

# Doctor Who™ Dalek Hunter

## LCD HAND-HELD GAME

DOCTOR · WHO

### INTRODUCTION

The Dalek fleet is approaching Earth. You must pursue the Mothership and try to destroy it but Daleks are pouring out of its launch bays to try and thwart your attack. Can you avoid the Daleks and other space debris hurtling towards you as you try and destroy the Emperors ship before the Earth is reduced to rubble?

### REPLACING THE BATTERIES

It is recommended that you replace the batteries provided with the game with fresh ones before playing.

- Unscrew the battery cover with a cross-head screwdriver.
- Insert 2 x A76/G13/LR44 1.5V button cell batteries ensuring the positive (+) and negative (-) terminals end up placed the correct way as indicated in Fig. 1.
- Replace the battery cover and retighten the screw.
- Attach the front face plate (Batman's head) by placing it over the game unit and pressing it down until you hear a click.
- Press the lid release clip located at Batman's chin and open the case as per Fig. 2.
- If the game is off, press the JUMP button to activate it.
- The game automatically starts in the default Level One (indicated by the figure 1 at the top of the screen. To change levels, press the level button at the start of a game or after power on.



Fig.1.

### BATTERY PRECAUTIONS

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Different types of batteries, or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Alkaline batteries recommended.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of batteries in fire.
- Batteries supplied are for demonstration purposes only and may require replacing within a short period of time.
- Batteries should be replaced by an adult.



Fig.2.

### CAUTION

Not suitable for children under 3-years-old.

### CARING FOR THE GAME

- If the display appears dim or fades during play, replace the batteries.
- After replacing the batteries, use pin or thin object to press the reset button where indicated.
- In most cases, game malfunctions, failures or faulty displays are caused by weak batteries.

### AUTO POWER OFF

If no button is pressed after the unit is switched on for a period around 2-3 minutes, the game will automatically shut off.

To restart the game, press the jump button/reset button and then press the start button. There is no Off button on the game.

### SOUND EFFECTS

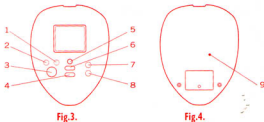
You can turn the game sounds on or off at any point during play by pressing the SOUND button.

### BUTTON FUNCTION/LOCATION

Buttons on the game are (refer to Fig. 3. overleaf):

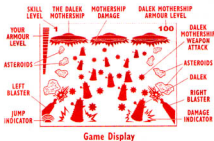
1. Fire right Blaster. Press this button to fire from your right-hand side.

2. Fire left Blaster. Press this button to fire from your left-hand side.
3. Jump. Press this button to jump in the air or to switch on the unit.
4. Sound. Press this button to turn the game sounds on or off.
5. Start. Press this button to start a game.
6. Level. Press this button to change the difficulty level from 1 to 2 or vice versa.
7. Accelerate. Press this button to go faster.
8. Decelerate. Press this button to slow down.
9. Reset. Using a pin or thin object to press this button to reset the game (refer to Fig.4.)



## PLAYING

1. Press the 'Start' button to begin.
2. Using the Accelerate/Decelerate buttons, quickly get up to speed. When you are travelling fast enough, The Dalek Mothership will appear at the top of the screen.
3. If you do not travel fast enough, you will see The Dalek Mothership disappear from the top of the screen.
4. If you see a Dalek coming towards you, wait for the 'Jump' symbol to flash, then quickly press the 'Jump' button to avoid the Dalek. If you press the 'Jump' button too early or too late, then you will collide with the Dalek causing damage and slowing you down.
5. If you see a Dalek Mothership in the road coming towards you, wait for the 'Jump' symbol to flash, then quickly press the 'Jump' button to avoid the 'Weapon'. If you press the 'Jump' button too early or too late, then you will collide with the 'Weapon' causing you damage, which will slow you down.
6. Your armour level is indicated by a gauge on the left-hand side of the screen. Once fully depleted, you are out of the game.
7. Whenever you see the Dalek Mothership appear at the top of the screen, you can fire at it using your built-in Blasters. If the Dalek Mothership is centre screen, then both left and right Blasters can hit him. If he is left or right, then only the right or left Blaster will strike him, even if both are fired.
8. The Dalek Mothership's armour level (100) is shown top right of the screen. Each hit you make will cause it damage. With its armour level reduced to 0 the Dalek Mothership will be immobilised and you win.



## CONTINUING PLAY

1. To start a new game after winning or losing, press the Start button.
2. To move to a higher difficulty level, press the level button at the start of a new game.

Please retain these instructions for future reference. Our contact details are shown.



[www.character-online.co.uk](http://www.character-online.co.uk)

Item: Doctor Who Dalek Hunter LCD Game  
Item Number: 01634  
Age Grade: 5 years plus

Doctor Who logo TM & © BBC 2004. Dalek image © BBC/Terry Nation 1963. Dalek image TM BBC. TARDIS TM & © BBC 1963. Images © BBC 2004. BBC logo TM & © BBC 1996. Licensed by BBC Worldwide Limited.

ART NO: 00320-220705-V1

**WARNING!** Not suitable for children under 36 months in case of unforeseen use, in particular of small parts, giving rise to harm. If you have a problem with this product, we want to help.

Please remove all packaging attachments before giving this product to a child.

At the end of the useful life of this product do not dispose in normal household waste. Check with local authority or responsible disposal centre and submit to the collection point for the recovery and recycling of electrical and electronic equipments. Please retain purchase details for future reference. Retain packaging for details.

Product specifications, colour and contents may vary from those illustrated.

