

ELECTRONIC

X-MEN™

PROJECT X™

LCD VIDEO GAME



1 THE WEAPON X SWORD

Wolverine, the adamantium clawed hero of the X-Men, has teamed up with Cyclops, a former deputy leader of the X-Men and now affiliated with X-Force. Cyclops is able to beam optic energy lasers from his eyes, which comes from storing energy he takes in from sunlight and starlight. They'll need all their power to beat the combined forces of Apocalypse and the 900 lb. force of the indestructible Juggernaut!

Juggernaut gained his tremendous size and strength from a mystical ruby he found in a cave that housed a lost temple called Cyttorak. Whomever was to touch this ruby was to gain the super human strength and power of a juggernaut. Once he gained this strength, Juggernaut hurled the ruby into orbit so that no one could ever share or obtain the power.

Helping out Juggernaut against Cyclops and Wolverine is Apocalypse who is alive and kicking at full fury! Apocalypse can extend the length of his arms and legs to attack! He can also fire deadly cannonballs!

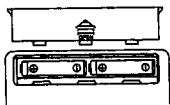
So it's Cyclops and Wolverine against Juggernaut and Apocalypse—in a winner-take-all fight to the glorious finish!

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.

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 in the diagram below.



3 CAUTION



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



Do not press the liquid crystal display 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.

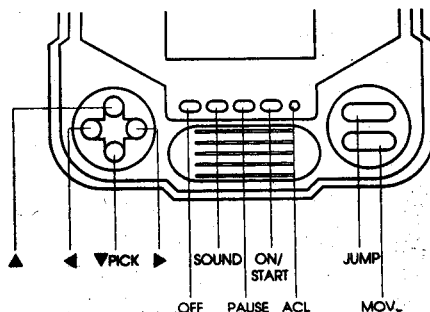
Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

You always play as Cyclops. Direct the laser beams of Cyclops at any object to either move it or destroy it! The laser beams can also kill Apocalypse and stop the awesome movement of Juggernaut. On later stages, you can call on Weapon X (none other than Wolverine himself!) to help you on your life or death mission!

You win each stage by hitting Juggernaut a specified number of times. YOU WIN THE GAME by battling your way through all 5 stages of frenzied X-citement!

5 CONTROL GUIDE



- ON/START** —To turn on the unit.
—To start the game.
—To start each stage.
—To exit pause (and continue play).
- PAUSE** —To pause the game.
- SOUND** —To control sound: on or off.
- OFF** —To turn off the unit.
- JUMP** —To jump up.
- MOVE** —To move an object in the direction of the laser beam (when used with the laser beam directional buttons).
- ▲** —To fire laser up (all stages).
—Press at same time as MOVE button to move any attacking object up (stages 2-5).
- ◀** —To fire laser left (all stages).
—Press at same time as MOVE button to move any attacking object to the left (stages 2-5).
- ▶** —To fire laser right (all stages).
—Press at same time as MOVE button to move any attacking object to the right (stages 2-5).
- ▼/PICK** —To kneel down to dodge attack.
—To pick "X" mark to release Weapon X.

6 FEATURE

- 5 stages of X-citement!
- energy-adding sun
- Weapon X
- built-in sound
- sound on/off control
- maximum score retained
- built-in automatic power-off timer

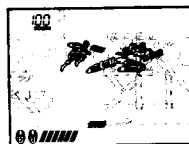
7 GAME SUMMARY

You always play as Cyclops against the vicious assaults of Juggernaut and Apocalypse! To win the game, you must win each stage, including a final victory on stage 5.

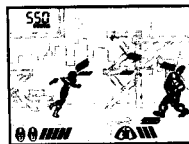
You begin the game with 3 lives. You lose an energy bar whenever you're hit by an enemy or an enemy object. You lose a life whenever your energy bar drops to zero. The GAME IS OVER if you lose all 3 of your lives.

However, you can recharge your energy! At the later part of each stage, the sun will appear! You can jump up to the sun to recharge to full energy! Don't miss this opportunity! You have just one chance to recharge on each stage!

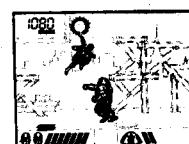
Beginning in stage 3, an "X" mark will randomly appear along your path. Pick it up to release Weapon X—which is none other than your good pal Wolverine! Wolverine will appear for a short time and will automatically help you shred Juggernaut and Apocalypse!



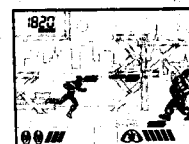
In stage 1, JUMP to escape Apocalypse's kick! Also use your LASER BEAMS to attack him! But watch out—Apocalypse can extend the length of his arms and legs to attack you!



At the end of stage 1, Juggernaut oppoies! He throws a broken steel at you! FIRE YOUR LASER BEAMS TO DESTROY THE STEEL! Or JUMP up to get into a better position to attack Juggernaut with your beams! As you attack Juggernaut, he'll lose energy and will throw the steel more slowly!



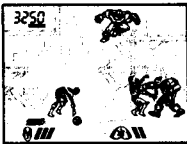
Both you and Juggernaut have ENERGY BARS to record your energy levels. At the later part of each stage, the sun will appear. TAKE THIS CHANCE BY JUMPING UP TO RECHARGE YOUR ENERGY TO FULL! When you've hit Juggernaut 7 times, you stop his movement and win stage 1!



