

ELECTRONIC LCD VIDEO GAME



1 THE OPERATION: ALIENS STORY

"Transmission code 375 ... Alien Attack ... Alien Attack ... Request Marine Rescue Unit!"

You must answer the challenge. In deep space, no one but your fellow Marines can help you against the alien invasion! The Aliens see you as a threat to their beloved Queen and will fight you until their dying breath to eliminate you from the universe.

Your mission requires you to wipe out the Alien invasion before it's too late! You must also destroy the eggs of the Queen when you find them — if you are too slow in destroying the eggs — they will HATCH on screen and become more aliens!!!

If you succeed in your challenge, future generations will thank you. If you fail, no one will be left alive to hear your final screams!

You always play as Drake. Each of your fellow space marines is specially trained. They will each leave you a weapon for you to pick up.

— DRAKE (that's you!)

Specialty: Never defeated in hand to hand combat.

Home Planet: Detention Planet 27, Request System

Background: Born in captivity, he fought his way out to join the Marines at age 21.

Quote: "Stay frosty, Marines!" and "Let it rock!"

You carry a huge SMART GUN for wiping out Aliens.

— CORPORAL HICKS

Specialty: Heavy metal, high-tech weaponry

Home Planet: Acheron, Alpha Centauri System

Background: A trained weapons specialist, he shows the Marines the fire power and how to use it.

Quote: "The M-41 Smart Gun...man's best friend". The rugged survival of the group, this space marine carries a portable missile launcher.

Hicks leaves you T-32 MISSILE LAUNCHERS to wipe out a hoard of Alien invaders.

— BISHOP

Specialty: Med research: reserve pilot.

Home Planet: Assembled on LX-469

Background: Latest in series of hyperdine android, designed to study alien creatures.

Quote: "Alien bio-survival rating 95.78 ... incredible!" The android of the group literally falls apart when swiped by an angry alien. He can continue fighting though, by attaching his gatling gun to the machinery in his body.

Bishop leaves you his GATLING GUN

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Bishop leaves you his GATLING GUN.

— **SERGEANT APONE**

Specialty: Field Corps. Commander Home

Home Planet: Earth

Background: Tough and gritty, he keeps the marines in line. His right arm is bio-mechanical.

Quote: "Move it, people! Move it, move it!" The artillery expert of the group carries a huge mega-grenade that he flings over his shoulder.

Apone leaves you his MEGA-GRENADES.

— **LT. RIPLEY**

Specialty: Authorized power loader pilot

Home Planet: Earth

Background: Discovered and barely defeated the first Alien; survived several face to face alien encounters.

Quote: "The only good alien is a torched alien!" This space marine carries a special torch that flares when she turns to fight attackers.

Ripley leaves you her special TORCH.

In defense of their Queen, the Aliens will do anything and everything possible to destroy you.

— **GORILLA ALIEN**

Origin: Jungle planet Zeevan

Colony: 51 workers, one Queen, 36 eggs

Beware: High blood acid concentration - 75.32%

Destruction Point: Rapid-fire weapons crack exo-skeleton

This menacing Alien warrior features elongated grabbing arms and an "acid" squirting head. To capture space marines, the Alien first squirts acid out of its mouth to disable them. It then captures humans in its giant, powerful arms.

— **SCORPION ALIEN**

Origin: Desert planet of Tanaka 5

Colony: 39 workers, one Queen, 23 eggs.

Beware: Spiked body armor, poisoned tipped tail

Destruction Point: Missiles, grenades blow creature apart. The barbarous spiked look of this tenacious Alien is enough to make any space marine nervous. It's arms are extremely powerful and dangerous!

— **BULL ALIEN**

Origin: Earth Colony Terraform 3

Colony: 81 workers, one Queen, 57 eggs.

Beware: Two slashing horns, top speed 49 MPH

Destruction Point: Low flame tolerance, max. temp. 327°F. This hideous four-legged Alien warrior has an elongated body and huge head with two slashing horns, which it uses to "spear" attacking space marines.

— ALIEN QUEEN

Origin: Unknown, first sighted on planet Acheron.

