

Harry Potter™

LED FORCE FEEL GAME

Item No. 36290
200101740IWTI-01

INSTRUCTION



3 THE PLAYERS

There are seven players on each team.

CHASERS - 3 players on each side

The Chasers are the offensive players. Kind of like forwards in other sports. Their job is catch and pass the red Quaffle ball and advance the Quaffle down the field and get the Quaffle through one of the three hoops on the opponent's end of the field.

10 points are awarded every time the Quaffle goes through one of the hoops.



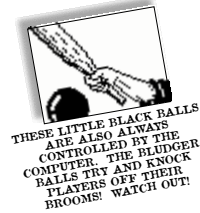
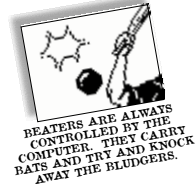
BEATERS - 2 players on each side

These are the defensive players. They carry bats that they use to knock away the BLUDGERS. The Bludgers are small heavy black balls that fly around in crazy patterns and try to knock the players off their brooms. The Beaters are responsible for batting away the Bludger balls to protect their team.

The Beaters and the Bludgers are ALWAYS CONTROLLED BY THE COMPUTER. You never control them!

KEEPER - 1 player on each side

This is like a goalie. The Keeper flies around between the hoops and stops the other team's Chasers from scoring.



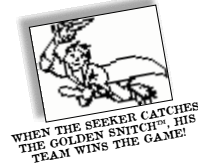
SEEKER - 1 player on each side

The Seeker is a very important position. This player is responsible for flying high and keeping an eye out for the GOLDEN SNITCH™. The Golden Snitch™ is a very small golden ball with wings that flies very fast. The Seeker has to try to spot and then catch the Golden Snitch™.



The Seeker will not appear on screen until the Golden Snitch™ appears.

When a player catches the Golden Snitch™, his team WINS the game!



1 TOY MODE

When you want to just hear all the cool sounds of your game without playing Quidditch™, press the SOUND button to enter the toy mode.

You'll hear a magical sound effect!

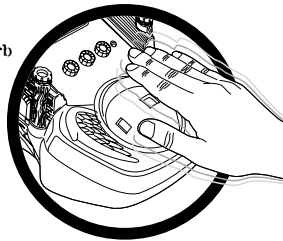
Now move your hand over the Golden Snitch™ Orb and you will hear the wind!

Press ACTION BUTTON A to toggle through all the sounds in the game!

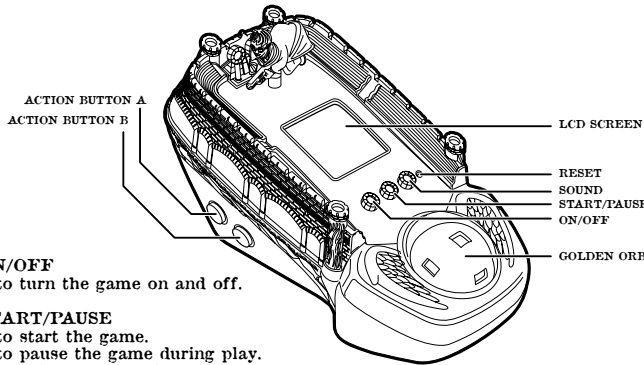
Press ACTION BUTTON B to repeat the last sound played.

Press the OFF button to exit the toy mode.

Press START/PAUSE to start the game.



2 CONTROLS



ON/OFF

- to turn the game on and off.

START/PAUSE

- to start the game.
- to pause the game during play.
- to skip the animation.

SOUND

- to activate the toy mode when the unit is off.
- to turn the sound on/off during game play.

ACTION BUTTON A (CATCH/PASS/SHOOT)

- to catch the Quaffle and Golden Snitch™
- to make long passes with the Quaffle between your Chasers.
- to shoot the ball towards the goal hoops.
- to catch the Golden Snitch™ when it appears and you become the Seeker.

