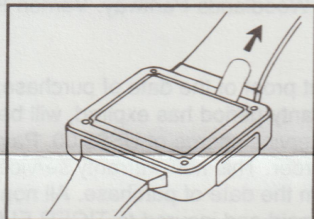


ELECTRONIC THE SIMPSONS™

WRIST LCD GAME

Welcome to the world of the SIMPSONS! Turn your wrist game face down and look for the plastic tab.



Pull out the plastic tab to energize your wrist game! It's not necessary to turn any screw!

THE SIMPSONS™ STORY

Did you ever wonder what it would be like to have the Simpsons as neighbors? Now they're closer than the house next door -- they're right on your wrist! They're so close that you control the heart and soul of Bart Simpson. His every move is up to you!

Homer Simpson wants to paint the house. But Bart Simpson is planning his own "brush with destiny". With the help of his trusty slingshot, Bart is thinking how much more beautiful a can of paint would look on his dad's head than on the house. Besides, talking to his dad is like talking to a wall most of the time anyway.

Bart begins his plan by moving across the lawn, carefully avoiding the water hose. If Bart can avoid making a big splash with the hose that would leave him all washed up, he picks up stones for his slingshot. After picking up a stone, he aims at the can of paint that Homer is holding.

But he who hesitates is lost -- if Bart waits too long before firing his slingshot, he loses the chance to fire that stone. If he gets caught up in the spray from the watering hose, he also loses a chance. Misfiring a shot also costs Bart (and you!) a chance. Of course, a misfired stone has to go somewhere -- each time you shoot and miss, you break a window!

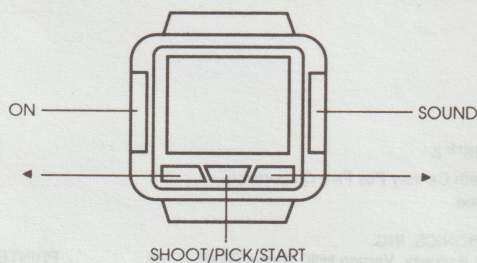
Each time you score a direct hit by hitting Homer's paint can, you score points as well gain the satisfaction of watching the paint artistically drip all over Homer. Each time you lose a chance by breaking a window, getting caught in the spray of the watering hose, or holding a stone too long, Homer will come over and scream his guts out in a radical display of parental stress!

THE OBJECT OF THE GAME

You and the Simpsons will play across 9 stages of home improvement. On each stage, you will have more and more opportunities to shoot cans of paint out of Homer's hands and onto his head.

You score points each time you hit a can of paint. Score as many points as you can (artistically redesigning Homer's head with a fresh layer of paint with each direct hit) without using up your 3 chances per stage. If you use up all 3 of your chances on any stage, the game is over.

CONTROL GUIDE



- ON:** To turn on the game.
- SOUND:** To control sound: on or off.
- START/SHOOT/PICK:** To start the game and each stage.
To shoot stone with slingshot.
To pick up a stone.
- ◀** To move left.
- ▶** To move right.

FEATURES

- 9 stages of home improvement
- built-in melody
- sound on/off control
- warning alarm
- high score retained
- built-in auto power off timer

GAME SUMMARY

Using a slingshot as only you and Bart can, knock as many paint cans as possible out of Homer's hands and onto his head. You score points with every successful hit. Direct hits require both good aim and excellent timing!

You begin each of the 9 stages with 3 chances. There are 3 ways to lose a chance:

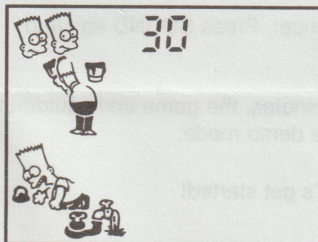
1. If you hold a stone for more than 6 seconds, you lose a chance. (You'll hear an alarm warning after 3 seconds.)
2. You have to move into the left corner to pick up stones for the slingshot. As luck would have it, the watering hose is also in the left corner. If you get splashed by the watering hose, you lose a chance.
3. If you fire a stone from the slingshot and miss, you'll break a window and also lose a chance.

Each time you lose a chance, Homer will come over and scream at you in a radical display of parental stress.

