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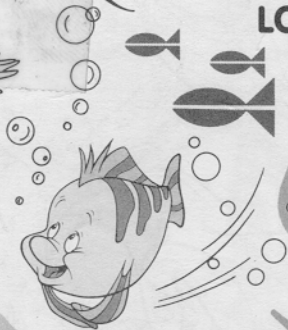
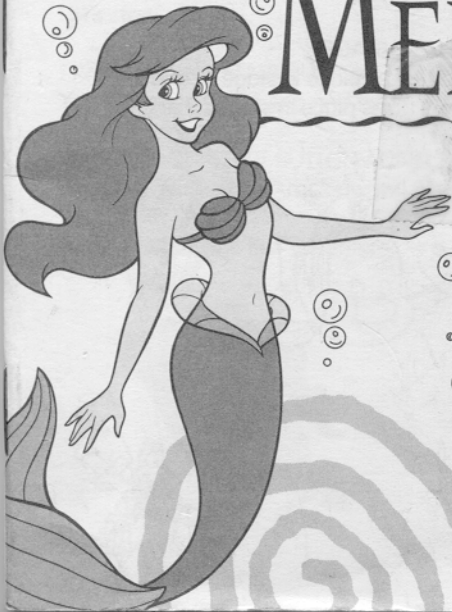
ELECTRONIC

Disney's

MODEL 72-518

THE *LITTLE
MERMAID

LCD GAME



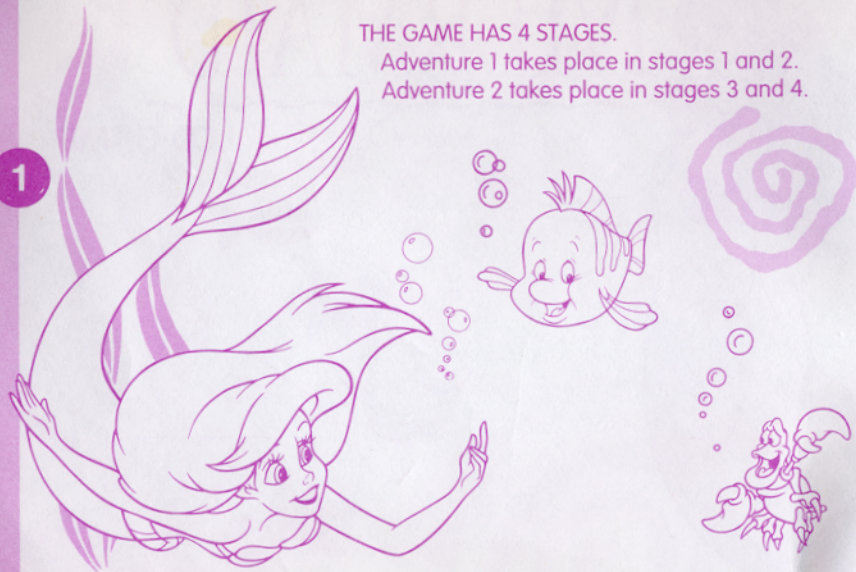
Welcome to the underwater adventures of Ariel and her friends! Life under the sea is really fun, especially when you join the action! Here is your chance to take part in TWO great adventures!

THE GAME HAS 4 STAGES.

Adventure 1 takes place in stages 1 and 2.

Adventure 2 takes place in stages 3 and 4.

1



YOU ALWAYS PLAY ALL THE WAY THROUGH THE GAME AS ARIEL! ACCOMPLISH AS MUCH AS YOU CAN WITHIN THE TIME LIMIT FOR EACH STAGE!

Let's start!

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!

Hear the "Game Start" melody and the game begins with zero score!

Stage 1 begins the first adventure.

