

**ELECTRONIC LCD VIDEO GAME****MICHAEL  
JORDAN  
IN FLIGHT™****1 THE JORDAN IN FLIGHT STORY**

What makes Michael Jordan run, shoot and dunk like no other player who has ever laced on a pair of basketball shoes? Now you'll do more than find out—now you will actually control every marvelous Michael move and every majestic Michael slam!

This is 3 on 3 basketball, which is the ultimate basketball challenge! With just 3 guys in your team (including Michael) and 3 opponents on the court at one time, there is plenty of space for Michael to operate—and no place for the opposition to hide!

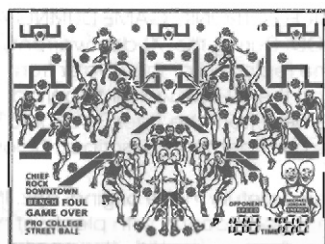
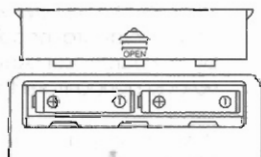
**2 INSERTING THE BATTERIES**

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" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.

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 in the diagram below.



### 3 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.

### 4 THE OBJECT OF THE GAME

You always control Michael Jordan! Each team consists of four players. But only three players are allowed on the court at one time, so each team has three starters and a bench player. In addition to controlling Michael, you also choose Michael's teammates!

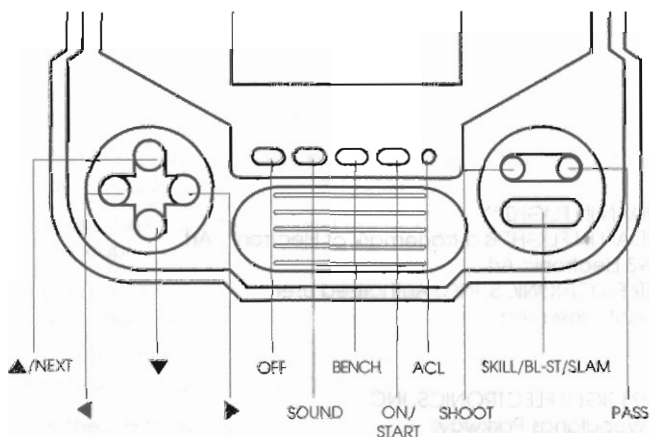
There are 3 levels of difficulty: street ball, college, and pro. Once you choose a difficulty level and your teammates, it's time to play ball!

Your objective is the same objective Michael has every time he steps on a court—to help his team score more points than the other team! Each game has four quarters and each quarter lasts about two minutes.

Score more points than the other guys, and you WIN the game! But it won't be easy—you have to pass, shoot, block shots, steal the ball, and score! The rules of "the pavement" apply—a team maintains possession of the ball when they score!

When you WIN a game, you automatically move up to the next SKILL level! Win on the PRO level, and you are a true champion!

### 5 CONTROL GUIDE



<b>ON/START</b>	--to turn on the unit. --to start the game --to start each quarter
<b>BENCH</b>	--to select which player remains on the bench
<b>SOUND</b>	--to control sound. on or off.
<b>OFF</b>	--to turn off the unit
<b>SKILL / BL-ST / SLAM</b>	--to select skill level before game starts STREET BALL .. COLLEGE PRO --to block shot. --to steal the ball. --to slam dunk
<b>SHOOT</b>	--to shoot the ball
<b>PASS</b>	--to pass the ball to a teammate --to request a pass from a teammate
<b>" ▲ " / NEXT</b>	--to select the next player from the bench --to move forward (during the game)
<b>" ▼ "</b>	--to move back.
<b>" ► "</b>	--to move right
<b>" ◀ "</b>	--to move left.

## 6 SPECIAL FEATURES

- 3 skill levels to choose from
- 3 on 3 basketball
- passing
- request a pass
- shooting
- shot blocking
- stealing the ball
- 24 second shot clock
- you play both offense and defense
- built-in melody
- sound on/off control -high score retained
- built-in automatic power-off timer

**ON/START**

--to turn on the unit.

--to start the game.

--to start each quarter.

**BENCH**

--to select which player remains on the bench.

**SOUND**

--to control sound: on or off.

**OFF**

--to turn off the unit.

**SKILL / BL-ST / SLAM**--to select skill level before game starts:  
STREET BALL... COLLEGE...PRO.

--to block shot.

--to steal the ball.

