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MODEL 60-001



ELECTRONIC LCD GA

TIGER

6000101IWTIE-01

“WHAT IT TAKES TO BE A HERO”

Hercules was born on Mt. Olympus. But when baby Hercules was fed a special mortal-making formula, he was forced to live on Earth. He was now half-man, half-god. Before he can return to Mt. Olympus, he must prove that he's a True Hero.

Blocking Hercules' chances of becoming a True Hero is Hades. Hades wants to get Herc out of the way so he can conquer Mt. Olympus for himself!

But Herc won't give up easily. With a little “True Hero” advice from his famous father, Zeus, Hercules and his old pal, Pegasus, seek out and hire a man named Philoctetes, who is the best hero-trainer in the business! Work, work, work. Train, train, train. In no time, Phil gets Hercules ready! Then it's off to Thebes, popularly known around town as the “Big Olive”.

In Thebes, Hercules defeats a biker-dude centaur named Nessus. Then he defeats the Hydra, who is a monster who grows three heads for every head that gets chopped off!

Hercules meets Meg. She's smart, strong, funny, and beautiful, too. Hercules likes her and she likes him back. And why not? Hercules has become Greece's original superstar!

When Hades sees how much Herc likes Meg he thinks of another plan to get rid of him! Hades promises Hercules that if he gives up his strength for one day, Hades will keep Meg safe forever. As soon as Hercules agrees, Hades gets an angry pack of Titans to attack Mt. Olympus.

Meanwhile, back on Earth, Meg tries to help Herc and gets hurt trying. When she gets hurt, the deal between Hercules and Hades is off! So Hercules gets his strength back and rushes to save Mt. Olympus. On Mt. Olympus, Herc releases Zeus and the rest of the gods from magical chains and destroys the Titans. But when he returns to Earth, he finds that Hades has stolen Meg's life!

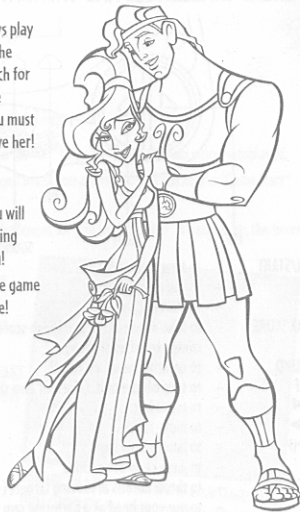
Meg's ghost is trapped in the Underworld in Hades' whirling River of Souls. Risking his life to save her, Hercules travels to the Underworld and becomes a True Hero by saving Meg. Now that he's a True Hero, Herc can go back to Mt. Olympus and live with the gods. But that means he'd have to leave Meg on Earth. It's a big decision. What's a True Hero to do?

“FULFILL YOUR DESTINY”

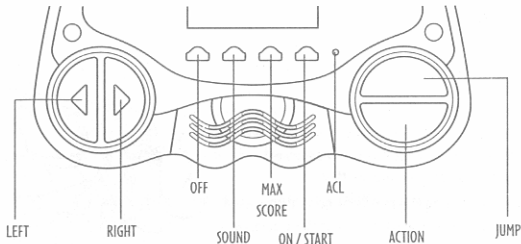
There are 4 stages of play. You play as Hercules and always play through all 4 stages. To WIN the game, you must avoid the wandering souls in the Underworld in stage 4 as you search for Meg. When you have survived and triumphed over all the challenges in stage 4, then Meg will finally appear and you must reach out and grab her hand enough times in order to save her! You must be very quick – because wandering souls will continually try to get between you and Meg!

If you succeed in rescuing Meg to WIN the game, then you will see the game winning animation of you and Meg embracing with your pal, Pegasus, standing triumphantly behind you!

If you do not succeed in rescuing Meg, you will not win the game and you will NOT see this happy “game winning” sequence!



"GREAT CHALLENGES AND TASKS AWAIT YOU"



- ON/START
- to turn on the unit.
 - to start the game.
 - to start each stage.
- MAX SCORE
- to take a look at the maximum score during the pause between stages and after the game 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 3 minutes of no play.)
- "◀"
- to move left.
- "▶"
- to move right.
- JUMP
- to jump across logs.
 - to jump clear of enemies.
- ACTION
- to throw swords at moving targets (stage 1).
 - to use your head as a battering ram (stage 2).

- to punch Nessus (stage 2).
- to use your sword on Hydra (stage 2).
- to smash fist into mountainside (stage 2).
- to break chains (stage 3).
- to grab Wind Titan by the tail (stage 3).
- to rescue Meg (stage 4).

ACL

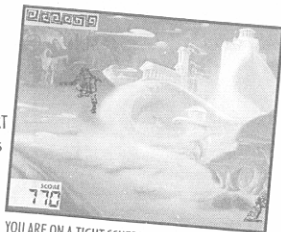
- to reset your unit if your game ever malfunctions.

