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MODEL 60-002



ANASTASIA

6000201HWTIE-01

“A ROMANOV SURVIVES”

The Russian Revolution of 1917 began with the ransacking of the Czar's palace in St. Petersburg and the destruction of the Czar's family — the Romanov's family. However, rumor has it that one of Czar Nicholas' and Czarina Alexandra's children, an eight year old girl named Anastasia, escaped unharmed.

Ten years later, an orphaned eighteen year old girl, named Anya, with no memories of her childhood, is discovered by a con artist named D'mitri, who tries to make money by claiming she is the lost Anastasia.

The only clue that she has that she “must have been someone that someone loved”, is a key she has always worn around her neck that is engraved with the inscription, “Together in Paris”. Although she doesn't know it, the key fits a music box given to her by her grandmother, the Dowager Empress, Marie!

With D'mitri “coaching” her in the ways of the Romanov family, Anya's memory slowly returns — and it is finally proven that she really is the lost Anastasia — and she is reunited with her grandmother!

But an evil man named Rasputin, who helped bring down the Romanov family with his black magic, discovers that Anastasia is alive and well — and seeks to kill the one remaining Romanov!

“DEFEAT RASPUTIN”

You always play as eighteen-year old Anya (Anastasia). You are seeking to find out who you really are — to find your real home and family and the love you feel you have lost. Once you realize who you really are, you want to understand your true identity better as well as to understand your true feelings about D'mitri!

You always play through all 4 stages. Each stage has a time limit. Try to do as much as you can in each stage. You WIN the game if you can kick Rasputin

enough times in the final stage. Then you will see the “game winning” animation of Anastasia in D'mitri's arms! If you don't kick Rasputin often enough in the final stage, you will not win the game and will not see the game winning animation. Instead Rasputin will appear with Bartok and they will laugh at you!

Each stage tells a part of your unique story for survival:



STAGE 1: THE TRAIN TO PARIS

You are on a train to Paris with D'mitri, who is going to get you in to see the Dowager Empress, who is really your grandmother! As the game begins, the mysterious Rasputin appears. You cannot fight him at first and he will not attack you right away. Instead, he quickly disappears and in his place, he sends out his Minions! Move around the train or climb on the train's roof to avoid the Minions! But climb down quickly from the roof so you don't get hit by a tunnel! Also climb down fast if a Minion reaches up for you! If you get caught by a Minion, you lose energy. The Minions can also grab your amulet. Your amulet is important. It holds your special key! When you lose your amulet, grab it back when it appears! Stay out of the way of Bartok, Rasputin's pet bat! And rescue your own pet, Pooka, when he appears!

**STAGE 2: THE EVIL DREAM**

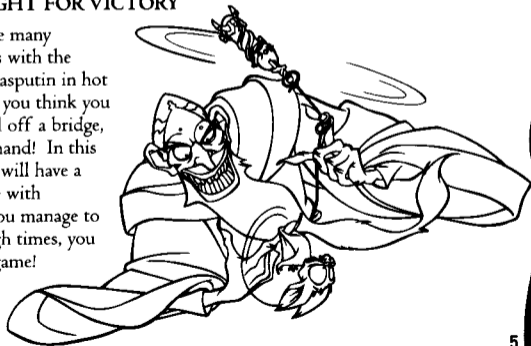
Rasputin has incredible magical powers. When his Minions didn't succeed in destroying you on the train, he transports you into a dream. In the dream, lovely butterflies swirl around your head. You are lured onto the deck of a ship where the Minions attack you from all directions! When Rasputin appears, kick him — and kick him hard! Remember, you're a fighter with a will to win! At the end of the stage, grab D'mitri's hand and he'll pull you out of the dream!

