

THE SIMPSONS™

ELECTRONIC LCD GAME

1 THE BART SIMPSON SKATEBOARD STORY

Man, it's a jungle out there. Pure, sweet, innocent Bart Simpson is on his way home from school, riding atop his faithful companion — his skateboard. He is minding his own business, being a model citizen in fact. Suddenly, obstacles appear — mean creatures like dogs, cats, birds, the school principal, and the guy with all the charm of a mosquito, Nelson the Bully. Manhole covers, garbage cans, fire hydrants and other hard senseless objects like Homer Simpson come out of nowhere.

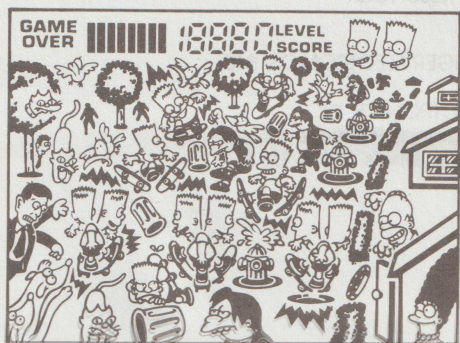
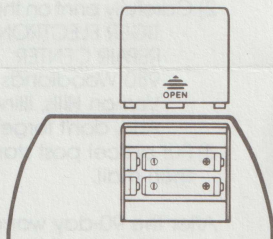
Racing against the clock, Bart is cruising at faster and faster speeds, dodging and jumping his way home with the skill of a dude who really knows his way around on a skateboard.

2 INSERTING THE BATTERIES

When the batteries need replacing, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert four AA batteries, UM-3 or equivalent, 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 in the diagram below.



3 CAUTION



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



Do not press the liquid crystal display screen 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.



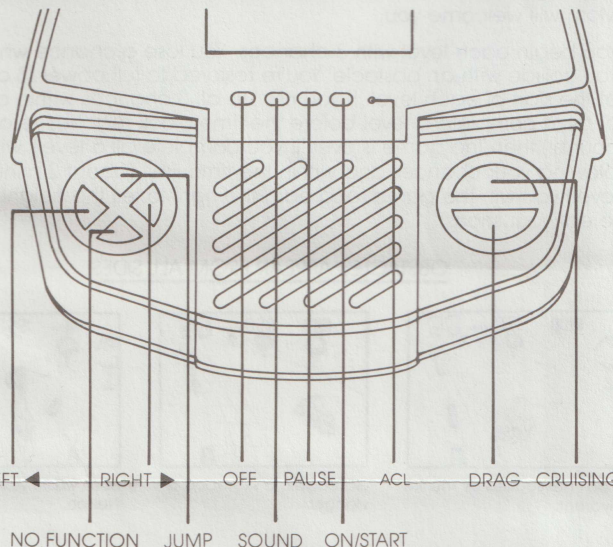
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

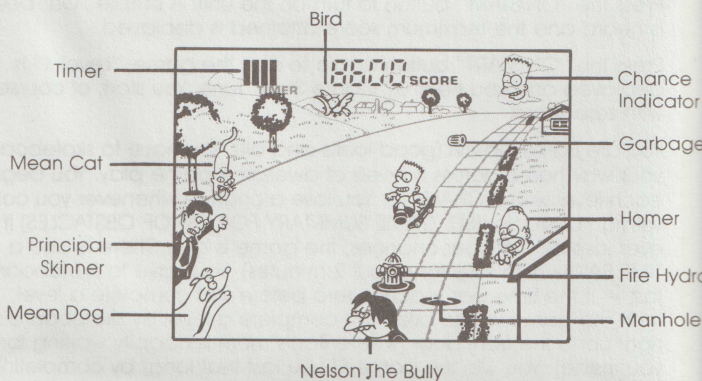
4 THE OBJECT OF THE GAME

You are Bart Simpson (don't you wish everyone could be so lucky?). You're skateboarding home from school and all kinds of obstacles appear in your way — from the evil (the school principal) to the ugly (Nelson the Bully) to the animal (birds, dogs, cats, and Homer). Fire hydrants, garbage cans, and other not so friendly stuff is also in your way.

You begin with 3 chances. You lose a chance whenever you're knocked down by an obstacle. If you ever use up all 3 chances, the game is over. There are 5 levels of play. To complete a level, you have to skateboard all the way home. As a reward for making it home, you're restored to 3 chances after completing each level. To win the game, you have to complete all 5 levels of awesome play.



- LEFT ◀ To turn left. To move left.
- RIGHT ▶ To turn right. To move right.
- JUMP To jump up.
- OFF To turn off the unit.
- SOUND To control sound: on or off.
- PAUSE To pause the game.
- ON/START To turn on the unit. To start the game. To exit pause.
- DRAG To stop your acceleration and restore the skateboard to original low speed.
- CRUISING To increase skateboard speed. (Each press results in short acceleration period. You have to press frequently to pick up speed.)



6 FEATURES

- 5 levels of awesome play
- 9 skateboard threatening obstacles
- Time clock
- Maximum score retained
- Sound on/off control
- Built-in auto power-off timer

7 GAME SUMMARY

The odds are kind of interesting. On one side is you, Bart Simpson, and a skateboard. On the other side is neighborhood civilization as we know it.

Up until now, many people thought Bart Simpson was uncontrollable. Now you control his every move as he tries to skateboard through the neighborhood to his house along 5 levels of awesome play.