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 when you are ready. You will hear a "Game Start" melody and you begin play with zero score.

Each stage presents different tasks for you to perform and challenges for you to overcome! In each stage, the timer, in the shape of Greek letters will appear.

There is a simple "Stage Complete" melody as you complete each stage. The game pauses after each stage and the next stage number is shown. Press the ON/START button to start the next stage when you are ready.

After the story is complete (after stage 4), press the ON/START button to start the game again from stage 1. The high score is displayed for 2 seconds and then you will hear the "Game Start" melody again and the display will show stage 1. You begin again with zero Hero points.



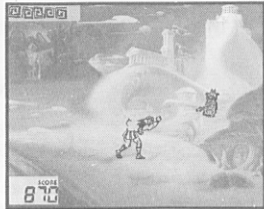
YOU ARE ON A TIGHT SCHEDULE IN EACH STAGE! YOU MUST COMPLETE ALL YOUR TASKS AND CHALLENGES BEFORE THE TIMER EXPIRES!

Here is a summary of what you will encounter and how you can succeed in each stage:

STAGE ONE: "BASIC TRAINING"

In all four stages, you have several tasks to do within a given time limit. The timer for each stage are Greek letters appearing in the upper left-hand corner of the screen. You must complete all your tasks within a stage before the timer runs out!

In stage 1, you have hired a trainer named Phil. Phil's job is to give you the training you need to become a "True Hero"! It won't be easy – there will be several bumps (and splashes!) along the way!



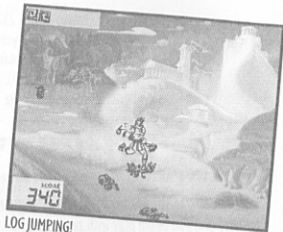
SWORD THROWING!

PRESS "◀" TO MOVE INTO POSITION TO GRAB THE SWORDS – THEN PRESS THE "ACTION" BUTTON TO THROW YOUR SWORDS AT THE MOVING TARGET!

For your first task, Phil is training you how to rescue a damsel-in-distress. You grab a dummy and must make your way through an obstacle course across a creek.

Your goal is to make it all the way across the creek. You must JUMP on the logs to stay clear of the water! The logs move quickly, so you have to move quickly, too! If you miss a LOG, you fall into the water with the dummy and have to start over on the other side of the creek again. Also watch out for FLYING FISH and GUSTS OF WIND that will try to knock you off your log!

For your second and final stage 1 task, you THROW SWORDS AT A MOVING TARGET that moves up, down, left, and right, across the screen. You score points each time you throw a sword that hits the bullseye. Get as many bullseyes as possible before time runs out!



LOG JUMPING!

STAGE TWO: "TO THEBES!"

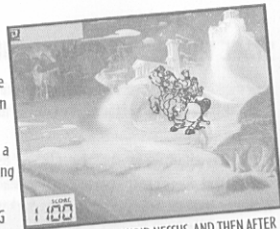
Congratulations, you've completed your training with Phil and are now ready to go to Thebes, popularly known as the "Big Olive". In Thebes, you can prove yourself to be a True Hero!

In stage 1, you rescued a dummy. But in stage 2, you have to help a real live damsel-in-distress! Her name is Megara (Meg). She is being held captive by a centaur named Nessus.

You can punch NESSUS and you can also RIDE HIM LIKE A BUCKING BRONCO. Nessus heads for a tree to knock you off his back, but you can try to hold on by using your "▶" and "◀" buttons to stay on top of him!



HEADS UP! JUMP INTO POSITION TO BATTLE THE HYDRA – THEN USE YOUR ACTION BUTTON TO ACTIVATE YOUR SWORD!



JUMP IN THE AIR TO AVOID NESSUS, AND THEN AFTER JUMPING, QUICKLY USE YOUR DIRECTIONAL BUTTONS TO LAND ON HIS BACK TO RIDE HIM!

Even if you can control Nessus, you're not nearly done with your stage 2 adventures! The HYDRA is waiting for you. If you can defeat the Hydra, that would go a long way in showing you are a True Hero! Use your SWORD to slash at the Hydra's monstrously big head. But be careful – every time you slash off the Hydra's head, three heads grow back to take the place of the fallen head! At the end of the stage, you can use your ACTION button to punch the side of the mountain to further upset the Hydra and earn yourself some final points!

"Hurray! You are a hero in the town of Thebes! Way to go!"

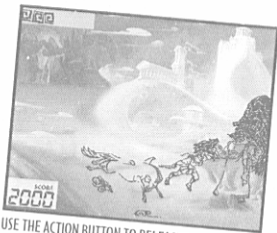
STAGE THREE: "MT. OLYMPUS HERE YOU COME!"

After meeting Meg in stage 2, you fall in love with her. Naturally, you want to see her stay safe. So you make a deal with Hades. As part of the deal, you agree to give up your strength for one day if he will make sure Meg stays safe. Big mistake!