Colony: 75 workers, 54 eggs.

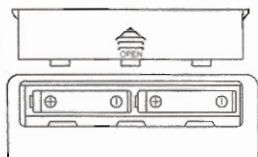
Beware: Super-powered striking tail; highly defensive if eggs threatened.

Destruction point: Low flame tolerance, max. temp. 350°F.

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.



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.

4 THE OBJECT OF THE GAME

You always play as Drake. The object of the game is for you to control Drake against the Aliens! Use your smart gun to spray the aliens into oblivion!

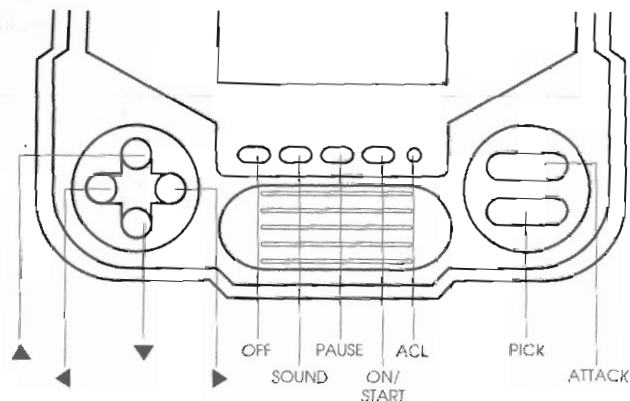
Each of your fellow space marines will also leave you their own weapons for you to pick up and use.

You begin each stage with 3 chances and a full energy bar. You lose energy when you are attacked by Aliens. When you lose all your energy, you lose a chance. If you ever lose all your chances, the GAME IS OVER.

Beware of Alien eggs! If you don't destroy them quickly, they will hatch into even more Aliens!

If you can destroy the Queen in the final stage (stage 5), you WIN the game!

5 CONTROL GUIDE

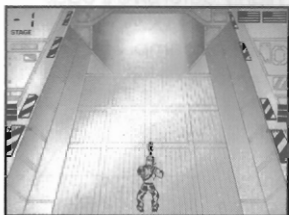


- ON/START** — to turn on the unit.
— to start the game.
— to start each stage.
— to exit pause.
- PAUSE** — to pause the unit.
- SOUND** — to toggle sound: on or off.
- OFF** — to turn off the unit.
- PICK** — to pick up weapons left by your fellow space marines.
- ATTACK** — to attack with your default weapon (your smart gun).
— to attack with a weapon you've picked.
- "▲" — to stand up and move forward.
- "▼" — to dodge.
- "◀" — to move left.
- "▶" — to move right.

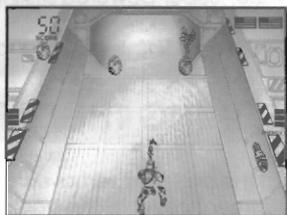
6 SPECIAL FEATURES

- smart gun
- T-32 missile launchers
- gatling gun
- mega-grenades
- torch
- maximum score retained
- built-in melody
- sound on/off control

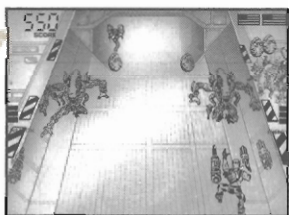
7 GAME SUMMARY



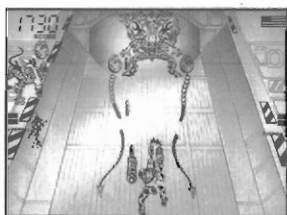
You always play as Drake. Your mission is to destroy the Aliens and the eggs of the queen when you find them! You have a weapon bar and an energy bar.



Press "◀" to move left and press "▶" to move right to get aliens directly in the line of fire of your smart gun! When aliens are lined up, press ATTACK to fire! Press "▲" to move forward! Press "▼" to dodge! When you see eggs ahead, fire on them quickly! If you don't destroy eggs quickly, they will hatch into even more aliens!