--to slam dunk.

**SHOOT**

--to shoot the ball.

**PASS**

--to pass the ball to a teammate.

--to request a pass from a teammate.

**" ▲ " / NEXT**

--to select the next player from the bench.

--to move forward (during the game).

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## 8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep. The skill level of STREET BALL is displayed.

### **Selecting your skill level**

Press the SKILL button to select the skill level you want for the game. It's a good idea to start out in STREET BALL and work your way up to PRO but the choice is yours.

STREET BALL is easiest. The opponents are not as aggressive on defense or as effective on offense.

COLLEGE is more difficult than Street Ball. The defense against you is harder and the offense playing against you scores and rebounds more consistently.

PRO is the toughest level. You have to be on your game to score, defend, and rebound against a good pro team!

When you win a game, you automatically move up to the next skill level!

### **Selecting your players**

Michael is on the court at all times. He's never on the bench. But you have a choice when you pick Michael's teammates!

Each team consists of four players. During a game, each team has three players on the court and one player on the bench.

After you have made your SKILL LEVEL selection, it's time to select your teammates by pressing the BENCH button! When you press the BENCH button, the "BENCH" indicator is on screen along with the first bench player, CHIEF.

### **Chief's speed and energy information is displayed:**

**SPEED: 80 ENERGY: 62.**

This means that Chief is on the bench and Michael, Rock, and Downtown are on the court.

When you press the NEXT button, Chief disappears from the screen, and ROCK appears on screen.

### **Rock's speed and energy information is displayed:**

**SPEED: 70 ENERGY: 67.**

This means that now Rock is on the bench and Michael, Chief, and Downtown are on the court.

Press the NEXT button again, and Rock disappears from the screen, and DOWNTOWN appears on screen.

### **Downtown's speed and energy information is displayed:**

**SPEED: 75 ENERGY: 60.**

This means that now Downtown is on the bench and Michael, Chief, and Rock are on the court.

Each time you press the NEXT button, either CHIEF, ROCK, or DOWNTOWN will appear on screen. Decide which of these three you want on the bench, then press the ON/START button to lock in your selection, and the game begins! The game pauses after each quarter. You can also use your BENCH button during the pause between quarters to make substitutions!

## How to play as Michael

You always play as Michael Jordan. Use the following buttons to control Michael's moves:

PRESS SKILL/BL-ST/SLAM	--to select skill level before game starts: STREET BALL COLLEGE... PRO. --to block a shot (on defense) --to steal the ball (on defense) --to slam dunk (on offense).
PRESS SHOOT	--to shoot the ball
PRESS PASS	--to pass the ball to a teammate --to request a pass from a teammate
PRESS "▲"/NEXT	--to move forward (during the game) --to view the next player on the bench
PRESS "▼"	--to move back.
PRESS "▶"	--to move right
PRESS "◀"	--to move left

Shoot 2 pointers from in closer on the court, or attempt 3 point shots from the further distance of the 3 point line! But shoot carefully, because when you shoot and miss, possession of the ball goes over to the other team!

When you're on defense, try to block an opponent's shot by pressing the BLOCK button at just the right moment—just when the opponent is going to shoot the ball!

Use the same BLOCK button to try and steal the ball from an opponent when you're guarding him closely!

### There are two ways to commit a FOUL

- whenever a team doesn't shoot within the 24 second time limit, it's a foul and the ball goes over to the other team.
- whenever a shot is missed, it's considered a foul on the shooting team and the ball goes over to the other team.

The game pauses after each quarter. Make bench substitutions at this time if you want to shake up your team a little bit. Press the ON/START button to start the next quarter when you are ready.

Remember, when you WIN the game, you automatically advance to the next skill level! You are a true champion if you can win the game at the PRO level! Press the ON/START button to start the next game (next skill level!)

After a GAME OVER, you have the option of selecting a different skill level and a different starting lineup.

Remember to press the SKILL button if you want to change the skill level assigned to you.

Then use the BENCH button and the NEXT button to switch players for your lineup!

After you make these decisions, then press the ON/START button to begin a new game!

Press the SOUND button to play in silence. Press this button again to regain all the sounds of the court.

Press the OFF button to turn off the game. But don't worry if you forget. The game automatically shuts itself off after about 3 minutes of no action.

## 9 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 is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

## 10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to TIGER ELECTRONIC TOYS, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address:  
TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA  
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package, insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

JORDAN IN FLIGHT™

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