

# boardz

Collectible and Customizable!

## Skate Park Screamin'

**WARNING:**  
CHOKING HAZARD - SMALL PARTS  
NOT FOR CHILDREN UNDER 3 YEARS

### 1. NOW THIS IS COOL

Now you have your own electronic skateboard you can fit in your pocket. Check out the wheels. They really work. To transform your Boardz into a video game, attach your rider to your Boardz and see the screen come alive. Each Boardz game you buy takes place in a different skateboarding location with its own unique challenges and fun.

What's really intense and wonderful about these Boardz games is that there is a different rider included with each game you buy. While EVERY rider can fit on EVERY Boardz game, individual riders you pop on have different skill levels to perform the special moves.

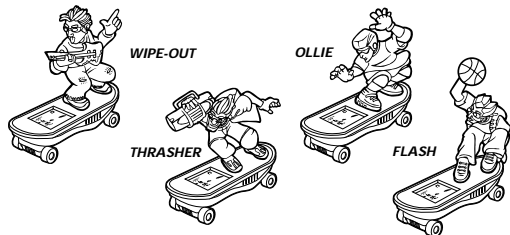
Experiment with different riders on each Boardz game - and discover which rider fits in best in each game!

### 2. GET INTO THE FREESTYLE!

Today you've purchased Skate Park Screamin'. Good choice. It'll be a good day in history. The action takes place in an awesome Skate Park where the only limits are your own skill. It's you against the park and we're confident you're going to come out the winner! But watch out for the benches. You don't want to bash into them. Bad for your health insurance!

### 3. RIDERS WELCOME

Which rider came with your Skate Park Screamin'? Was it OLLIE, WIPE-OUT, THRASHER, or FLASH? Pop a new rider on your Boardz and see how he handles the Skate Park!



### 4. STARTUP: LET'S RIDE

You turn on your video game by attaching your rider onto your Boardz like this!

Your Boardz "recognizes" which of the four riders is on top and his picture will register on the game screen. That's pretty good stuff by itself - but there's more to it - riders will respond differently to the location. ONE of the four riders will be able to perform the special moves of the Skate Park much better than the other three. Collect all four riders and find out. But the beauty of it all, is that ALL riders work on ALL games!



With your rider attached, roll your Boardz forward on the BACK WHEELS to start the game!



Now that the game is activated, then immediately remove the rider from your Boardz FOR PROPER FUNCTION. Skateboard forward by rolling your Boardz forward on the BACK WHEELS.

As you roll your Boardz forward, you'll see the path change along the Skate Park. Steer out of the way of obstacles. If you hit an obstacle, you'll lose time. Press LEFT or RIGHT on the FRONT WHEELS to steer. Especially watch out for the benches!



To do tricks, you will do combinations of moving UP and DOWN and LEFT and RIGHT. The tricks you have to master will be the same kind of tricks real skateboarders do.

At the end of each round, you begin the next round (or a new game if you lost or completed all 5 rounds) by attaching a different rider or using your same rider and rolling your Boardz forward just like you did in the startup.

### 5. HOW TO WIN

There are 5 rounds of play. You want to be the champion? You've got to complete all 5 rounds. It won't be easy. You are on a TIME LIMIT in each stage of play so it's important to steer clear of obstacles to avoid losing too much time. Each round gives you a little bit more of a time limit to work on more tricks! If you don't score a minimum number of points in each round, it's a GAME OVER.

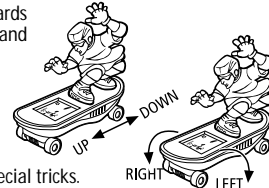
### 6. ALL THE RIGHT MOVES - GET TRICKY!

When doing tricks, use the back wheels to move forwards and backwards and use the front wheels to move left and right. It's easy!

It's that easy - BACK WHEELS to move UP and DOWN and FRONT WHEELS to move left and right!

Use the OLLIE or NOLLIE to get into the air. Or when you use a RAMP, steer onto it and fly with it. When WALLS and RAILS appear, steer onto to them to do special tricks.

For the basic moves of OLLIE, NOLLIE, FAKIE, and STIFFIE, any rider can do them equally well. But when you get to the special tricks of RAIL SLIDE, WALL RIDE, SPIN, and GRIND, it's fun to have different characters to pop onto your Boardz, because they each have different abilities! All riders can do all tricks - they just can't do them quite as well!



If you roll over a ramp, you can get in the air without having to do an Ollie or a Nollie.

WALLS WITH RAILINGS give you a chance to do a WALL RIDE, GRIND and RAILSIDE. But if you don't do them, the wall will just move past you.



Here's how to do each trick:

#### OLLIE

The OLLIE and the NOLLIE are easy. They also get you into the air without having to deal with the ramp! Here's how to do them:

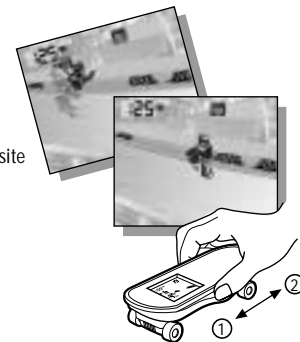
1. Roll the BACK WHEELS backwards (DOWN) to enter trick mode..
2. Then roll the BACK WHEELS FORWARD (UP).
3. So your finger action is: DOWN + UP.



#### NOLLIE

To do the NOLLIE, your finger action is just the opposite of the OLLIE, so it's real easy, too!

