

WILD WEST SHOWDOWN™

LCD GAME



1 THE WILD WEST SHOWDOWN STORY

You're a cowboy in the Old West. You love living off the land. You're not much for going into town except you love kids, and Miss Molly has started a school for them. You like to check up on the kids—and you have also fallen in love with Miss Molly (although you have never told her so.)

Unfortunately, the kids and Miss Molly need more looking after than before—ever since Wild Burp and his gang rode into town. While Burp and his men take over the town, Burp has also paid off a local band of Indians to terrorize the countryside. The sheriff is no help—because he believes in the “Golden Rule”—“those who have the gold, make the rules”—and Burp has plenty of gold, since he's been robbing banks since he was twelve!

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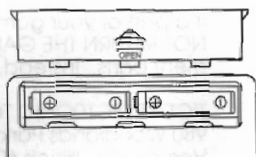
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2 INSERTING THE BATTERIES

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 in the diagram below.



3 CAUTION



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.



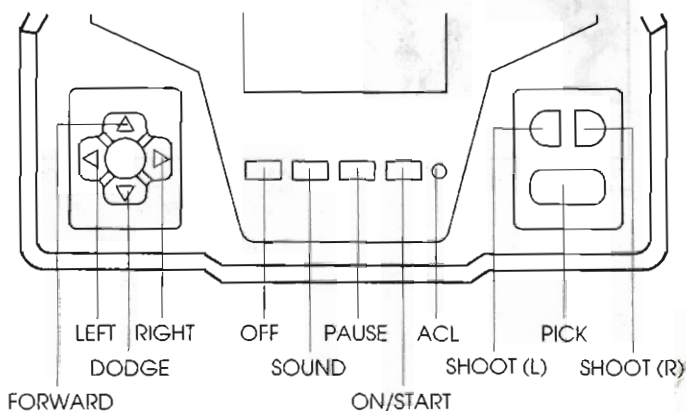
Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

5 CONTROL GUIDE



- ON/START — To turn on the unit.
— To start the game.
— To start each stage.
— To exit pause.
- PAUSE — To pause the game.
- SOUND — To control sound: on or off.
- OFF — To turn off the unit.
- SHOOT (L) — To shoot left.
- SHOOT (R) — To shoot right.
- PICK — To pick pistol/rifle.
- "◀" — To move left.
- "▶" — To move right.
- "▲" — To move forward
- "▼" — To dodge.

6 SPECIAL FEATURES

- rifles
- pistols
- bonus bottles
- final shootout showdown
- maximum score retained
- built-in melody
- sound on/off control
- built-in automatic power-off timer
(game shuts itself off after about 3 minutes of non-use).

7 GAME SUMMARY

Pick either a pistol or a rifle to fight against the bad guys. Pick up a new pistol or rifle whenever you run out of bullets! When you are going for a rifle, you make yourself more vulnerable to attack!

You get 6 bullets for a pistol!

You get 12 bullets for a rifle!



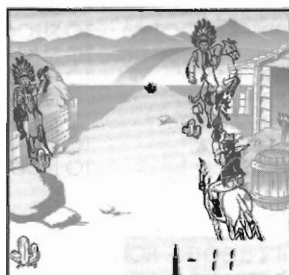
YOU ALWAYS PLAY AS THE RUGGED COWBOY. USE A PISTOL OR A RIFLE TO FIGHT!



PRESS THE PICK BUTTON TO PICK UP THE RIFLE WHEN IT APPEARS!



SOMETIMES THERE ARE SEVERAL BAD GUYS ON SCREEN ATTACKING YOU! PRESS EITHER THE "◀" OR THE "▶" BUTTON TO DODGE LEFT OR RIGHT TO SEEK COVER BEHIND A BARREL OR A STONE!



IN STAGE 3, YOU RIDE HORSEBACK AGAINST THE WILD BURP GANG AND THE INDIANS!