ACTION BUTTON B (SWITCH PLAYER/TASS/SHOOT)

- to make short passes with the Quaffle.
- to catch the quaffle pass.

GOLDEN SNITCH™ CONTROLS

Move your hand along the Golden Orb to control your direction!

Move your hand on the LEFT side of the Orb to move your controlling player LEFT.

Move your hand on the RIGHT side of the Orb to move your controlling player RIGHT.

Move your hand ABOVE the Orb to move your controlling player UP the field. (forward toward your opponent's hoops) Move your hand BELOW the Orb to move your controlling player DOWN the field (backwards toward your own hoops)

4 LET'S PLAY!

Turn ON the game. You'll see the opening animation. It's the "Golden Snitch™" flying past the screen, then Harry Potter™ himself flying on his Nimbus Two Thousand™ broom in hot pursuit! Then you see the Golden Snitch™ again and then Harry again. This time, he grabs the Golden Snitch™! Pretty cool opening!



SELECT TEAM appears on screen.

Press the START button. Now you can select which house you want to play for. The first logo appearing on screen in GRYFFINDOR™.

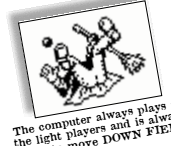
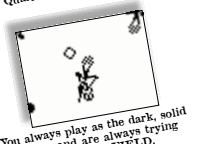
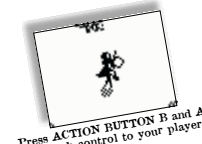
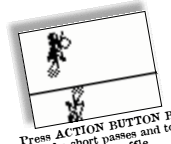


Wave your hand either on the left or right side of the Golden Orb to toggle through the logos of the various houses:



Press the START/PAUSE, ACTION BUTTON A or ACTION BUTTON B to confirm your house (team) and the computer will pick a house for you to play against and the Quidditch™ game will begin!

As you play games against the various schools, you will see that each team has its particular strength when the computer controls it:



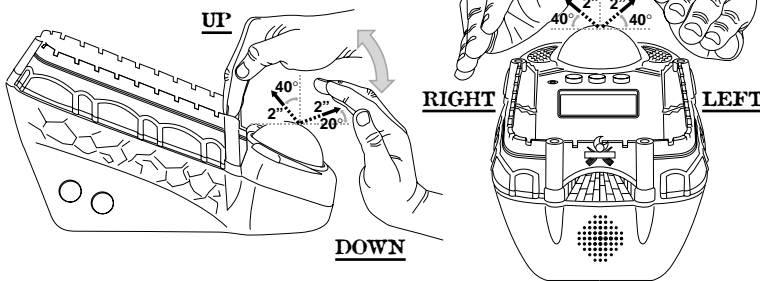
CHASER STRATEGY

When play begins, one of your Chasers will be holding the Quaffle. So you are controlling your Chasers. You need to try to move the Quaffle down the field and make a score. You have three Chasers. Each can pass and catch the Quaffle. Usually two Chasers will be lined up side by side. The third Chasers will either be slightly in front of the other two or right behind them.

That way, you can either pass the ball back and forth and when a defensive player comes at you, you can throw the Quaffle to your third Chaser!

Move your hand over the Golden Orb LEFT, RIGHT, UP (forwards) and DOWN (backwards) while holding the Quaffle Your Chaser will move on the field in the direction you move your hand!

*** FOR BEST GAME PERFORMANCE, PLAY INDOOR AND AWAY FROM WINDOWS.**



You will see arrows on screen to indicate when your controlled player is out of the screen as well as showing you the direction of your controlled player.

Hold **ACTION BUTTON A** or **ACTION BUTTON B** and move your hand along the Golden Orb to make your shoot direction. And then release **ACTION BUTTON A** or **ACTION BUTTON B** to shoot to the opponent player's hoops!

If you move your hand **LEFT**, you will shoot the Quaffle ball to the left side of the 3 hoops.

If you move your hand **RIGHT**, you will shoot the Quaffle ball to the right side of the 3 hoops.

