I. INTO THE BATTLEBOX!

Does Mechadon have what it takes to battle his way to the championship? It's time to find out. Four of the world's most powerful machines, including EL DIABLO, KILLERHURTZ, VLAD the IMPALER, and MINON, stand between you and victory.

EL Diablo

Killerhurtz

Vlad the Impaler

Minion

II. THE ROBOT RUMBLE TROPHY

You must complete four rounds of championship battle (four stages of play) in order to advance to the battle royal, which is the final fight. In this final fight, you will face all four powerful machines at the same time. If you win (and that's a big if), you will rewarded with the Robot Rumble trophy-the GIANT NUT- and will WIN the game.

III. LEVELS OF SKILL

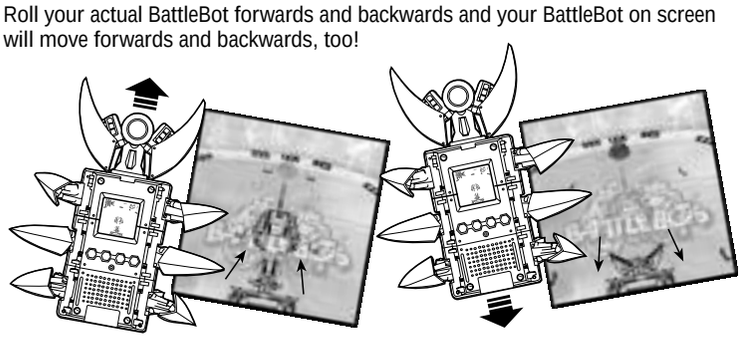
Before you begin play, you can choose from three different skill levels:

EASY, MEDIUM and HARD.

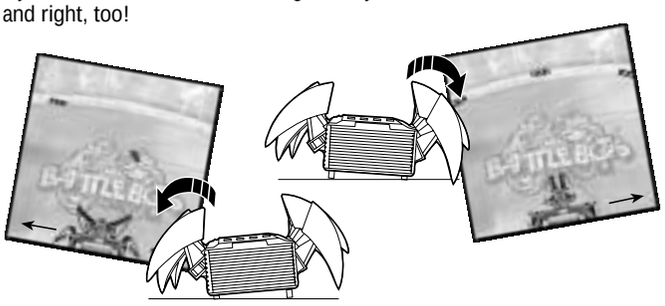
No matter which skill level you select, you will always fight DIABLO in stage 1, KILLERHURTZ in stage 2, VLAD the IMPALER in stage 3, MINION in stage 4 and all four of them together in the fifth and final stage, which is the Robot Rumble.

IV. CONTROLLING YOUR BATTLEBOT

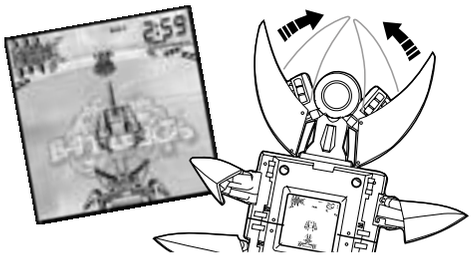
Roll your actual BattleBot forwards and backwards and your BattleBot on screen will move forwards and backwards, too!



Lean your actual BattleBot left and right and your BattleBot on screen will move left and right, too!



Move your actual BattleBot's mouth pincers to activate your on-screen pincers to grab and chomp down - hard!!! - on your enemies!



V. THE TRUE ART OF PINCERS

Pincers are truly a work of art. Use your pincers to hold onto your enemies and drag them to the saw and hammer where destruction awaits them!

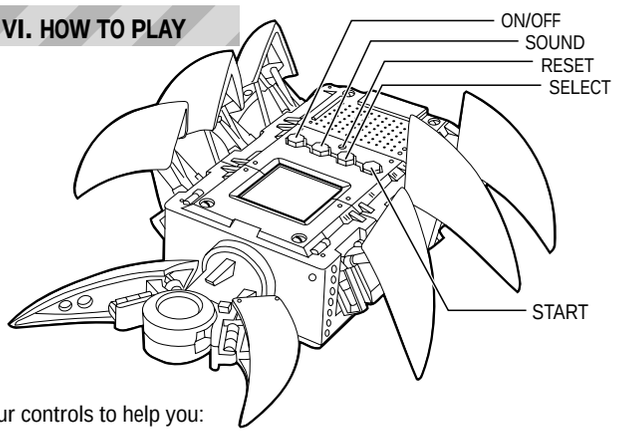
THOSE KILLSAWS CAN RIP THROUGH AN ENEMY LIKE A HOT KNIFE THROUGH BUTTER!