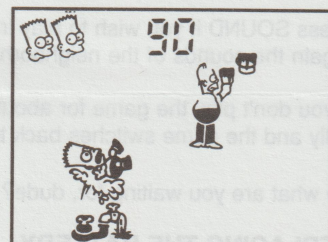
On each stage, there are more and more cans of paint to hit:

STAGE	NO. OF CANS OF PAINT
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45

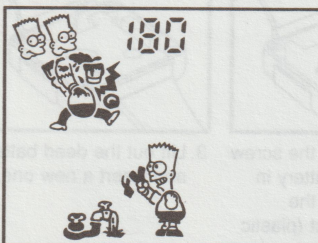
You score 30 points for hitting each can of paint! You must knock off each can of paint on a stage before moving on to the next stage. As a reward for completing each stage, you begin the next stage restored to 3 chances. If you ever use up all 3 of your chances during play, the GAME IS OVER.



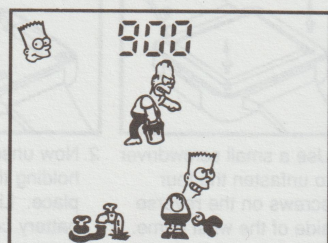
Homer wants to paint the house. But Bart wants to paint Homer! Move Bart to the left corner to pick up stones for his slingshot.



Bart has to avoid the watering hose!



Aim, target, fire! Knock the paint can out of Homer's hands onto his head to score points!



Don't hold a stone too long -- or you'll lose a chance!

HOW TO PLAY

Press ON to turn on the game. The game will exit from the demo mode and enter the game mode! You'll hear an "On" beep and the high score to date will be displayed.

Press START/SHOOT/PICK to start the game from stage 1. You'll hear a simple "Game Start" tune. The display will show stage number "-1".

Now it's time to load your slingshot and fire away at Homer's paint can!

How to Move:

Press "◀" to move left.

Press "START/SHOOT/PICK" to pick up a stone if you are in the left-most position.

Press "▶" to move right.

Press "START/SHOOT/PICK" to shoot using the sling (if you have a stone in hand).

You move to the left to pick up stones for your slingshot.

However, moving left puts you in the path of the watering hose.

You have to avoid the hose when it sprays. If you get caught in the spray, you lose a chance!

When you reach the stones, press the START/SHOOT/PICK button to pick up a stone -- then get out of the way of the hose by moving back to the right!

Then take careful aim at Homer's paint can! Press START/SHOOT/PICK when you're ready to fire away at the paint can! If you miss, you'll break a window and lose a chance! If you make a direct hit, you'll score 30 points! If you wait more than 6 seconds, Homer will see what you're up to -- and you'll also lose a chance! You'll hear a warning alarm after you've held a stone for 3 seconds! Each time you blow a chance, Homer will come over and scream his guts out in a radical display of parental stress.

Once you've fired a stone, move back left to pick up another stone! You must knock off each of Homer's paint cans in order to advance to the next stage. As you progress from stage to stage, there are more and more paint cans to knock off! (SEE GAME SUMMARY)

When you've hit all the paint cans on a stage, you'll hear a special "Stage End" tune. The display will show the next stage number.

The game will pause at the end of a stage. Press the START/SHOOT/PICK to start the next stage when you're ready. You'll hear a "Start" beep and play begins again.

If you ever use up all 3 chances on a stage, the GAME IS OVER. As a reward, for completing each stage without using up your chances, you will begin the next stage restored to 3 chances. You win the game if you can complete stage 9.

After a GAME OVER (and after Homer has come over and screamed at you one final time), you'll hear a "Game Over" tune and your final score will be displayed. Press START to start the game again from stage 1.

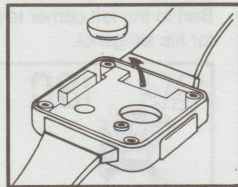
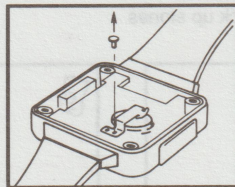
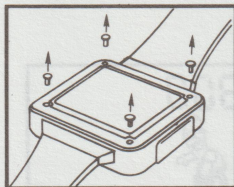
Press SOUND if you wish to play in silence. Press SOUND again to regain the sounds of the neighborhood.

If you don't play the game for about 3 minutes, the game ends automatically and the game switches back to the demo mode.

So what are you waiting for, dude? Let's get started!

REPLACING THE BATTERY

Let your parents be good neighbors. Let them change the battery!



1. Use a small screwdriver to unfasten the four screws on the reverse side of the wrist game. Carefully lift off the back cover.
2. Now unscrew the screw holding the battery in place. Lift off the battery contact (plastic bracket) that holds the battery in place.
3. Lift out the dead battery and insert a new one.
4. Replace the screws in the plastic bracket to lock the new battery into place. Rescrew the back cover. Congratulations, you've done it.
5. Recommended battery: Silver Oxide SR54 (included).

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.

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\$5.00. 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, 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, 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\$5.00 payment for the repair service.

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