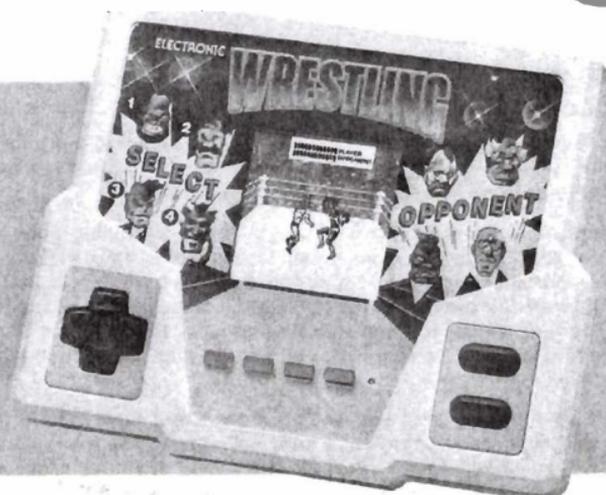


# WRESTLING

## LCD GAME



### 1 THE WRESTLING CHALLENGE

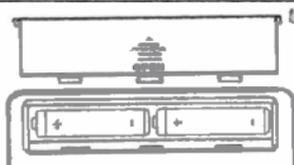
It has come down to this — you against four of the toughest, back breaking, knee butting, body slamming wrestlers in the computer world. There are nine different throws and techniques you can use to pin your opponents — before they pin you!

### 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.



### 3 CAUTION



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



Do not press the liquid crystal display screen 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.

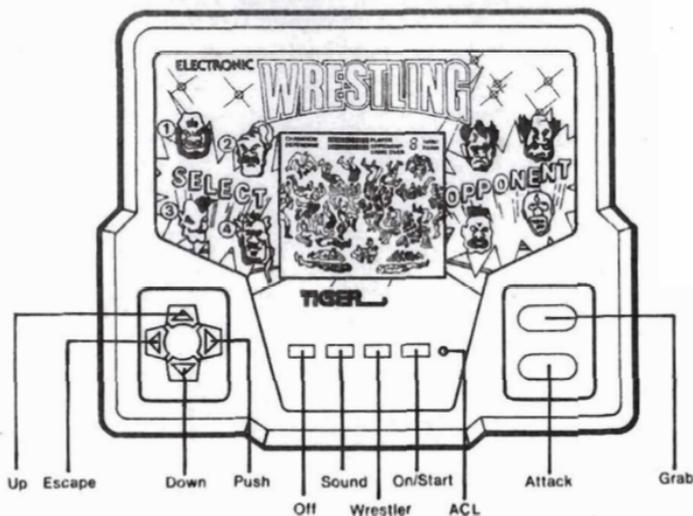
### 4 THE OBJECT OF THE GAME

You must earn the title of champion. There are four opponents in your way. You start at rank 4. Your rank goes up each match you win. Your rank also goes down with each match you lose! If you lose at rank 4, you have fallen to rank 5 and the game is over. (By losing at rank 4, you also have embarrassed your family, your friends, and your dog if you have one.)

When you reach rank 1, you fight for the championship. If you become champion, you have to defend your title by again defeating all four opponents. (The Fearsome Four are tougher this time.) If you lose a title match, you are allowed one return match. If you win, you regain the championship. If you lose the return match, your ranking goes down to rank 2.

As you fight, you will gain and lose energy bars. The more energy bars you retain, the stronger and more coordinated you will remain.

## 5 CONTROL GUIDE



- |                 |  |               |   |
|-----------------|--|---------------|---|
| <b>On/Start</b> | Press On/Start to turn on the unit and start the match.  | <b>Down</b>   | To fly down the rope for flying body attack.<br>Or to attack after a grab for:<br>— brain buster<br>— pile driver<br>For pin attempt  |
| <b>Wrestler</b> | To select your opponent in ranking order.  | <b>Push</b>   | To push your opponent for hammer throw.   |
| <b>Sound</b>    | Control sound: on or off.  | <b>Escape</b> | After being grabbed by opponent, press this key to increase your chance of escape! After being knocked down, press the escape key to increase your chance of escape — or risk the flying body attack or pin attack being done to you! |
| <b>Off</b>      | To turn off the game.  |               |   |
| <b>Grab</b>     | To grab your opponent.   |               |   |
| <b>Attack</b>   | To attack your opponent for:<br>— flying kick (if key is used alone)<br>— knee butt (after grab)<br>— back brain chop (after grab)<br>— kick (last action in hammer throw) |               |   |
| <b>Up</b>       | To climb up the rope for flying body attack. (Use only when your opponent is already on the ground.)   |               |   |

## 6 FEATURES

- Twelve different wrestling throws and techniques (nine for you and nine for computer)
- Four loathsome opponents who get tougher once you become champion
- Sound On/Off
- Auto power off
- Best result retained

## 7 GAME SUMMARY

You have four different matches to win as you progress from rank 4 to the championship. Then you must defend your championship by again defeating all four opponents who are tougher in championship play.