If you move your hand **FORWARD**, you will shoot the Quaffle ball forward toward the center of the hoops.

If you don't choose a direction when you press **ACTION BUTTON A** or **ACTION BUTTON B** for shooting, you will automatically just shoot the Quaffle ball forward.

The other strategy to remember with your Chasers: try and avoid the Bludgers so you don't get stunned by them!

OUT OF BOUNDS

If you take a shot, miss the hoops, and the Quaffle goes out of bounce, the other side will automatically take possession of the Quaffle back at the middle of the field.

KEEPER STRATEGY

As your opponent moves with the Quaffle and prepares to shoot, the view on screen will change for a moment to show your Keeper in front of your hoops!

You can switch to control of the goalie by pressing the **ACTION BUTTON B**.

When you are controlling the Keeper, move your hand over the Orb to move **LEFT**, **RIGHT** or don't put your hand in front of the Orb at all if you want to keep your Keeper in the center of a hoop!



After the Keeper makes a successful "save" of blocking the Quaffle, he will throw the ball to his Chasers.

SCORING

When a team scores a goal, the screen will show the logo of the team that scored and then the new score will be displayed.

SEEKER STRATEGY

The Golden Snitch™ will appear randomly during play. When it appears, no matter what is happening, the view switches to the Seeker and you will automatically be controlling your Seeker player.

You will see the Golden Snitch™ flying in front of you. It will move in a crazy fashion left, right, up and down. Sometimes it moves fast, sometimes it moves slow.

As the Seeker, you must move your hand over the Orb left, right, up, and down to try and chase the Snitch. You want to line up the Snitch in the center of the screen.

To move closer to the Golden Snitch move your hand down to fly closer to it. You will also notice the Golden Snitch will become larger on the screen. This means you are getting closer to it!

When the Snitch is right in the center of the screen and close to you (the Golden Snitch™ will change to a larger size), press **ACTION BUTTON A** very quickly to catch the Snitch. It is a difficult thing to do!

When you are unable to catch the Snitch, it will fly off screen and the view of the game will return to normal up and down field Chaser play.

Sometimes, you will see the opponent Seeker fly by!

You may see a Bludger flying you towards on screen. **GET OUT OF THE WAY** using the Orb to change direction. If the Bludger hits you, you lose your chance to catch the Snitch!

Remember, the game will not end until the Seeker on one of the teams catches the Snitch!

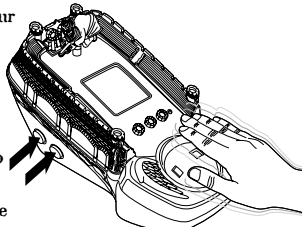
INSTANT REPLAYS

Really good plays deserve to be seen again! You'll see instant replays for goals scored, saves made, when a regular player is hit by a Bludger, when a Seeker is hit by a Bludger, and when a Seeker catches the Golden Snitch™ to win the game.

PLAY AFTER GOALS

After a goal is scored, the other team will automatically take possession at midfield and begin moving with the Quaffle!

Remember, even if an opponent is scoring a ton of goals against you - never give up because you can still take the match by grabbing the Golden Snitch™ which always provides instant victory! When you or the computer team catches the Golden Snitch the game ends, but whoever scored more points will win the game.



5 SCORING

10 POINTS each time you score a "goal" by getting the Quaffle into one of the opponent's hoops.
150 POINTS when you catch the Golden Snitch™.

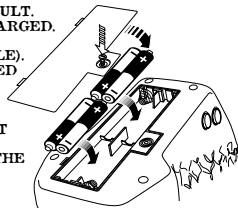
6 BATTERY CAUTION

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert **4 AA/LR6** batteries. (Batteries not included) or equivalent 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.
- 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 doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



7 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 battery at the first sign of erratic operation.

If a part of your LED FORCE FELL 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, USA.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

8 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.\$ 13.00. 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, USA.

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

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