

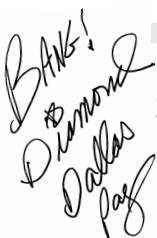


Ages 5 & Up

Model 80-603

## INTRODUCTION

The fun of arcade games and the collectibility of action figures are coming together in Tiger's new WCW Power Fighters. When you're ready to rumble, grab your power fighter, and beat your opponent into submission to win the WCW Heavyweight Championship Belt. When you're done, put your champion out on display for all your friends to see. The best wrestlers in the world are here, each starring in their own fighter - Hollywood Hogan, Sting, Kevin Nash, Goldberg, and Diamond Dallas Page!



Diamond Dallas Page is the most dangerous wrestler in the sport. His ferocious Diamond Cutter move is the stuff of which legends are made. His Overhead Press can crush anybody who gets in his way. Who can withstand him? It's time to find out!

## OBJECT OF THE GAME

Your video game features two wrestlers. The wrestler on the left is Diamond Dallas Page. He is YOUR wrestler. The wrestler on the right is always your opponent. He is controlled by the computer and possesses the knowledge, the cunning, the speed, and the power to defeat you - unless you fight your best!

Fight as Diamond Dallas Page through 7 matches in order to win the WCW Heavyweight Championship Belt.

## CONTROLS

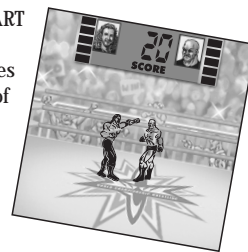
- SOUND - to control sound: ON or OFF
- OFF - to turn off the unit.
- ON/START - to start the game.  
- to start each new match.
- RESET - to reset the game if your unit malfunctions.
- "▲" - to climb up the corner post (when opponent is already laying on the ground).  
- when used in combination with the ACTION button, you can perform special moves.  
- to stand up after being knocked down by your opponent.
- "▼" - to make a PIN DOWN from the corner post.  
- when used in combination with the ACTION button, you can perform special moves.
- "◀" - to block.  
- when used in combination with the ACTION button, you can perform special moves.
- "▶" - to grapple.  
- when used in combination with the ACTION button, you can perform special moves.
- ACTION - to punch and kick your opponent.  
- when used in combination with the 4-WAY DIRECTIONAL PAD, you can perform special moves.

## STARTING A NEW GAME

Press the ON/START button to power on the game. Now you can step in the ring and wrestle through a 7 match tournament to win the WCW Heavyweight Belt.

## A "PAGE" RIGHT OUT OF HISTORY

After powering the game on, press the ON/START button to immediately enter Tournament mode. Diamond Dallas Page will now wrestle 7 matches to become the WCW Heavyweight Champion of the World. He must win a match in order to advance to the next match. If he loses a match, he will have to start all over again and try not to repeat the same mistakes.



## MOVES

Diamond Dallas Page has a variety of moves. Your job is to learn when to use each move to finish off your opponent the quickest.

### PUNCH

Press ACTION to randomly punch or kick.

### KICK

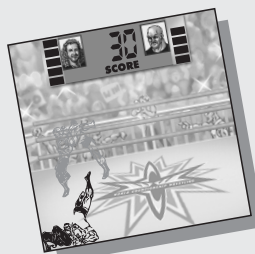
Press ACTION to randomly punch or kick.

### GRAPPLE

Press ▶, ▶ to grapple. This will put you in a tie-up with your opponent. From here you can do more powerful moves.

### PIN DOWN

Press ▼ when opponent is on the ground.



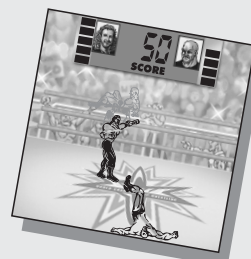
### DIAMOND CUTTER

When you're in a grapple, press ACTION + ▼.



### OVERHEAD PRESS INTO SLAM

When you're in a grapple, press ▶ + ACTION.



### FLYING ELBOW

When your opponent is on the ground, press ▲ to climb the ropes and use the Flying Elbow.



### THROW OPPONENT INTO THE ROPES

From the grapple, press ◀ + ACTION. (Press ACTION when they are coming off the ropes back at you to knock them down using a punch.)



Your special moves are the Diamond Cutter, Overhead Press, and the Flying Elbow. They can be done only by you! Your opponent has three special moves that only he can do. These are: Powerbomb, Bulldog, Flying Knee Drop.

Both you and your opponent have a health meter that is full at 5 units. Every unit of health bar that a wrestler takes away from an opponent will add 1/2 a unit of health bar back to their own health bar. So if you're on a roll, you

can keep doing really well! If a wrestler is blocking, he can not take damage for punches and kicks but can still be grappled! The health bar for each wrestler with reset to 5 before each of the 7 matches.

After a match is completed, press the ON/START button to start the next match!

## HINTS FOR VICTORY

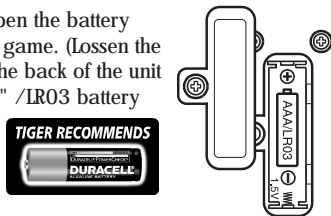
1. Attack, Attack, Attack - You can't win if you don't inflict some damage.
2. Warm them up with punches and kicks. Then move in and do some real damage with your power moves from the grapple.
3. Learn to use the Block - Knowing when and when not to use the block will separate the champs from the chumps.
4. When they're down, keep 'em down - After you knock them down, go off the ropes to inflict some extra damage.
5. Visit our main website at [www.tigertoys.com](http://www.tigertoys.com) for info on the rest of our fun toys.

## SCORING

- 10 POINTS for punching or kicking your opponent before a grapple.
- 20 POINTS for performing your three special moves of "Diamond Cutter", "Overhead Press", and "Flying Elbow", for throwing your opponent into ropes and then kicking him.

## INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screw holding the battery door onto the back of the unit and remove the door.) Insert 1 "AAA" /LR03 battery (not included), making sure to align "+" and "-" as shown.



**CAUTION:** Batteries should be replaced by an adult. Not suitable for children under 36 months, may contain small parts.

### TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- 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.

Replace with new batteries at the first sign of erratic operation.

Remember, your game will reset once you've replaced or removed the batteries.

## CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET 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.

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 Repair Department  
1000 N. Butterfield Road, Unit 1023  
Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, your 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 Electronics, Ltd. (TIGER) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at TIGER'S option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to TIGER.

Product returned to TIGER without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at TIGER'S option) for a service fee of US \$13.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department  
1000 N. Butterfield Road, Unit 1023  
Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**WARNING:**  
CHOKING HAZARD - SMALL PARTS  
NOT FOR CHILDREN UNDER 3 YEARS

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