Beginning in stage 2, you have the power to MOVE back the steel that Juggernaut throws at you—and send it right back to attack him! Press the MOVE button and a DIRECTIONAL button at the same time! This can stop Juggernaut faster! When you've hit Juggernaut 12 times, you stop his movement and win stage 2!



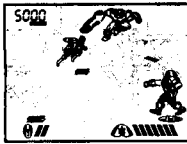
In stage 3, Apocalypse will shoot cannonballs at you and Juggernaut will sneak up behind you and try to throw you into oblivion! Juggernaut will also try to punch you out! Use your LASER BEAMS to fight back and also know when to jump clear of attack!



Beginning in stage 3, an "X" FORCE will randomly appear on the floor. PICK it up to unleash Weapon X! Weapon X is your friend, Wolverine! Wolverine will appear for only a short time—but he'll use that time to automatically try to slow his way through Juggernaut! When you've hit Juggernaut 14 times, you stop his movement and win stage 3!



In stage 4, Apocalypse will appear on the top right corner of the screen. He will fire cannonballs at you! It takes 1 hit to destroy a cannon. Holes will also appear along the floor—stay clear of them! It takes 18 hits (with the help of Wolverine) to stop the movement of Juggernaut to win stage 4!



Stage 5 is the final stage. But it's the hardest! Juggernaut is his strongest and he's hard to stop! Don't forget to pick up the "X" to unleash Weapon X to help you! When you hit Juggernaut 21 times, you stop his movement once and for all—and win the game!

8 HOW TO PLAY

Press the ON/START button to turn on your unit. You'll hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to begin the game from stage 1! You begin, of course, with 0 score.

You always play as Cyclops. You are able to beam optic energy lasers from your eyes, which come from sunlight and starlight. Direct your laser beams at any object to either move it or destroy it! Also use your laser beams to kill Apocalypse and stop the movement of Juggernaut!

You start the game with 3 lives. You lose a unit of your energy bar whenever you're hit by an enemy or an object. You and Juggernaut each have an energy bar. Keep track of both your energy level and his! When his energy drops, he begins to lose power! You lose a life when your energy bar drops to zero. THE GAME IS OVER if you ever lose all 3 of your lives.

However, you have one chance on each stage to recharge your energy level to full. This chance occurs when the sun appears! JUMP to the sun to recharge! Don't miss this "golden" opportunity!

Score as many points as you can by defeating your enemies! You WIN THE GAME if you can stop the lethal movement of Juggernaut on stage 5!

Each stage presents special challenges:

STAGE	1	2	3	4	5
ENEMY					
APOCALYPSE	YES		YES	YES	YES
APOCALYPSE WITH CANNON	-		YES	YES	YES
JUGGERNAUT	1		1		1
HOLE (TRAP)	-		-		YES
WEAPON X (WOLVERINE)	-		YES		YES
POWER-TO-MOVE OBJECT	-		YES		YES
TWO STOP HITS TO STOP JUGGERNAUT	7		14		21

SCORING:

You'll score points for using your laser power against your enemies!

ENEMY:	SCORE:
APOCALYPSE	20
EACH HIT OF JUGGERNAUT	100

Beginning in stage 2, you have the power to MOVE BACK any attacking object! Press the MOVE button at the same time you press either the "▲", "◀" or "▶" laser beam button to send the object back via laser in whichever of these three directions you choose!

Beginning in stage 3, an "X" mark will randomly appear along your path. Press the PICK button to pick it up and release WEAPON X! Weapon X is none other than your good friend, Wolverine! Wolvie will appear for just a short time—but he'll be a big help! He'll use his claws of adamantium steel to help you defeat your enemies!

Use your control buttons to achieve ultimate victory:

PRESS THE JUMP BUTTON to jump up to avoid attack, to get into better position to attack, and to reach the sun to recharge your energy!

PRESS THE MOVE BUTTON at the same time you press either the "▲", "◀", or "▶" laser buttons in order to move an attacking object, i.e., the broken steel that Juggernaut likes to throw at you, back in its direction! It's a great way to give Juggernaut a taste of his own medicine!

PRESS THE "▲" BUTTON to fire laser beams up on all stages...or press with the MOVE button to move attacking objects up (stages 2-5).

PRESS THE "◀" BUTTON to fire laser beams left on all stages...or press with the MOVE button to move attacking objects left (stages 2-5). stages...or press

PRESS THE "▶" BUTTON to fire laser beams right on all with the MOVE button to move attacking objects right (stages 2-5).

PRESS THE ▼/PICK BUTTON to kneel down to dodge...or to pick the "X" mark and unleash WEAPON X!

Press the PAUSE button during the game to pause the game to catch your breath and take a break. Press the ON/START button to exit the pause.

The game will also pause automatically when you complete a stage. Press the ON/START button when you're ready to begin the next stage!

Press the SOUND button at any time to fight in silence. Press it again to regain all the sounds of fury.

Press the ON/START button after a GAME OVER to begin a new game from stage 1.

Press the OFF button when you're finished playing. But don't worry if you forget. The game will automatically shut itself off after about 3 minutes of non-action!

9 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 is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

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 Electronic Toys, 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\$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, 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 good carton with plenty of newspaper, foam 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\$12.00 payment for the repair service.

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