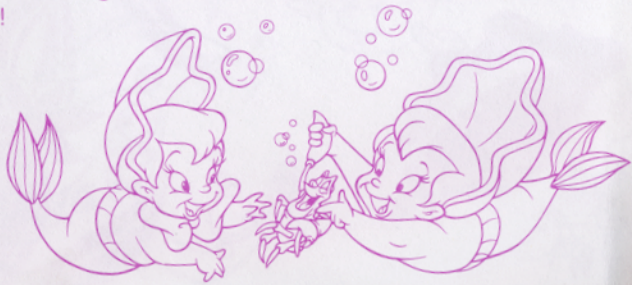
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ADVENTURE 1: ARIEL THE BABYSITTER

STAGE 1: THE TWINS GET AWAY! You have volunteered to babysit the Count and Countess Clambakersfield Mertwins! At first you think the job will be easy, until the twins slip away on the way to the playground! While Ariel, Flounder and Sebastian search for them desperately, Lobster Mobster and Da Shrimp will try to nab the twins for a ransom! The race is on as the little Mertwins wander around, leading both you and your friends as well as the bad guys into one fix after another!

3 You score points by dodging clear of dangers, picking up toys, and defeating Da Shrimp and his boss, Lobster Mobster, whenever you can! You'll score even more points for rescuing the Mertwins! Score as many points as you can before time runs out!



USE YOUR CONTROL BUTTONS TO HELP YOU:

PRESS "◀" and "▶" TO DODGE DA SHRIMP! DA SHRIMP will try to slow you down by sneaking around corners and rocks and then jumping out at you! He'd love to prove how tough he is - but the best he can do is block your path and slow you down!

ALSO PRESS "▶" TO SWIM FORWARD FASTER WHEN NO DANGERS ARE PRESENT! Remember, each stage is on a timer, so you've got to move and score as quickly as you can!

PRESS "CALL" TO POP CAPTURE BUBBLES!

LOBSTER MOBSTER has a Capture Bubble Gun! It shoots CAPTURE BUBBLES! Whenever he shoots a capture bubble, PRESS THE CALL BUTTON! If you press the button in time, Sebastian will throw shells at the bubbles and pop them!

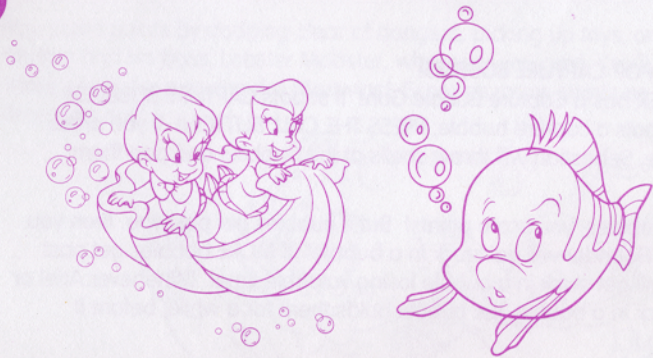
When you pop bubbles, you score points! But if bubbles get past you, then you LOSE points and Flounder will get stuck in a bubble! If MORE bubbles get past you, then Ariel will get stuck in a bubble losing valuable time! (Whenever Ariel or Flounder get stuck in a bubble, the bubble holds them for a while, before it bursts on its own.)

IN ALL 4 STAGES, PRESS THE SOUND BUTTON TO PLAY IN SILENCE. Press it again to regain the sounds of the sea!

As you complete each of the four stages, you'll hear a "Stage Complete" melody as the timer runs out. The game pauses after each stage and the next stage number is displayed.

PRESS THE MAX SCORE BUTTON TO LOOK AT THE MAXIMUM SCORE DURING THE PAUSE BETWEEN STAGES OR AFTER THE ADVENTURE IS COMPLETE (AFTER STAGE 4).

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Congratulations, you've completed stage 1!
You've also completed the first half of the first adventure!

IN STAGE 1, YOU BEGIN YOUR FIRST ADVENTURE!
THE MERTWINS ARE LOST! GET THEM BACK
BEFORE LOBSTER MOBSTER AND DA SHRIMP GET
TO THE TWINS FIRST!



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WHENEVER LOBSTER MOBSTER SHOOTS A CAPTURE BUBBLE, PRESS THE "CALL" BUTTON TO CALL FOR SEBASTIAN! SEBASTIAN WILL THROW SHELLS AT THE BUBBLES AND POP THEM - AND YOU'LL SCORE POINTS!



