

Harry Potter

MINI ACTION GAME
HARRY POTTER™

Asst. No. 36285
Item No. 36286
200102710IWTI-01

INSTRUCTION



1 THE STORY

If the Sorcerer's Stone™ falls into the hands of Voldemort™, he can come back fully to life! He can destroy Harry Potter™ and plunge the world back into a new age of darkness, chaos, and evil.

Far below Hogwarts™ School and just on the other side of a trap door and past Fluffy™, the three-headed dog, lies the Sorcerer's Stone™. But to reach the Stone, a person will have to pass through a series of spells created by the teachers of Hogwarts™! The first spell is the Devil's Snare created by Professor Sprout!

In this game, you must make it through the Devil's Snare! It won't be easy. Plants of the Devil Snare rise up like a dangerous, growing maze to ensnare you! But you're smart, quick, and thanks to good wizard training, your friend Hermione™ knows a special spell to help!

2 OBJECT OF THE GAME

You play as both Harry Potter™ and Hermione™.

You begin play as Harry. Score as many points as you can by making your way through the Devil's Snare! The plants in the room are very much alive and they twist their leaves and branches around you!

You play as Harry making your way clear of the Devil Snare's plants. But once a plant in the Devil's Snare "catches" you, you can't break free on your own.

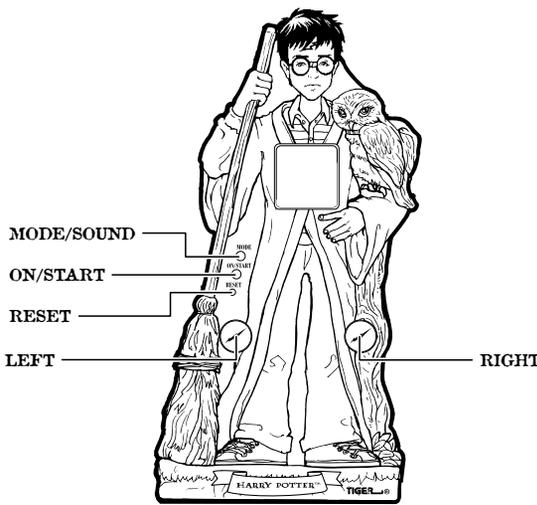
When you're caught, it's time to play as Hermione™! Hermione™ can use a magic spell to create fire. The Devil's Snare likes dark and the damp - and hates the brightness and warmth of fire. When the plant sees and feels the fire Hermione™ creates, it will let go of whoever it has snared because it is afraid of the warmth and the light!

You score points each time you help Harry dodge clear of the plant and each time Harry is able to make contact with Ron and lead him to a safer spot. You also score bonus points by playing as Hermione™ to cast a spell to create fire to free Harry and Ron from the plants!

How many points can YOU score?

If you are captured 6 times in mode 1, it's a GAME OVER. If you are captured 10 times in mode 2, it's a GAME OVER. Each time Hermione™ frees herself from the plant with her spell, it earns you an extra chance (capture).

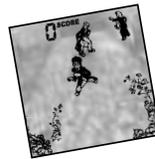
3 TAKE CONTROL



- ON/START**
 - to turn on the unit
 - to begin the game
 - to start a new game
- MODE/SOUND**
 - to select level 1 or level 2 (before game starts).
 - to toggle sound on/off (after game starts).
- LEFT**
 - to move Harry Potter™ left to escape from plants.
 - to move Harry Potter™ left to move Ron to safety.
- RIGHT**
 - to move Harry Potter™ right to escape from plants.
 - to move Harry Potter™ right to move Ron to safety.
- LEFT AND RIGHT COMBINED**
 - to have Hermione™ perform the magical spell of fire when you (or when Ron or Hermione™) are caught by the Devil's Snare plant.
- RESET**
 - press with a ballpoint pen to reset the game if your unit malfunctions.

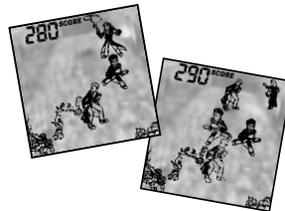
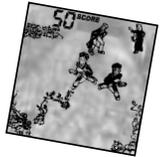
4 HOW TO PLAY

Press the ON/START button to turn on the unit. You will then be in DEMO MODE.
Press the MODE button to select skill level 1 or skill level 2. The game play is the same in both levels but Level 2 is faster and gives you more chances, so requires greater skill!



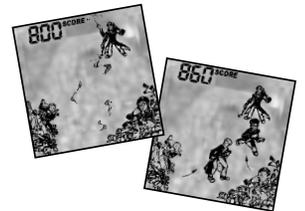
Press the START button to begin the game!

Press LEFT or RIGHT to control HARRY POTTER™ to walk through the maze of plants which is called the Devil's Snare. You earn points each time you successfully dodge a plant that tries to wrap itself around you!



You can earn more points by using your LEFT and RIGHT buttons to reach out to Ron, which will direct him to a safer place away from the plants!

When you are caught by the plant, it's time to play as Hermione™! Press the LEFT and RIGHT buttons TOGETHER at the SAME TIME and Hermione™ will perform the magical spell of fire to scare the plant and force it to release you or whichever friend of yours it has caught!



In both mode levels, if Hermione™ doesn't immediately perform the magical spell of fire when you're caught by the Devil's Snare, it counts as a capture.

When Hermione™ successfully performs her spell to free herself, it also earns you an extra chance (capture)!

In skill mode 1, you can be caught 5 times. On your 6th "capture", it is a GAME OVER.

In skill mode 2, you can be caught 9 times. On your 10th "capture", it's a GAME OVER.

The further you travel through the room, the tougher the plant will get to dodge! So the more you play, the greater the challenge!

After a GAME OVER, use the MODE button to select the mode level for the next game and then press the ON/START button to begin the new game!

Or after a GAME OVER, you can immediately press the START button to begin a new game of the same mode level.

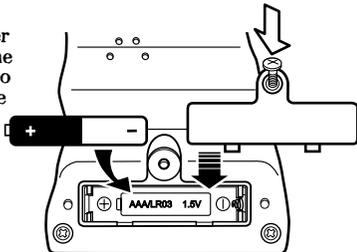
The game will shut off after 3 minutes of no action.

5 SCORING

- 10 POINTS – Each time Harry successfully dodges a tentacle of the plant.
- 10 POINTS – Each time Harry makes contact with Ron and moves him to a safer spot.
- 20 POINTS – Each time you stay away from the path of a plant after it comes out and disappears.
- 20 POINTS – Each time Hermione™ performs the magic spell of fire in order to rescue Harry from the Devil's Snare.
- 30 POINTS – Each time Hermione™ performs the magic spell of fire in order to rescue Ron from the Devil's Snare.

6 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 AAA/LR03 battery (not 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 mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.



DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

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 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, IL 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.

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.\$5.25. 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, 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.

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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