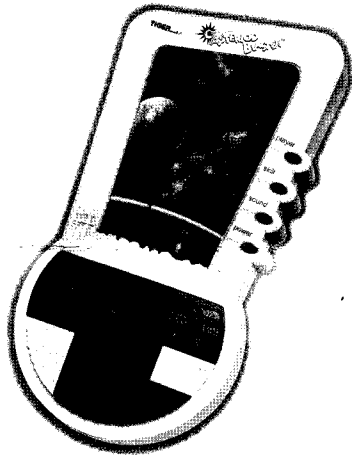


ASTEROID BLASTER™



6400500011WJIE-1

1 THE CHALLENGE BEGINS...

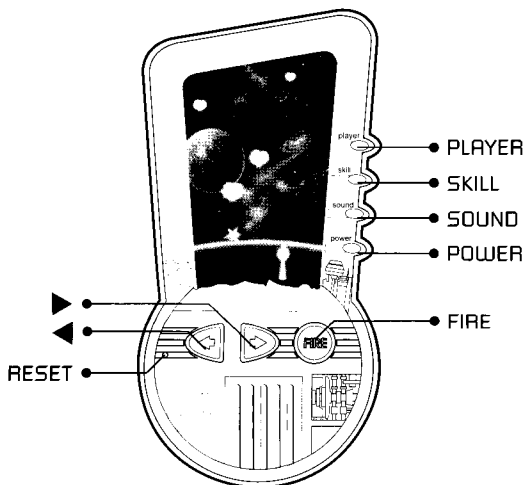
You hear a voice with an ominous message: "Warning! Asteroids entering the atmosphere!" Then the asteroid shower begins! You hear the frenetic screams of "Incoming!" You hear the sirens blaring! You hear the frightened shouts around you! Can you survive each wave of falling asteroids? Can you save the city? You will long to hear the relieved tones of your commander saying, "Well done, you have saved the city!"

2 YOUR MISSION...

The object of the game is to use your cannon to destroy each of the asteroids before it falls on the city! There are 5 skill levels. The asteroids fall in waves. If you can survive 15 waves of falling asteroids, you win the game. If you win at one skill level, you may choose the next higher level of difficulty! Asteroid Blaster is a 1 or 2 player game.

3 YOUR DEFENSE SYSTEM...

Use your control panel as a highly elaborate, finely-tuned defense system to ward off the asteroids:



- POWER** – turns the power ON/OFF
(The unit also shuts off automatically after 3 minutes of inactivity.)
- SOUND** – turns the sound ON/OFF.
- SKILL** – choose between five skill levels.
- PLAYER** – select 1 or 2 player game.
- ◀ – moves your cannon left to intercept falling asteroids.
- ▶ – moves your cannon right to intercept falling asteroids.
- FIRE** – fires your cannon.
- RESET** – reset the game if your unit malfunctions.

4 THE CATAclySMIC ASTEROID RAIN BEGINS...

Press the **POWER** button to turn on the unit.

5 NUMBER OF PLAYERS...

Use the **PLAYER** button to select number of players (1 or 2). When player turns on the game, the red LED lights will light up the sky in a large number "1", indicating a 1 player game. By pressing the **PLAYER** button, you can toggle between a large number "1" or large number "2" written in red lights across the sky.

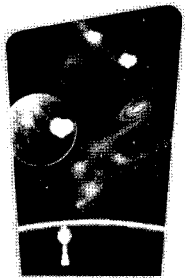
In a 2 player game, the players will alternate taking turns wave by wave.
Player 1 must finish his/her first wave before player 2 can defend in his/her first wave.

6 SKILL LEVEL...

Use the **SKILL** button to select your difficulty level (1-5). The first row across the screen shows orange lights, indicating the cannon position as well as skill level. When you turn on the game, there is one orange light lit at the far left, indicating skill level 1. You can press the **SKILL** button to toggle between the five skill levels. Each press of the **SKILL** button adds another orange light, indicating a more difficult skill level.