BUBBLES WILL HOLD FLOUNDER OR ARIEL FOR A WHILE BEFORE THE BUBBLE BURSTS — LOSING VALUABLE TIME!



STAGE 2: CATCHING UP TO THE MERTWINS

PRESS THE ON / START BUTTON TO BEGIN STAGE 2!

In stage 2, the excitement builds! You will find toys to PICK UP along the ocean floor! The Mertwins have been dropping the toys to let you know where they are! If you pick up 8 or more toys, you'll find the Mertwins at the end of the stage! If successful at the end of the stage, Ariel appears with the twins and you score bonus points!

But if you don't pick up enough toys, Ariel appears at the end of the stage without the Mertwins and you do NOT score any bonus points!



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USE YOUR CONTROL BUTTONS TO HELP YOU:

PRESS "◀" and "▶" TO DODGE DA SHRIMP!

ALSO PRESS "◀" and "▶" TO DODGE THE SWINGSET!

Dodge clear of the swingset! The seats of the swingset are shells and the chains are made of seaweed!

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ALSO PRESS "▶" TO SWIM FORWARD FASTER WHEN NO DANGERS ARE PRESENT!

PRESS "CALL" TO POP CAPTURE BUBBLES!

PRESS "PICK/ENTER" TO PICK UP TOYS!

There were no toys left behind by the Mertwins in stage 1. Pick up at least 8 toys in order to catch up to the twins at the end of the stage!

When you hear the "Stage Complete" melody, that means the timer has expired in stage 2!

Congratulations, you've completed stage 2!
You've also completed the first adventure!

IF YOU FIND THE MERTWINS AT THE END OF
STAGE 2, YOU'LL SCORE BONUS POINTS!

ADVENTURE 2: BATTLE FOR THE CLUBHOUSE

Stage 3 begins your second adventure!

PRESS THE ON / START BUTTON TO START STAGE 3!

STAGE 3: LOBSTER MOBSTER IN THE CLUBHOUSE

PRESS THE ON / START BUTTON TO BEGIN STAGE 3!

In this adventure, Ariel swims to the clubhouse to meet Urchin! But Lobster Mobster has taken over the clubhouse!



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Lobster Mobster wants to take over all of Atlantica, but his wild schemes never seem to work out! Even with his Capture Bubble Gun and Da Shrimp to help him, you can retake the Clubhouse from Lobster Mobster with Urchin's help!

His Capture Bubble Gun is tougher to beat in the second adventure! You can't call for help in bubble - popping -- INSTEAD YOU HAVE TO DODGE CLEAR OF THE BUBBLES FROM THE CAPTURE BUBBLE GUN! You score points for dodging bubbles but you LOSE points when a bubble catches you!

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Da Shrimp is also up to his old tricks -- sneaking around corners and rocks and jumping out to get in your way. It's time you taught him a lesson! Instead of dodging him like you did in the first adventure, PRESS THE CALL BUTTON TO CALL FOR URCHIN!

If you press the CALL button fast enough, Urchin will appear and throw his seaweed lasso to capture Da Shrimp! Da Shrimp will stay caught in the lasso before he shakes free. You score points for each successful lasso! But if you're too slow in pushing the CALL button, then Da Shrimp will get away!

You also use the CALL button when Lobster Mobster appears. When you press the CALL button when Lobster Mobster is around, Urchin will throw his net over him!

In addition to CAPTURE BUBBLES and DA SHRIMP, Lobster Mobster has designed an obstacle course for you to swim through to reach your clubhouse! Obstacles include A BLOWFISH and a TRAIN OF SEAHORSES!

DODGE THE BLOWFISH AND THE SEAHORSES! If you don't dodge out of the way, they'll block you for 3 seconds before you can swim clear!

Also PICK UP as many toys as possible! They're always worth extra points!

