when he materializes out of the goo).
- 100** points for firing the Puck Launcher at Lord Dragaunus in the final stage.

However, you LOSE 20 POINTS if you call for Grin when you don't really need him. You only need him when enemies are attacking you.

Inserting the batteries

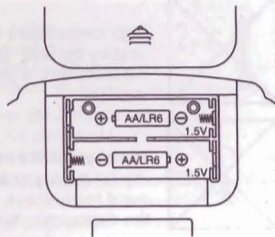
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA/LR6" batteries (not included), making sure to align "+" and "-" as shown.

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.

ACL BUTTON:

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 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 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 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, Inc. (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, Inc. 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

WARRANTY

with a 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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