INTRODUCTION:
Springer is the rabbit. Your job is to help Springer jump from cloud to cloud collecting bonuses by kicking the dragons, eggs and other objects and trying to find the fastest path to the sun (top).

1. Connect your video game. Be sure to follow the manufacturer's instruction.

2. With the power in the off position, insert the Springer cartridge.

3. Plug in one joystick into the left position. This is a one player game.

4. Turn power “on”. Turn the television “on”

5. The game will automatically display the 3 frames (screens). Game play always begins with screen “one”. In order to be able to play screen two or three you must first “clear” the preceding screen. Springer is designed after a real coin arcade game with progressive game play.

6. Start the game play by pressing the game reset switch. Game play always begins with screen one.

7. Joystick control action.

   After the Springer start of game music, you can use the joystick and jump key to move the rabbit:

   **Left or right** : walk left or right respectively
   **Up** : kick
   **Down** : jump down
   **Fire (red button)** : jump upward
   **Fire and left** : jump forward to left
   **Fire and right** : jump forward to right
   **Fire and down** : jump forward and downward, direction depends on direction rabbit facing

   ![Game Screen](image)
8. Game Play
For the first screen try to reach the sun while collecting all the bonus objects.

For the second screen and those that follow, in addition to collecting all the bonus objects, you must also collect all the eggs and dragons in order to progress to the next screen.

Be careful and try to avoid falling from the clouds.

Try to reach the sun before the bonus timer reaches zero and you are awarded all time/points left on the bonus clock.

9. Scoring
In addition to the time bonus awarded at the completion of a frame, Springer gets points for:

- Dragon: 80 points
- Large Egg: 60 points
- Egg: 30 points

Each jump onto the moving cloud 5 points

Bonus scoring:
- Frame 1: Toothbrush 50 points Carrot 30 points
- Frame 2: Pot 90 points Glass 45 points
- Frame 3: Cup 80 points Toothbrush 15 points

10. Progressive Play
After completing the first screen Springer will be challenged with a second and a third unique screen. Generally the time for the eggs changing to dragons is shorter and the moving cloud is faster as you progress to each successive screen. If you complete the 3rd screen you will progress to the first screen with increased difficulty. This sequence continues.

Note:
- Frame 1, Round 2 2 clouds disappear
- Frame 2, Round 2 1 cloud comes and goes away
- Frame 3, Round 2 Length of moving cloud is shorter
11. 3 chances for each game. One extra chance is awarded if you complete the third frame, but the maximum number of chances will not exceed 4.

12. End Game
When you lose all chances the game ends. The screen will remain for 30 seconds and then go to the demonstration mode. Restart game play by pressing the reset switch.

13. Hints:
The best strategy for the first 3 frames is to find the shortest route to the sun while taking all the bonus objects.
On the 3rd frame, pay attention to the cloud just below the sun; it will disappear and reappear on the other side.
After the 3rd frame you must try to kill all eggs before they change to large eggs or dragons.

TIGERVISION™

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