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USE YOUR CONTROL BUTTONS TO HELP YOU:

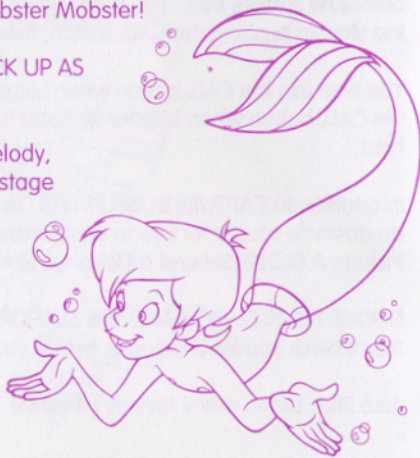
PRESS "◀" AND "▶" TO DODGE CLEAR OF BUBBLES FROM THE CAPTURE BUBBLE GUN AS WELL AS THE OBSTACLE COURSE OF BLOWFISH AND SEAHORSES!

PRESS THE "CALL" BUTTON TO LASSO DA SHRIMP AND TO THROW A NET OVER LOBSTER MOBSTER! If you press the CALL button in time, Urchin will appear and lasso Da Shrimp and throw a net over Lobster Mobster!

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PRESS THE "PICK / ENTER" BUTTON TO PICK UP AS MANY TOYS AS YOU CAN!

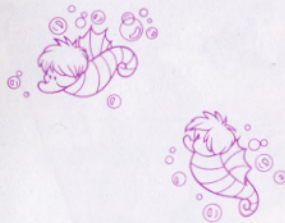
When you hear the "Stage Complete" melody, you know the timer has expired and the stage is over.



Congratulations, you've completed stage 3!

You've also completed the first half of the second adventure!

IN STAGES 3 AND 4, YOU HAVE A NEW ADVENTURE! IN THIS ADVENTURE, YOU ARE SWIMMING TO YOUR CLUBHOUSE TO MEET URCHIN! WATCH OUT FOR THE BLOWFISH AND THE SEAHORSES!



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YOU'LL SCORE MORE POINTS WHEN YOU PICK UP THE TOYS: CORAL RATTLES AND ANEMONE BOUNCY BALLS!

PRESS THE "CALL" BUTTON TO CALL FOR URCHIN WHEN YOU RUN INTO LOBSTER MOBSTER AND DA SHRIMP! LOBSTER MOBSTER WILL TRY AND USE HIS CAPTURE BUBBLE GUN ON YOU! BUT WHEN YOU "CALL" FOR URCHIN, HE'LL THROW HIS NET OVER LOBSTER MOBSTER OR HE'LL THROW HIS LASSO OVER DA SHRIMP!



STAGE 4: TAKE BACK THE CLUBHOUSE!

PRESS THE ON / START BUTTON TO START STAGE 4!

In the fourth and final stage, you have your chance to enter the clubhouse to get it back from Lobster Mobster!

But first, you have to do all the things you learned so well in stage 3!

PRESS "◀" AND "▶" TO DODGE CLEAR OF BUBBLES FROM THE CAPTURE BUBBLE GUN AS WELL AS THE BLOWFISH AND SEAHORSES!

But in this final stage, Lobster Mobster is firing (instead of shooting) more bubbles at you! The bubbles are coming at you at greater speed!

PRESS THE "CALL" BUTTON TO LASSO DA SHRIMP!

PRESS THE "CALL" BUTTON TO THROW THE NET OVER LOBSTER MOBSTER!

PRESS THE "PICK / ENTER" BUTTON TO PICK UP AS MANY TOYS AS YOU CAN!
ALSO PRESS THIS BUTTON TO SWIM INTO THE CLUBHOUSE AND WIN THE GAME!

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When you swim back to the clubhouse, you'll see that the clubhouse door is made of a big shell! The door will open and shut!

When the door swings open, PRESS THE "PICK / ENTER" button. If your timing is perfect, you'll swim right in - and WIN the game! If your timing is off, the door will swing back shut and you are still outside the door!

Keep using your "PICK / ENTER" button to try and get in! If you get into the clubhouse door before the timer expires, you WIN the game and take back your clubhouse!

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When you hear the "Stage Complete" melody, you know what that means - it means you've completed the final stage!

Congratulations, you've completed stage 4.

You've also completed the second adventure! Did you get into your clubhouse? If you did, you WIN the game!!!

After the story is completed, PRESS THE ON / START BUTTON START THE GAME OVER AGAIN FROM STAGE 1!