In stage 2, even more aliens will be hatching! Throughout all 5 stages, don't forget to pick up weapons left behind by your fellow marines to help you! Their weapons are more powerful than your smart gun! Move into position to pick up the weapons and then press the PICK button to pick them up! The T-32 missile launchers are on your left! The gatling gun is on your right!



The Alien Queen will appear at the end of every stage! Beware of her striking tall! Remember that whenever you are attacked by an alien, you lose energy. Whenever you lose all your energy, you lose a chance.



Look out! Lots of aliens ahead! Destroy the Gorilla Alien with rapid fire from your smart gun and the gatling gun! For the Scorpion Alien, destroy it with missiles and grenades! For the Bull Alien, destroy it with low flame tolerance from the torch and with grenades!



Don't look now, but here's the Alien Queen! Destroy her!



The game gets more difficult as you advance from stage to stage. Be sure to pick up more powerful weapons when they appear - because so many more aliens are hatching!



If you can destroy the Alien Queen in stage 5, you WIN the game! But if you run out of chances, the GAME IS OVER (and civilization isn't in too good shape either).

8 HOW TO PLAY

Press the ON/START button to turn on the unit with an "On" beep. 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 stage 1. You begin, of course, with zero score.

You always play as DRAKE. The objective of the game is for you to control Drake against the Aliens! Use your "Smart Gun" to spray aliens into oblivion! Your fellow space marines will also leave you their own weapons for you to pick up and use! If you can destroy the Queen in the final stage, you WIN the game!

Use your control buttons to help you:

Press PICK — to pick up weapons left by your fellow space marines.

Press ATTACK — to attack with your default weapon (your smart gun).
— to attack with a weapon you've picked.

Press "▲" — to stand up and move forward.

Press "▼" — to dodge.

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There are 5 stages of increasing difficulty:

	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
ENEMIES:					
GORILLA ALIEN	5	7	9	11	15
SCORPION ALIEN	5	7	9	11	15
BULL ALIEN	-	7	9	11	15
ALIEN QUEEN	1	2	3	4	5
QUEEN'S EGGS	YES	YES	YES	YES	YES
WEAPONS TO PICK:					
MISSILE LAUNCHERS	YES	YES	YES	YES	YES
GATLING GUN	YES	YES	YES	-	-
MEGA-GRENADES	-	-	-	YES	YES
TORCH	-	-	-	-	YES

NOTE: IF YOU DON'T DESTROY THE EGGS WHEN THEY APPEAR, THEY WILL "HATCH" INTO MORE ALIENS!

You have an ENERGY BAR. You lose energy whenever you are attacked by an Alien. You lose a chance whenever your energy drops to zero. You begin each stage with 3 chances. You lose the game if you ever lose all your chances.

You also have a WEAPON BAR. You have a "Smart Gun" weapon. Unfortunately, your own weapon is not as powerful as the weapons left behind for you by your fellow space marines! When you pick up a weapon left for you by a fellow space marine, your WEAPON BAR will appear. It loses energy every time you use the acquired weapon. When your WEAPON BAR expires, the weapon will disappear and you will have to find another weapon!

NUMBER OF HITS TO DEFEAT AN ALIEN:

	SMART GUN	PICKED WEAPON
ALIENS (EXCEPT ALIEN QUEEN)	2	1
ALIEN QUEEN	5	3

SCORING:

You also score points each time you defeat an Alien and each time you blow up an Alien egg before it hatches into another Alien.

- 20 POINTS for blowing up each EGG
- 30 POINTS for defeating a GORILLA ALIEN
- 40 POINTS for defeating a SCORPION ALIEN
- 50 POINTS for defeating a BULL ALIEN
- 200 POINTS for defeating an ALIEN QUEEN

The game pauses after each stage. The next stage number is displayed. Press the ON/START button to start the next stage when you are ready

Use the PAUSE button to pause the game during play and use the ON/START button to continue play.

After a GAME OVER, press the ON/START button to start a new game from stage 1.

Use the SOUND button to toggle sound on/off control.

Press the OFF button to turn off the game after play. But don't worry if you forget because the game automatically shuts itself off after about three 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 about problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

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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, 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 RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR 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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