STAGE 3: THE LURE

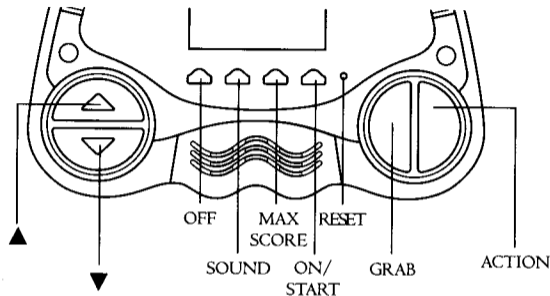
You arrive in Paris and your adventure continues. Your grandmother is attending the "Ballet Ruse", a famous opera. The level begins with dancers dancing on stage. Rasputin appears and casts an evil spell, transforming the dancers into his Minions who attack you! Be sure to pick up your key when it appears! Move quickly to insert the key into a music box that appears. Insert the key as often as you can!

STAGE 4: FIGHT FOR VICTORY

Move across the many bridges of Paris with the Minions and Rasputin in hot pursuit. When you think you are going to fall off a bridge, grab D'mitri's hand! In this final stage, you will have a final epic battle with Rasputin. If you manage to kick him enough times, you will WIN the game!



"YOUR ADVENTURE UNFOLDS IN FOUR PARTS"

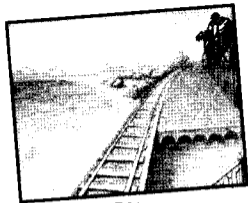


- ON/START — to turn on the unit.
 — to start the game.
 — to start each stage.
- MAX SCORE — to a look at the maximum score during the pause between stages and after the story is complete (after stage 4).
- SOUND — to control sound: on or off.

- OFF — to turn off the unit.
 (The unit also shuts off automatically after three minutes of no action.)
- GRAB — to grab Pooka (your pet) to keep him safe.
 — to grab D'mitri's hand.
 — to grab your amulet.
 — to grab your key.
- ACTION — to move forward faster when nothing blocks your path.
 — to put the key into the music box.
 — to kick Rasputin when he tries to grab you.
 — to jump up.
- “▲” — to climb up train cars and bridges.
 — to jump or move up to dodge Minions and Bartok.
- “▼” — to climb down train cars and bridges.
 — to jump sideways or move down (instead of up) to dodge Minions and Bartok.
 — also use this button to jump up to the right side of the screen in stage 1 only!
- RESET — to reset your unit if the game malfunctions.

Press the ON/START button to turn on the game. You will hear an "ON" beep and the maximum score is displayed.

Press the ON/START button again to start the game from stage 1. You will hear a Russian "game start" melody. Then the game begins. You begin with full energy and no score. The game starts with Rasputin appearing and sending out his Minions to attack you on the train!



THE EVIL AND MYSTICAL RASPUTIN

CLIMB TO VICTORY

There are 4 stages of play. You always play as Anya (Anastasia). In each stage, you lose valuable energy whenever you are hit by Rasputin or his Minions. There is a 10 second countdown when each stage is about to end.

Growing up in an orphanage, you have learned very well how to take care of yourself. You are a fighter and very strong willed! You have the power to fight back!

Use your "▲" button to climb up on trains, the boat and on bridges.

Use your "▼" button to climb back down! (Also use the "▼" button to jump up to the right side of the screen in stage 1 only!)

Also use the "▲" and "▼" buttons to dodge the Minions and Bartok!

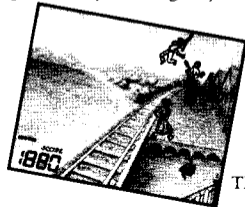
JUST A MINUTE! THAT'S A MINION! YIKES!



DON'T LET BARTOK LAND ON YOU!



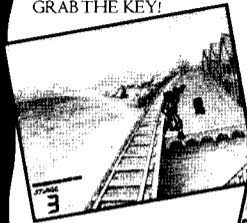
Use the GRAB button to grab your pet dog, Pooka, to keep him safe; to grab D'mitri's hand; to grab the key; and to grab your amulet.



DON'T LET THE MINIONS PILFER YOUR POOKA!

THERE'S D'MITRI! GRAB HIS HAND!