7 PROCEED FIRING...

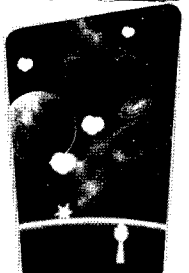
Press the **FIRE** button to begin the first wave! Asteroids will appear in the sky and begin to fall towards the city! Using the ◀ and ▶ buttons, move your cannon left or right to line up your shots directly below the incoming asteroids! Press the **FIRE** button to blast away the asteroids as they fall!
Each press of the **FIRE** button sends out one burst of cannon fire. Each burst of cannon fire can destroy only 1 asteroid at a time. So prepare yourself for rapid firing!



8 SCORING...

Each time an asteroid reaches the bottom row, it is counted as a hit. You will hear the cry of "Incoming!" and will hear explosions and pitiful screams.

You survive each wave if two or less asteroids reach the bottom row during an entire wave. If you do not survive (you're too slow to cover and destroy the falling asteroids), you will have to sit sadly and idly by as the remaining asteroids fall down and destroy the city.



The game lights up red LED's after each asteroid shower to display the score. Two LED's are lit for each shower you have survived, two LED'S after the first asteroid shower, four LED'S after the second, and so on.

The LED's are lit starting in the lower left corner and filling up the first column to the top row, then the second column, and so on. The LED's are lit one at a time in quick succession, accompanied by a clicking sound.

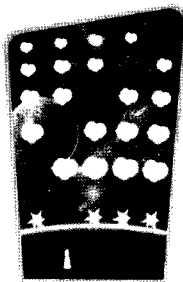
9 NEW WAVES...

Press the **FIRE** button to begin the next wave, which will be more difficult than the one you just completed. Difficulty is measured in two ways: the rate at which asteroids move through the atmosphere toward earth and the rate at which new asteroids enter the atmosphere!

10 SPECIAL DODGE MODE

When you destroy all the new asteroids while they are in the top three rows ten consecutive times, the game will enter the special dodge mode. In the dodge mode, instead of shooting down asteroids, you must now try to **AVOID** the asteroids -- as if you were flying through them on the cannon!

The change from SHOOTING the asteroids to DODGING the asteroids is signaled by all five cannon LED's (second row from the bottom) flashing. The normal asteroid shower pattern then vanishes from the screen and the dodge pattern appears in the top row.



The asteroid dodge pattern is four out of five asteroid LED's lit in a row. The pattern moves down the rows at twice the rate they move in normal play. Every other row has no LED's lit. This is the dodging row. The next row shifts the "hole" in the pattern by one place to the left or the right (selected randomly).

You must move the cannon to the left or right WHILE THE EMPTY row is at the third row from the bottom—just above the cannon fire row. Now DODGE through the falling asteroids until the firing system is restored to normal operation.

When you are hit by the asteroids you don't dodge quickly enough! you will hear an explosion and the cannon and cannon fire LED's on each side of your cannon will flash several times to indicate you've been hit. You're allowed to take 1 HIT in this mode. Additional hits count against you and the player will lose 1 life. After you're hit in the dodge mode, the pattern rows slow down and then gradually increase in speed again.

The END OF THE DODGE MODE is reached when the asteroid field is empty. The cannon lights will flicker. Then the normal asteroid shower will start again.

11 WINNING...

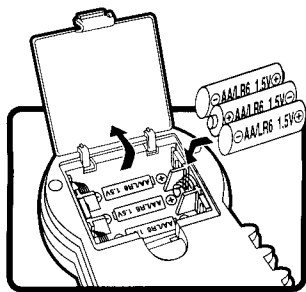
You win the game if you can survive 15 asteroid waves (showers). When you win, you will be treated to a winning "fireworks" display. Then, of course, it's up to you whether you are ready to move up to the next skill level in your next game!

12 INSERTING THE BATTERIES

Open the battery compartment on the back of the unit by sliding the cover in the direction of the arrow and lifting. Insert 3 AA/LR6 batteries, be careful to match the "+" and "-" as indicated.

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.
- 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.



Tiger recommends Duracell batteries



13 CAUTION



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



Clean only with a piece of soft dry cloth.

14 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.

15 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. \$10.00. 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.

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.