You face many obstacles along the way, from the evil (the school principal) to the ugly (Nelson the Bully) to the absurd (Homer), as well as lots of other stuff:

- PRINCIPAL SKINNER
- NELSON THE BULLY
- GARBAGE
- MEAN DOG
- MEAN CAT
- A MANHOLE
- FIRE HYDRANT
- HOMER
- BIRD

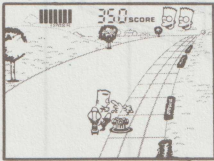
As you skateboard along, the game gets tougher as you advance from level to level because more and more obstacles appear in the road. Each obstacle will also appear more and more times:

OBSTACLES	LEVEL				
	1	2	3	4	5
FIRE HYDRANT	5	10	10	15	15
GARBAGE	5	5	5	10	10
NELSON	5	5	5	10	10
MANHOLE	5	10	10	15	15
MEAN CAT	5	5	5	10	10
THE PRINCIPAL	—	5	5	10	10
BIRD	—	—	5	10	10
HOMER	—	—	—	10	10
MEAN DOG	—	—	—	—	10

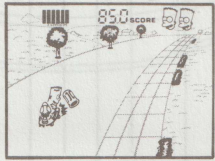
You score points as you go, 50 points for passing an obstacle, and an extra 500 points for completing each level. You complete a level when you make it all the way to the Simpson's front door where Bart's Mom will welcome you.

You begin each level with 3 chances. You lose a chance whenever you collide with an obstacle. You're restored to full power (3 chances) at the start of each level. If you use up all 3 chances within a level or don't complete a level before the time clock reaches zero (speed counts!) then the game is over. If you complete all 5 levels without blowing your chances and within the time limit (about 2 minutes per level) you win the game (and earn the right to tell the neighborhood to eat your shorts).

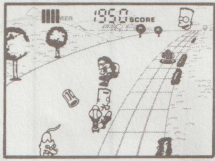
OBSTACLES APPEAR FROM ALL SIDES!



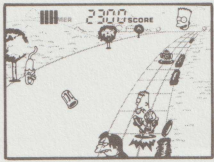
Don't get soaked by the fire hydrant.



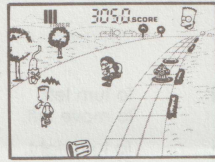
Garbage is a skateboard danger.



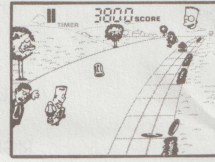
Don't waste your time on Nelson.



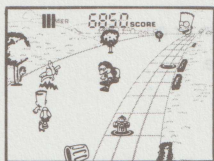
Manholes can be a major pain.



Mean cats are always bad luck.



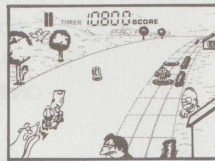
School principals are always bad news.



Watch out for low-flying birds.



Don't let Homer ruin your day.



Beware of dog. (Especially when they bite.)

8 HOW TO PLAY

Press the "ON/START" button to turn on the unit. A simple "On" beep is heard and the maximum score attained is displayed.

Press the "ON/START" button again to start the game. "Level 1" is displayed and you hear a "Game Start" tune. You start, of course, with zero score.

You are Bart Simpson (good looks and all). You have to skateboard your way home across 5 levels of awesome game play. You begin each level with 3 CHANCES. You lose a chance whenever you collide with an obstacle. (SEE GAME SUMMARY FOR LIST OF OBSTACLES) If you ever lose all 3 of your chances, the game is over. There is also a TIME BAR (which lasts for about 2 minutes). You have to skateboard fast — if the time bar reaches zero before you complete a level, then the game is also over. You complete a level by skateboarding right up to the front door (where Bart's mom is happily waiting for you inside). You win the game (if you last that long) by completing level 5.

SCORING:
50 POINTS for passing each obstacle
500 POINTS for completing a level (arriving home)

As the game progresses, you will score higher and higher point totals, because more and more obstacles will be appearing in your way!

THE ART OF SKATEBOARDING:
In skateboard lingo, going faster is called cruising (in case you didn't know). So press the "CRUISING" button to go faster. Press "CRUISING" as often as you can — because each press results only in a short period of acceleration.

Skateboarders know that when you slow down, you drag. So press "DRAG" to slow Bart's skateboard down to the original low speed.

Press "◀" to turn the skateboard left or to move left (that's pretty easy). Press "▶" to turn the skateboard right or to move right (that's pretty easy to understand, too).

When you're cruising at high speeds, press "JUMP" to jump high in the air to avoid obstacles! When you're up in the air, you can also choose to land left or right by pressing the "◀" and "▶" directional buttons!

When you complete a level by arriving home to Bart's mom, a simple tune is played, the game pauses. Press "ON/START" to start the next level as soon as you're ready.

You can take a skateboard break whenever you want during the game, just by pressing the "PAUSE" button. Then press "ON/START" to exit the pause.

If you want to skateboard in silence, press the "SOUND" button. Press it again to gain the sounds of the neighborhood.

After a GAME OVER, press the "ON/START" button to start over from Level 1. The maximum score is again displayed, followed by a display of "Level 1". Then you're up and cruising again.

Press "OFF" to turn off the game. But don't have a cow, man, if you forget — because the unit has a built-in shut-off which automatically turns off the unit after about 3 minutes of nonuse.

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.

10 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, U.S.A.

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, U.S.A.

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, styrofoam 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, U.S.A.
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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