

ELECTRONIC

MODEL 7-831

ALTERED BEAST™

LCD VIDEO GAME

1 THE ALTERED BEAST STORY

It is the time of gods and myths and legends. When men were warriors and courageously fought unnatural enemies in the endless battle of good against evil. It is the time of Altered Beast™.

Summoned by Zeus, God of Thunder, you have been awakened from the dead to challenge the wicked Neff, God of the Underworld, for the fate of Athena. And Athena is no ordinary girl. She is the daughter of Zeus and must take her rightful place among the Gods if only you can free her from her place of imprisonment.

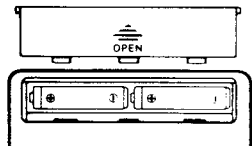
Although you were once a brave and awesome Roman centurion, the rigors of this journey demand a supernatural display of strength. And so you are bestowed with the powers of the Altered Beast™. The power to transform your being into a part animal, part human creature of formidable force.

But to achieve this rare form of vitality, you must earn it. By conquering foes and capturing spirit balls, you will muster the energy to transmute from one beast to another.

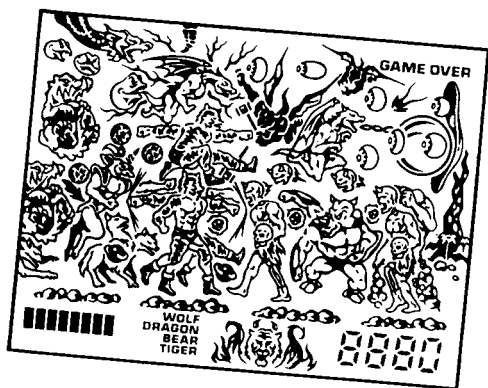
2 INSERTING THE BATTERIES

To insert the battery, 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 below.



3 CAUTION



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



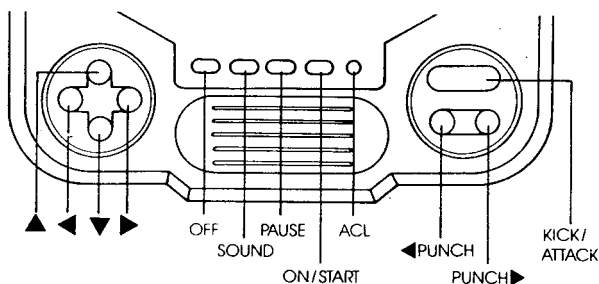
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

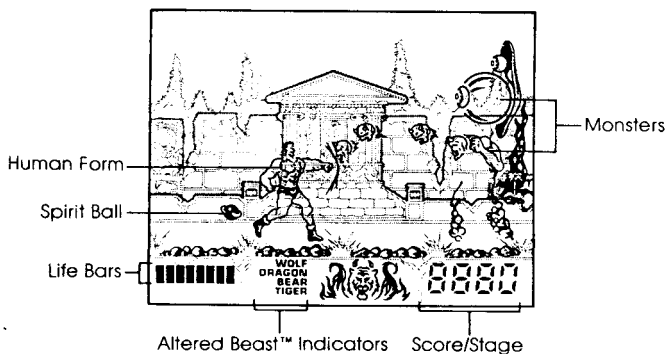
4 The OBJECT OF THE GAME

You must advance through 5 stages of battle in order to win a chance to defeat Neff, God of the Underworld.

Along the way, you will meet and defeat powerful ancient monsters. For this, you will be awarded points. To help you in your quest, you yourself will become energized and transformed into different powerful beasts with strength far beyond mortal man.

















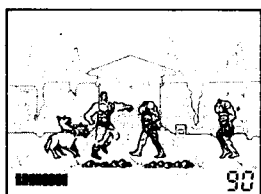
- ON/START** To turn on the unit.
To start the game.
To exit from pause.
- PAUSE** To pause.
- SOUND** To turn sound on or off.
- OFF** To turn off the unit.
- ▲** To jump up.
- ▶** To move forward (on ground)
To move to front position (on air when changed to dragon).
- ◀** To move backwards (on ground)
To move back (on air when changed to dragon).
- ▼** To move down immediately (during jumping up).
- KICK/ATTACK** To kick.
To attack (when changed to dragon).
- PUNCH ▶** To punch (front direction)
To fire fireball together with punch (when transformed to beast).
- PUNCH ◀** To punch (backward direction).



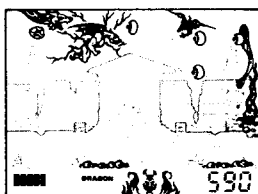
- 5 stages of battle.
- Monsters on every stage.
- Ability to alter yourself into a beast on every stage.
- Built-in sound melody.
- Sound ON/OFF control.
- Maximum score retained.
- Auto power-off timer.