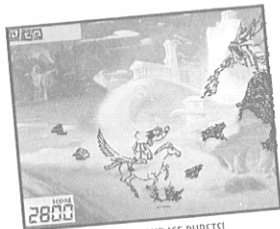
Hades takes advantage of your "power failure" to attack Mt. Olympus! He brings Titans with him! Unfortunately for Hades, he doesn't keep up his part of the deal – when Meg gets hurt trying to help you, your strength returns. With your strength back, you climb on the back of your pal, Pegasus and your ride to Mt. Olympus!

You arrive at Mt. Olympus to find all the gods captured and bound in magical chains. Zeus is almost totally encased in lava. Hades has taken over – until you arrive! Use your ACTION button to reach out for Zeus. If you do this enough times, you will BREAK THE CHAINS THAT ARE HOLDING HIM.

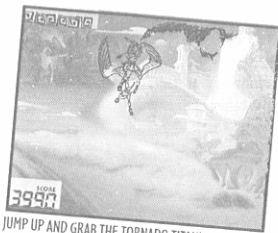
The LAVA TITAN fires lava at you. Dodge out of the way before you get covered in lava! The ICE TITAN will shoot ice at you! Use your JUMP button to jump clear of his icicles! The Titans will try and escape. Use your JUMP button to jump and then press the ACTION button to GRAB THE TORNADO TITAN! When you grab the Tornado Titan, he acts like a vacuum cleaner and sucks up the other Titans!



USE THE ACTION BUTTON TO RELEASE ZEUS.



STAY CLEAR OF THE LAVA AND ICE BURSTS!



JUMP UP AND GRAB THE TORNADO TITAN!

STAGE FOUR: "THE FINAL TEST IN BECOMING A TRUE HERO"

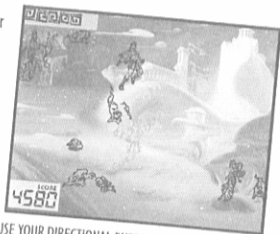
By the end of stage 3, you have restored order to Mt. Olympus. Now you must rush back to Earth to help Meg! YOU ARE RIDING PEGASUS TRYING TO RETURN TO EARTH, DODGING CLOUDS, BIRDS, AND THE ICE TITAN ALONG THE WAY.

When you reach Earth, Meg isn't there. Her spirit has been taken to the whirling River of Souls in Hades' dark Underworld! You are determined to rescue Meg! So you travel ON FOOT into the Underworld to save her.

Without any thought for your own safety, you travel through the WHIRLING RIVER OF SOULS to trade your life for Meg's! Use your ACTION button to reach out and grab Meg's hand. If you can grab her enough times, you will rescue her and will WIN the game!

But be careful— as in all stages of the game — you must do your heroic tasks before timer runs out!

Congratulations! By risking your own life in the Underworld, you have proven yourself a True Hero!

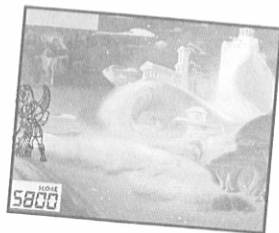


USE YOUR DIRECTIONAL BUTTONS AND JUMP BUTTON TO AVOID THE WANDERING SOULS!



REACH OUT TO GRAB MEG'S HAND. OH, TOO SLOW — A SOUL GOT IN BETWEEN YOU!

IF YOU CAN RESCUE MEG, YOU WILL WIN THE GAME — AND SEE THIS GAME-WINNING ANIMATION OF YOURSELF, MEG, AND PEGASUS APPEARING ON SCREEN HAPPILY TOGETHER!



"EARN YOUR RESPECT ON MT. OLYMPUS AND THROUGHOUT THE WORLD!"

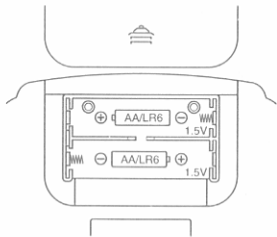
Points

10 points	For each second you stay on Nessus when you are riding him.	60 points	For dodging lava from the Lava Titan.
20 points	For jumping on logs in your basic training.	60 points	For dodging ice from the Ice Titan.
20 points	For avoiding flying fish and gusts of wind in basic training.	60 points	For grabbing the Tornado Titan.
30 points	Each time you hit a bullseye with a sword in basic training.	60 points	For dodging birds and clouds.
40 points	For punching Nessus in the chin.	80 points	For dodging souls in the Underworld.
50 points	For slashing Hydra heads with your sword.	100 points	For freeing Zeus from his chains.
50 points	For using your fists to punch the mountain to startle the Hydra.	200 points	For rescuing Meg in the Underworld to win the game.

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.

ACL BUTTON:

After battery insertion, the ACL 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 press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



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.

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,