SMASH YOUR ENEMY UNDER THE WEIGHT OF THE HAMMER

RULES OF ENGAGEMENT

- You must complete the first four rounds in order to advance to the Special Battle Royal final stage against all four powerful machines at once.
- Each enemy bot (EL DIABLO, KILLERHURTZ, VLAD the IMPALER, and MINION) has a unique weapon and different way of attacking you.
- The two techniques you possess are your pincers for holding and dragging your enemies to the hammer and saw - and your ability to ram your opponent to smithereens!
- You have two kinds of energy levels: ARMOR and CRITICALS.
- Your ARMOR level is reduced whenever you are attacked. After each stage of play, your armor is restored to full to begin the next stage. When your armor level drops down to zero, then subsequent hits will register from your criticals level.
- Your CRITICALS level drops whenever you are attacked by the saw or hammer -and whenever your ARMOR has been completely knocked out. Once your criticals are knocked out, you LOSE the match. If you survive a stage, your damage will transfer from the previous stage. If your criticals were below 75% at the end of a successful stage, you will automatically repair them back up to 75% as the next stage begins.
- Each stage begins with a countdown of "Three, two, one!".
- Each stage ends after 3:00 minutes of play unless a bot is knocked out before then. If a stage goes the "distance" of 3 minutes, then the bot that has taken the least amount of damage wins. So if you've taken less damage than your opponent, you move on to the next round of play!
- You will be awarded the SPECIAL ROBOT RUMBLE trophy if you win the fifth and final stage of play.

VI. HOW TO PLAY



Use your controls to help you:

ON/OFF - to turn the game ON and OFF.
- the game also shuts off automatically after about two minutes of no action.

START	- to start the game. - to start each stage.
SELECT	- to toggle between the three skill levels of EASY, MEDIUM and HARD.
SOUND	- to control sound on/off.
RESET	- to reset the game if your BattleBot malfunctions.
ROLL FORWARD	- roll your BattleBot forward to move forward on screen.
ROLL BACK	- roll your BattleBot backwards to move backwards on screen.
LEAN LEFT	- lean your BattleBot to the left to turn left on screen.
LEAN RIGHT	- lean your BattleBot to the right to turn right on screen.
GRAB	- grab your BattleBot's pincers to grab and damage your on-screen enemies.

Press the ON button to turn on the game.

Use the SELECT button to toggle between the three skill levels of EASY, MEDIUM and HARD. If you're not a big fan of instant annihilation, we suggest you start EASY and work your way up!

After selecting your skill level, press the START button to begin! You will hear the "THREE, TWO, ONE!" countdown.

Then start moving your BattleBot forwards or backwards or lean it left and right for moving.

For grabbing and attacking, use the pincers as shown above.

As you complete a stage, press the START button to begin each new stage.

When you are defeated, accept your fate - or rise to fight again by pressing the START button. For each new game, you have to use the SELECT button to select the skill level for the new game.

If you like the skill level you played with previously, just press the START button twice to begin play with the same skill level.

VII. TOY MODE

If you want to just play with your BattleBot as a toy instead of a video game, that's easy, too.

Use the ON/OFF button to turn OFF the game.

Press the SOUND button and you will hear a sound from the game.

Pull on the PINCERS to play the current sound.

Lean your BattleBot to the LEFT to hear the previous sound from the game.

Lean your BattleBot to the RIGHT to play the next sound.

Press the ON/OFF button again to return to the normal game-playing mode.

VIII. INSERTING THE BATTERIES

To insert the batteries, 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 2 AAA/LR03 batteries (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 :

- 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.
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.

DO NOT DISPOSE OF THIS PRODUCT IN FIRE, BATTERIES INSIDE THIS PRODUCT MAY EXPLODE OR LEAK.

RESET BUTTON:

After battery insertion, the RESET switch may be pushed only if the game is not working properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.

IX. 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.

X. 90-DAY LIMITED WARRANTY

Tiger Electronics (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 U.S.$9.00. Payments must be by check or money order payable to Tiger Electronics.

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.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

TIGER® ELECTRONICS
A division of Hasbro, Inc.
Where Technology Comes to Play! ™

®, TM, & © 2001 Tiger Electronics.
All rights reserved.
980 Woodlands Parkway, Vernon Hills, IL 60061, USA
www.tigertoys.com

®, TM, & © 2001 Tiger Electronics,
a division of Hasbro, Inc. All Rights Reserved.
Belvedere House, Victoria Avenue, Harrogate,
North Yorkshire HG1 1EL, United Kingdom.
www.tigertoys.co.uk

Printed in China

All Rights Reserved
Copyright 2001 BattleBots, Inc.
701 DeLong Ave., Unit K
Novato, CA 94945
www.battlebots.com