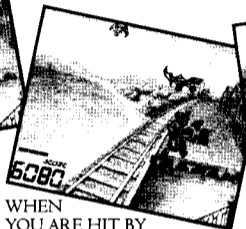
GRAB THE KEY!



YOU KNOW
HOW TO FIGHT.
SO KICK RASPUTIN HARD!
HE'S EVIL TO THE CORE!

10

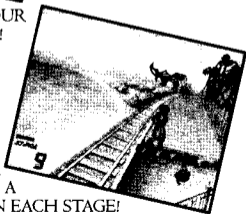
Use your **ACTION** button to put the key into the music box; to fight back against Rasputin by kicking him hard when he tries to grab you; and to move forward faster when your path is not blocked!



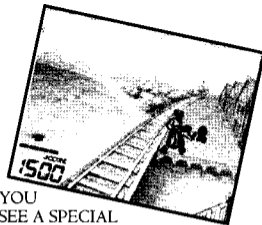
WHEN
YOU ARE HIT BY
MINIONS, YOU DROP YOUR
AMULET. GRAB IT BACK!



PUT THE KEY
IN THE MUSIC BOX!



MOVE FASTER
— YOU'RE ON A
TIME LIMIT IN EACH STAGE!

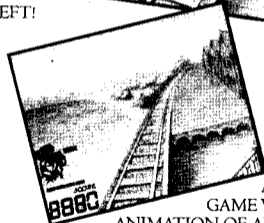


YOU
SEE A SPECIAL
ANIMATION OF ANYA (ANASTASIA)
RESCUING POOKA AT THE END OF
STAGE 1— IF YOU HAVE ENERGY LEFT!



YOU SEE
A SPECIAL ANIMATION
OF ANYA (ANASTASIA) GETTING
CROWNED AT THE END OF STAGE 3
— BUT ONLY IF YOU PUT THE KEY
IN THE MUSIC BOX FIVE TIMES!

AT THE END OF STAGE 2, USE THE
GRAB BUTTON AND D'MITRI WILL
PULL YOU OUT OF THE
DREAM!



YOU SEE
A SPECIAL
GAME WINNING
ANIMATION OF ANASTASIA
AND D'MITRI IN EACH OTHER'S
ARMS AT THE END OF STAGE 4 —
BUT ONLY IF YOU DEFEAT RASPUTIN
BY KICKING HIM ENOUGH TIMES!

11

“RECEIVING YOUR TRUE REWARDS”

- 20 points for dodging Minions in stage 1.
- 30 points for dodging Minions in stage 2.
- 40 points for dodging Minions in stage 3.
- 50 points for dodging Minions in stage 4.
- 60 points for grabbing Pooka to keep him safe.
- 70 points for grabbing D'mitri's hand.
- 80 points for grabbing your amulet whenever it appears.
- 90 points for picking up the key in stage 3.
- 100 points for inserting the key in the music box in stage 3 and each time you kick Rasputin.
- 200 bonus points for being crowned in stage 3.
- 500 bonus points for defeating Rasputin in stage 4.

You also LOSE 50 POINTS each time you can't get out of Bartok's way and he lands on you! You also LOSE 100 POINTS if you don't pick up the amulet!

Inserting the batteries

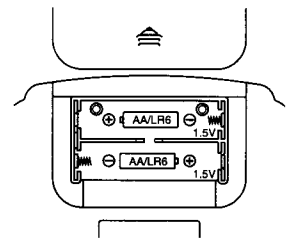
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA"/LR6 batteries (not included), making sure to align "+" and "-" as shown.



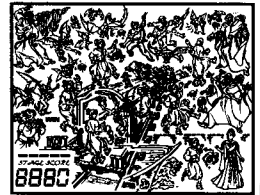
TO ENSURE PROPER FUNCTION:

- 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.



RESET BUTTON:

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



CAUTION

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



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

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 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, Inc. (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.\$10. Payments must be by check or money order payable to Tiger Electronics, Inc.

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 Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 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.