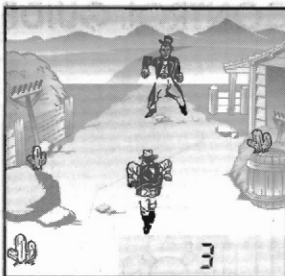
YOU BEGIN EACH STAGE WITH 5 LIVES. YOU LOSE A LIFE EACH TIME YOU GET SHOT! LOSE ALL YOUR LIFE AND YOU LOSE THE GAME!



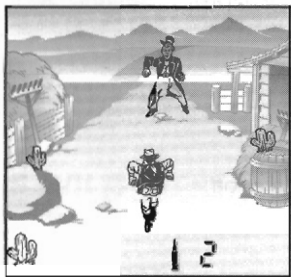
WHEN YOU COMPLETE STAGES 1, 2, AND 3, YOU EARN A BOTTLE BONUS! IN YOUR BONUS TIME, SHOOT DOWN AS MANY BOTTLES AS YOU CAN IN TWENTY SECONDS! YOU SCORE BONUS POINTS FOR EVERY BOTTLE YOU CAN HIT!



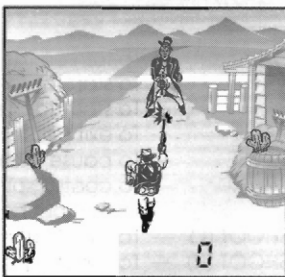
MISS MOLLY AND THE KIDS HAVE BEEN TAKEN HOSTAGE! RESCUE THEM! WHEN YOU SEE A BAD GUY HOLDING A KID, SHOOT THE BAD GUY—AND YOU’LL SAVE THE KID. BUT DON’T SHOOT AT A BAD GUY HOLDING MISS MOLLY! WAIT UNTIL MISS MOLLY IS FREE FROM THE BAD GUY BEFORE FIRING! IF YOU SHOOT WHEN THE BAD GUY IS STILL HOLDING MISS MOLLY, YOU’LL HURT MISS MOLLY BY MISTAKE AND WILL LOSE A CHANCE!



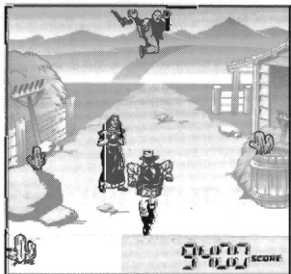
WAITING FOR YOU AT THE END OF STAGE 4 (AFTER YOU’VE WIPED OUT ALL YOUR OTHER ENEMIES) IS A SPECIAL BURP BONUS—A SHOOTOUT SHOWDOWN WITH WILD BURP HIMSELF!



THE SCREEN WILL SHOW A COUNT-DOWN TIMER



THEN THE COUNTDOWN TIMER WILL COUNT DOWN FROM 3 TO 0. WHEN THE COUNTER IS COUNTING DOWN, YOU CANNOT MOVE SIDeways AND YOU CANNOT FIRE! WHEN THE COUNTER DOES REACH 0, PRESS THE SHOOT BUTTON AS QUICKLY AS YOU CAN TO FIRE AT BURP! YOU’D BETTER BE QUICK ON THE DRAW, BECAUSE HE WILL BE SHOOTING BACK!



IF YOU CAN BEAT BURP, THEN MISS MOLLY WILL COME OUT AGAIN AND YOU WILL WIN THE GAME! BUT IF BURP BEATS YOU, THEN YOU LOSE THE GAME!

8 HOW TO PLAY

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 start the game from stage 1. You'll hear a simple "Game Start" tune and the game begins with zero score.

You always play as the cowboy. In stages 1, 2, and 4, you'll shoot it out with the bad guys on foot. In stage 3, you ride on horseback!

Pick up either a pistol or a rifle to fight against robbers, gangmen, the crooked sheriff, Indians, and finally (if you live that long) Wild Burp himself in a shootout showdown at the end of stage 4! Move quickly for a pistol or a rifle when it appears—you don't want to leave yourself without a weapon!

Pick up another pistol or rifle whenever you run out of bullets! When you are going for a rifle, you make yourself more vulnerable to attack. But rifles give you more bullets:

YOU GET 6 BULLETS FOR A PISTOL.