PRESS THE OFF BUTTON TO TURN OFF THE GAME. But don't worry if you forget. The game automatically shuts itself off after 3 minutes of non-use!

Thanks for coming "under the sea" with us!

THE END



PRESS THE "PICK / ENTER" BUTTON TO ENTER THE CLUBHOUSE WHEN THE DOOR SWINGS OPEN! IF YOU CAN GET THROUGH THE DOOR BEFORE THE TIMER EXPIRES, YOU WIN THE GAME!

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STAGE SUMMARY	STAGE 1	STAGE 2	STAGE 3	STAGE 4
OBSTACLES				
LOBSTER MOBSTER	YES	YES	YES	YES
CAPTURE BUBBLES	YES	YES	YES	YES
DA SHRIMP	YES	YES	YES	YES
SWINGSET	-	YES	-	-
BLOWFISH	-	-	YES	YES
TRAIN OF SEAHORSES	-	-	YES	YES
TOYS TO PICK				
CORAL RATTLE	-	YES	YES	YES
ANEMONE BOUNCY BALL	-	YES	YES	YES
FRIENDS				
FLOUNDER	YES	YES	-	-
SEBASTIAN (FOR CALL)	YES	YES	-	-
URCHIN (FOR CALL)	-	-	YES	YES
SPEED	LO	MED	MED	HI
TIMER (SEC)	60	80	100	120

SCORING SUMMARY

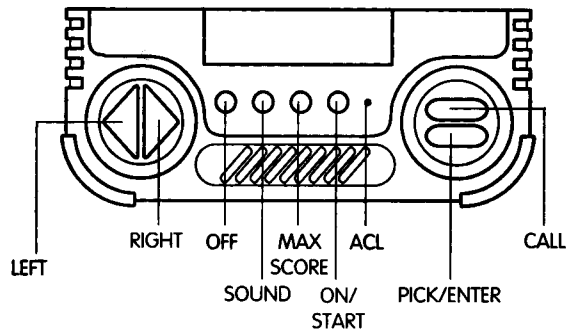
YOU SCORE:

- 50 POINTS for popping capture bubbles (with Sebastian)
- 50 POINTS for picking up coral rattles / anemone bouncy balls
- 30 POINTS for dodging Da Shrimp / blowfish / seahorses / capture bubbles / swingset
- 80 POINTS for throwing lasso on Da Shrimp (with Urchin)
- 100 POINTS for throwing net on Lobster Mobster (with Urchin).
- 500 POINTS for rescuing Mertwins (adventure 1)
- 1000 POINTS for entering clubhouse (adventure 2)

YOU LOSE POINTS:

- LOSE 10 POINTS when hit / stopped by swingset / blowfish / DaShrimp / seahorses
- LOSE 30 POINTS when bubbles catch you

CONTROL GUIDE



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- ON / START** — To turn on the unit.
— To start the game.
— To start each stage.
- MAX SCORE** — To look at the maximum score during the pause between stages and after the story is completed.
- SOUND OFF** — To control sound: on or off.
— To turn off the unit.

"◀"

— To dodge left.

"▶"

— To dodge right (when dangers are present).
— To swim forward faster (when no dangers are present).

CALL

— To call for Sebastian
(to pop capture bubbles in stages 1 and 2).
— To call for Urchin
(to throw his seaweed lasso or his net in stages 3 and 4).

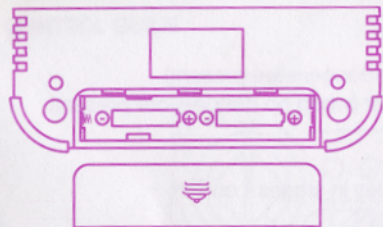
PICK / ENTER

— To pick toys.
— To try and enter the clubhouse in stage 4.

SPECIAL FEATURES

- 2 great adventures in 1 game
- 4 great underwater stages
- stage timer
- maximum score retained
- built-in melody
- sound on / off control
- built - in automatic "power - off" timer (game shuts off automatically after 3 minutes of non - use)

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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 shown in the diagram below.



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 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 sturdy carton with plenty of newspaper, foam or other padding 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 print 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.