Each time you knock down an opponent, he loses an energy bar. Each time he knocks you down, you lose an energy bar. Lack of energy decreases your strength and agility (you're more vulnerable to being pinned and certain throws won't work). At the end of each match, you're restored to full energy.

## 8 HOW TO PLAY

Press the On/Start button to turn on the unit. A simple "on" beep is heard and display shows your wrestler number (you begin with wrestler 1). The player indicator will also light up.

Use the wrestler button to select your wrestler from a list of four tough characters. The computer selects your opponent. Your player is on the left.

SELECT	1 	2 	3 	4 
OPPONENT				

Press the On/Start button again to begin the match. Each match is a 4 minutes single match. The best result will be displayed with blinking for two seconds. A bell will ring at the last minute and the last thirty seconds of each match!

You have to start at rank 4. Each time you win a match, your ranking goes up one notch. Each time you lose, your rank goes down. Don't lose at rank 4. If you do, the game is over. Once you reach rank 1, you play for the championship. If you become champion, in the spirit of fair play, you must give each of your four opponents a rematch. Each of the four will be tougher this time around. If you lose a title match, you're allowed one return match to regain the championship. If you lose this return match, you fall to rank 2.

At the beginning of each match, both you and your opponent have 12 energy bars. Every time you have a successful attack and knock him down, he loses an energy bar. Each time he has a successful attack and knocks you down, you lose an energy bar. Without certain levels of energy, some holds won't work and you're also more vulnerable to being pinned. So your strength and agility are measured in energy bars. Keep your energy up!

The Escape and Attack buttons are very important. As you face an opponent, use the Escape button to avoid being grabbed by him. Frequently pressing your Escape button lessens your chance of being attacked. If you're grabbed, attacked or thrown down, use your Escape button to try and break free! As you can see, the Escape button is your best defense. Your best offense is the Attack button. Press the Attack button to attack your opponent. Check the diagram below to see how you can combine the Grab, Push, Up and Down buttons with the Attack button to vary your attack with different throws and techniques!

If you are knocked down, the counter starts to count down from 10. Press that Escape key and try to escape! If you cannot stand up again, you lose the match. If the level of the fallen player (you or your opponents) has dropped to zero or is six energy bars behind his opponent, he will not recover.

If a match ends in a draw, you lose.

The game pauses after each match. Your ranking will be displayed. Press the On/Start button for your next match.

Use the "Sound" button for sound On/Off control.

After a "game over", press "Wrestler" button for wrestler selection if you want to play again. Then press the On/Start button to start the next game. You begin again at rank 4.

Press "Off" button to turn off the game.

There's an auto power off timer built in — just in case this game falls into enemy hands.

## 9 THE FORMAT OF ATTACK

See the diagram below on ways to attack:

THROWS	BUTTONS TO PRESS	ENERGY REQUIREMENT
flying kick 	attack	—
knee butt 	grab + attack	—
body slam 	grab + attack	—
hammer throw 	grab + push + attack	must have 1 pt. energy bar lead
back brain chop 	grab + attack	—
brain buster 	grab + down	must have 2 pt. energy bar lead
pile drive 	grab + down	must have 2 pt. energy bar lead
pin attempt 	down (if opponent is already on ground)	—
flying body attack 	up + down (if opponent is already on ground)	—

Only you can do a back brain chop, brain buster or pile drive. Your opponent has a few moves all his own, too — a back breaker, back drop, and outlaw choke.

Some of the throw techniques use the same button combinations. In these cases, the computer randomly decides on the throw/technique.

It's always important to complete an attack! When doing a hammer throw, you Grab an opponent, then Push to throw him against the ropes, and Attack to kick him when he bounces off the ropes. If you forget to press the Attack button, he may recover and start to attack you!

Up takes you up the rope, and Down takes you down the rope for a flying body attack.

If both wrestlers are attacking at the same time, the wrestler with the higher energy level has a better chance of gaining the advantage!

## 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 Electronics, Inc., 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

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\$8.00. 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, U.S.A.

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 GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON 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 carton with plenty of newspaper, styrofoam 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, U.S.A.**

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\$8.00 payment for the repair service.

**TIGER ELECTRONICS, INC.  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.**