You will advance from stage 1 all the way through stage 5 in order to win the chance to defeat Neff, God of the Underworld, at the end of stage 5. Along the way, you will fight (and must defeat) many monsters. As you proceed from stage to stage, you will face more and more monsters-with each monster appearing with greater and greater fearsome regularity. (SEE STAGE CHART, BELOW)

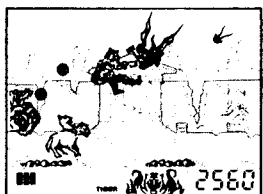
	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
 BORN HEAD	5	5	15	20	25
 GORY GOAT	5	—	15	—	25
 DARK UNICORNIA	—	5	—	20	25
 WOLF LASCERT	5	5	15	20	25
 GRAVE MASTER	5	5	15	20	25
 HUGGER	1	—	—	—	25
 HAMMER DEMONS	—	—	15	20	25
 SKINNY ORCUS	—	10	—	—	—
 EXFROG	—	10	—	—	—
 RATTLE TAIL	—	10	—	—	—
 OCTEYES	—	1	—	—	—
 CROCODILE WORM	—	—	1	—	—
 FATTY CROCODILE	—	—	—	1	25
 NEFF	—	—	—	—	1



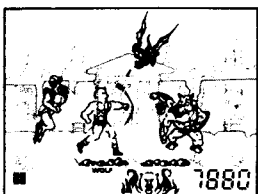
Stage 1- Capture the elusive spirit balls by defeating the 2 headed wolf, and you are transformed into the Altered Beast™.



At stage 2, you can transform into Weredragon. You have the power to attack the enemies ahead.








Stage 4-more and more enemies ahead, transform into Weretiger and try to survive.



At the final confrontation, try to transform into Gold Werewolf for the most difficult enemy, 'Neff', Kings of the Beast!!

Before advancing from one stage to the next, you must defeat the Stage Guard (Boss) at the end of each stage.

	STAGE 1: HUGGER
	STAGE 2: OCTEYES
	STAGE 3: CROCODILE WORM
	STAGE 4: FATTY CROCODILE
	STAGE 5: NEFF






SCORING

You will be scoring points along the way through the stages. You score: 10 points for defeating each monster. 100 points for defeating each of the stage guards at end of stage.

You begin fighting in human form. In human form, it takes 2 times of attack (KICK/PUNCH) to destroy a monster.

However, you will gain the power of transformation! You will transform into an Altered Beast™ where you are much more powerful, and then it takes just 1 attack (KICK/PUNCH) to destroy a monster!

A Lascert Wolf carries a SPIRIT BALL on each stage. Kill the wolf and you become energized and transformed into a powerful Altered Beast™. On each stage, you become a different Altered Beast™:

	STAGE 1: WOLF
	STAGE 2: DRAGON
	STAGE 3: BEAR
	STAGE 4: TIGER
	STAGE 5: GOLDEN WOLF

In stage 2, you are altered into a flying dragon. In the other stages, you are an Altered Beast™ that fights on the ground.

LIFE-BARS

You start each stage with 8 units of life-bar. You lose a life-bar whenever you are attacked twice by an enemy monster. If you lose all your life-bars, the **GAME IS OVER**. Whenever you advance to a new stage, your life-bar count is completely restored to the full power supply of 8 units.

REMEMBER...

In order to advance to the next stage, you must defeat the stage guard (boss) at the end of each stage.

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Press the "ON/START" button to turn on the game. A simple game-start melody is played. The maximum score is displayed for about 2 seconds, and then followed by a display of the stage number for 1 second. The game always starts from stage 1. You begin each stage with 8 units of life-bar.

ATTACK

You attack enemy monsters by "KICK" or "PUNCH":

Press "KICK" to attack enemy by "KICK".

Press PUNCH FRONT ► to attack enemy in front of you.

Press PUNCH BACK ◀ to attack enemy behind you.

You begin each stage in human form. It takes 2 punches or kicks to kill an enemy while in human form. When you are transformed into an Altered Beast™ (see GAME SUMMARY), it takes only 1 punch or kick.

You always fight on the ground, except when you are altered on stage 2 into a flying dragon.

When you have been transformed to a dragon, press "KICK/ATTACK" button to attack. Use ► and ◀ keys to move forwards and backwards. You will have to move to the front position in order to attack the stage guard for stage 2 — the evil Octeyes!

When you are fighting on the ground, use ▲ and ▼ to JUMP up and down in order to get out of harm's way when you are being attacked simultaneously from two sides!

Each time, you successfully attack an enemy, you will score points. However, each time an enemy successfully attacks you (an enemy is successful whenever he hits you twice), you will lose a unit of your life-bars. If you ever run out of life-bars, the **GAME IS OVER**. As you advance to a new stage, you begin each stage returned to your full power of 8 life-bars.

Remember, you must attack and defeat the stage guard at the end of each level in order to advance to the next stage. On the 5th and final stage, you come face to face with the final stage guard, none other than Neff, God of the Underworld. Defeat Neff to win the game.

The game will pause after each stage. Press "ON/START" to start the next stage. If you get tired during your quest, you can press the PAUSE button to get a rest. Just press "ON/START" to resume battle.

After a "GAME OVER," press "ON/START" to start another game. You always begin on stage 1 and in human form.

If you wish to do battle in silence, press the "SOUND" button. Press the "SOUND" button again to regain the sound.

When you're finished playing, press the "OFF" button to shut off the unit.

If the game falls into enemy hands (or you just forget to shut off the game), don't worry — the gods are with you — the game has a built-in auto power-off timer that automatically shuts off the game in about 3 minutes!

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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.

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, 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\$12.00 payment for the repair service.

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