YOU GET 12 BULLETS FOR A RIFLE.

Use your control buttons to help you:

PRESS SHOOT (L)	TO SHOOT LEFT.
PRESS SHOOT (R)	TO SHOOT RIGHT.
PRESS PICK	TO PICK UP A NEW PISTOL OR RIFLE.
PRESS "◀"	TO MOVE LEFT.
PRESS "▶"	TO MOVE RIGHT.
PRESS "▲"	TO MOVE FORWARD.
PRESS "▼"	TO DODGE.

Bonuses:

—At the end of each stage, there is bonus play. For stages 1, 2, and 3, it's a BOTTLE BONUS. Shoot as many bottles as you can before the bonus timer counts down to zero. You score points for every bottle you shoot!

—For stage 4, your bonus play is a pistol duel with Wild Burp! A countdown from 3 to 0 will appear on screen. When the timer is counting down to 0, you can't move sideways or fire!

BUT AS SOON AS THE COUNTER REACHES 0, PRESS THE SHOOT BUTTON AS FAST AS YOU CAN TO SHOOT BURP—before he shoots you!

(Remember that during the duel, you can't move sideways and you can't fire until the counter reaches 0).

If you win this shootout showdown, you WIN the game. But if you lose the showdown, you LOSE the game!

Don't forget—you lose the duel (and the game) if Wild Burp shoots YOU down before you shoot HIM down first!!!!

Hostages:

The kids of the town and Miss Molly are being held hostage by the bad guys. Shoot the bad guys when they are holding a kid in order to free that child!

However, for Miss Molly, you have to wait until Miss Molly IS NOT HELD by a bad guy. If you don't wait (and you fire at a bad guy when he's still holding Miss Molly), then you'll hurt Miss Molly when you fire and you'll lose a chance!

Lives:

You begin each stage with 5 lives. You lose a life whenever you accidentally hurt Miss Molly (by firing at a bad guy when he's still holding her) or whenever you're shot yourself. If you ever lose all 5 of your lives, you lose the game!

Each stage presents its own special challenges:

BAD GUYS	STAGE 1	STAGE 2	STAGE 3	STAGE 4
ROBBER (ON FOOT)	8	15	5	15
GANGMAN (ON FOOT)	8	8	5	15
THE CROOKED SHERIFF (ON FOOT)	-	-	5	15
INDIAN (ON FOOT)	-	8	-	15
GANGMAN (ON HORSE)	-	-	15	-
INDIAN (ON HORSE)	-	-	-	15
KIDS	-	YES	YES	YES
MISS MOLLY	-	-	-	YES
FOR BONUS PLAY				
BOTTLES (MOVING)	SLOW	MED	FAST	-
DUEL WITH WILD BURP	-	-	-	YES
ON FOOT (COWBOY)	YES	YES	-	YES
ON HORSE (COWBOY)	-	-	YES	-
SPEED	SLOW	MED	MED	HI

Scoring:

You score points for each enemy you defeat; for saving kids and Miss Molly; and for shooting bottles and Burp during bonus time!

-ROBBER	40 POINTS
-GANGMAN (ON FOOT)	40 POINTS
-INDIAN (ON FOOT)	40 POINTS
-GANGMAN (ON HORSE)	60 POINTS
-INDIAN (ON HORSE)	60 POINTS
-SHERIFF	60 POINTS
-WILD BURP (DUEL)	500 POINTS
-SAVE MISS MOLLY	300 POINTS
-SAVE KID	200 POINTS
-SHOOTING BOTTLES	20 POINTS

Press the PAUSE button to catch your breath. Press the ON/START button to resume action! Also press the ON/START button to begin each new stage.

Press the SOUND button to fight in silence. Press it again to regain all the sounds of the Wild West!

After a GAME OVER, press the ON/START button to start the game again from stage 1. You'll see the maximum score and you'll hear the "Game Start" melody—and then get down to some serious shooting! Press the OFF button when you're finished playing. But don't worry if you forget. The game automatically shuts itself off after about 3 minutes of no action!

9 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.

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.

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.