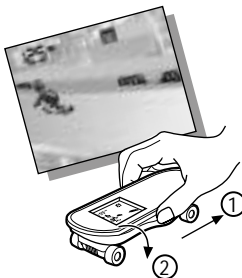
1. Roll the BACK WHEELS forwards (UP).
2. Roll the BACK WHEELS backwards (DOWN).
3. So your finger action is: UP + DOWN.



#### FAKIE

The FAKIE lets you ride backwards!

1. Roll the BACK WHEELS backwards (DOWN).
2. Press LEFT on the FRONT WHEELS.
3. So your finger action is: DOWN + LEFT.



#### STIFFIE

With the OLLIE, NOLLIE, and FAKIE, you start on the ground. With the STIFFIE, you've got to be in the air to start it. With this trick, your on-screen rider is going to bend down and grab the Boardz with one hand!

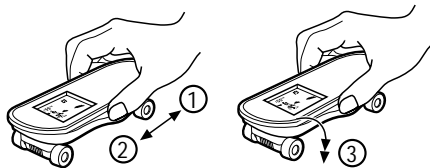
1. Roll the BACK WHEELS forward (UP).
2. Press LEFT on the FRONT WHEELS.
3. So your finger action is UP + LEFT.



## 7. ADVANCED TRICKS FOR ADVANCED RIDERS

So the OLLIE, NOLLIE, FAKIE, and STIFFIE were pretty easy. These advanced moves are more difficult to learn!

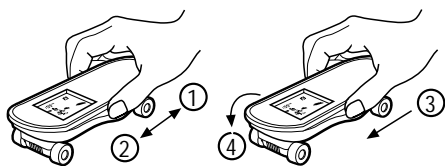
### RAIL SLIDE



When you find yourself a rail, you do either an OLLIE or NOLLIE to get into the air and onto the rail. Then you can grind along the rail!

1. Do the OLLIE or NOLLIE to get into the air and onto the rail. (DOWN + UP) or (UP + DOWN).
2. Then to grind along the rail, press LEFT on the FRONT WHEELS twice.
3. So your finger action is OLLIE or NOLLIE + LEFT (on the front wheels) + LEFT (on the front wheels).

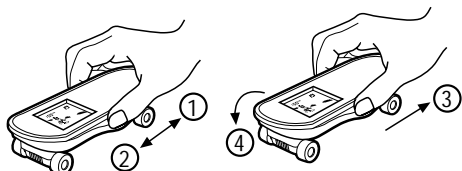
### WALL RIDE



You see a wall. Jump up and ride the wall!

1. So when you see the wall, do an OLLIE or NOLLIE to get into the air and onto the wall. (DOWN + UP) or (UP + DOWN)
2. Then to ride along the wall, go UP again then go RIGHT.
3. So your finger action is OLLIE or NOLLIE + UP (forwards on the back wheels) + RIGHT (right on the front wheels).

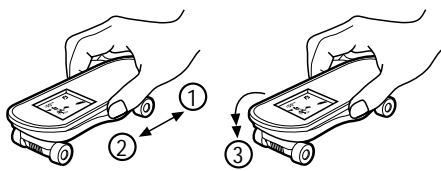
### GRIND



Instead of rolling on your wheels, grind along a railing of the wall!

1. Like the other advance moves, we've looked at start with either an OLLIE or NOLLIE to get on the wall. (DOWN + UP) or (UP + DOWN).
2. Then go DOWN + RIGHT to grind!
3. So your finger action is OLLIE or NOLLIE + DOWN (backwards on the back wheels) + RIGHT (right on the front wheels).

### 360 DEGREE SPIN



You can spin a full circle through the air!

1. Hey, guess what? Star with either an OLLIE or NOLLIE. No surprise there! (DOWN + UP) or (UP + DOWN)
2. Now that you're in the air, go RIGHT + RIGHT to fly around in a complete circle!
3. So your finger action is OLLIE or NOLLIE + RIGHT (right on the front wheels) + RIGHT (right on the front wheels).

## 8. TIME LIMITS AND SCORING

You score points by doing tricks. You don't score points for avoiding obstacles, but you do save time, which gives you more opportunities to do tricks!

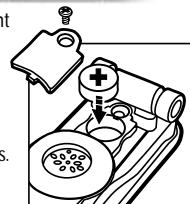
TIME LIMITS				
Time limits per each of the 5 rounds of play:				
2:00 in round 1	2:30 in round 2	3:00 in round 3	3:30 in round 4	4:00 in round 5
SCORING				
Basic moves score 10 POINTS.				
Special moves score 50 POINTS.				

You have to score a certain number of points to advance to each new round.

You must score:		
300 points in round 1	600 points in round 2	900 points in round 3
1200 points in round 4	1500 points in round 5	

## 9. INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screws holding the battery door onto the back of the unit and remove the door.) Insert 1 X LR44/G13A battery (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.

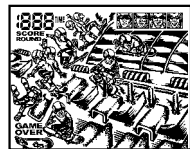
### To ensure proper function :

- 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 DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

### RESET BUTTON:

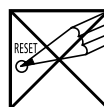
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



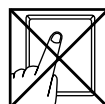
## 10. CAUTION/DEFECT OR DAMAGE



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, Illinois 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.

## 11. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (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.\$5.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

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, Ltd. 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.

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980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.  
[www.tigertoys.com](http://www.tigertoys.com)



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