

SEGA™

MODEL 78-627
78627011WTIE-01

Nights

into dreams...

TM

ELECTRONIC LCD GAME

TIGER





Elliot is playing basketball with his classmates. Some of the older kids from school show up and challenge Elliot and his friends to a game. A teammate passes long to Elliot, who is just feet from the net, but the star player on the other team steals the ball. A long pass downcourt and a slam dunk finishes the day. Elliot walks back home, alone.

Today is **Claris'** chance to show her family she has stage talent. The stage light flares on and her heart starts racing. The directors are out there, watching. Claris approaches the microphone, but something's not right. A small voice inside tells her that everyone will laugh. A few seconds pass, and the voice grows louder. No longer able to bear it, Claris runs off the stage.



In their dreams, Elliot and Claris have seen **NIGHTS**, a being capable of flying freely through the sky and performing the trickiest of aerial acrobatics. But what is NIGHTS? A spirit? A memory? Whatever he, she or it is, NIGHTS plays an important part in the upcoming battle with the evil Wizeman.



Wizeman has four stage bosses that you must defeat:



CLAWZ



PUFFY



GILLWING



REALA

He also has Minion Nightmaren overrunning Nightopia. They're not as strong as the stage bosses, but you will lose energy from your energy bar if you cannot avoid them!

The Minion Nightmaren:



HOLLOW



KIRCLE



SHLEEP

That night Elliot and Claris return home, thinking themselves failures, not realizing that the real challenge is about to begin. In the world of Nighttopia where our dreams are played out, an evil being is gaining tremendous power. He is Wizeman the Wicked, and through his creations the Nightmaren, he captures precious dream energy from humans. If he is not stopped, he will rise from the subconscious and enter our world. No power on Earth will be able to stop him.

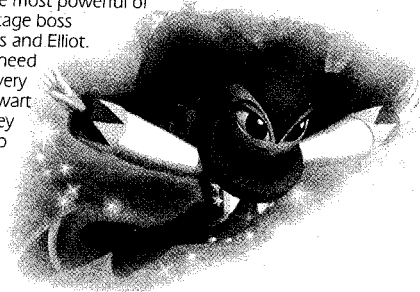
As Wizeman's Nightmaren start fulfilling his horrible plan, a Nightopian escapes from the dream world and begs the sleeping Elliot and Claris to save the world from the evil being. Just a few moments ago, they felt like total failures. But now that the world needs their help, Elliot and Claris feel, for the first time in their lives, a courage growing within them. They accept the Nightopian's desperate request.

The creature explains to them that they need to recover four types of dream energy from Wizeman's Ideya Capture, a group of large machine-like beings. The four energies are:

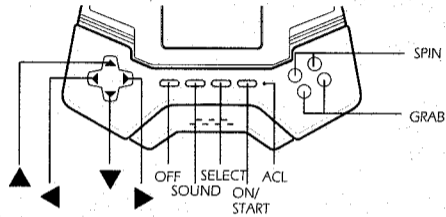
WHITE	representing purity
GREEN	wisdom
YELLOW	hope
BLUE	intelligence



Wizeman will attempt to steal Elliot and Claris' dream energy and try to confuse them by placing them in strange dream worlds. These worlds are places developed from the depths of their minds. The fifth and rarest of the dream energies, RED (bravery) is the only type of energy Wizeman and his henchmen can not steal. It is said that the only one not yet under Wizeman's power is NIGHTS, who appears as an aerial acrobat and is attracted to red dream energy. The Nightopian believes that Elliot and Claris possess this rare energy, and thus NIGHTS will come to their aid. The Nightopian warns that sooner or later Wizeman will send the most powerful of his Nightmaren, his stage boss henchmen, after Claris and Elliot. The two children will need the help of NIGHTS every step of the way to thwart Wizeman's plans if they are to restore peace to Nighttopia.



YOUR KEYPAD IS YOUR KEY TO ENTERING THE DREAM WORLD...

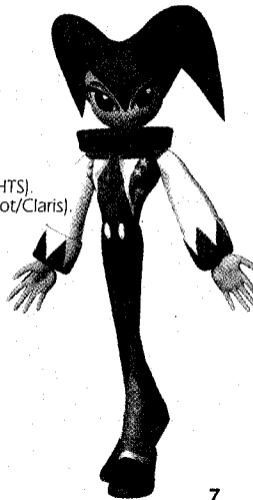


- ON/START** — to turn on the unit.
 — to start the game.
 — to start each stage/dream.
- SELECT** — to select Elliot or Claris before game starts.
- SOUND** — to control sound: on or off.
- OFF** — to turn off the unit.
- ▲** — to fly up (NIGHTS)
 — to jump up (Elliot/Claris)

- ▼** — to fly down (NIGHTS).
 — to scroll forward (Elliot/Claris).
- ◀** — to fly left (NIGHTS).
 — to run left (Elliot/Claris).
- ▶** — to fly right (NIGHTS).
 — to run right (Elliot/Claris).
- SPIN** — to speed up when flying (NIGHTS).
 — to attack the stage boss (NIGHTS).
- GRAB** — to pick the chips one at a time (NIGHTS).
 — to pick the Fairy to retain energy (Elliot/Claris).

FOR LOOPING:

- ◀ + SPIN** — to loop clockwise to collect ALL chips on screen.
- ▶ + SPIN** — to loop counterclockwise to collect ALL chips on screen.



The game has four dreams. You WIN the game by completing all four dreams. Each dream has four Mares (stages). In each Mare is an Ideya Capture which guards one of the types of captured dream energy.

For each stage, you need to collect 20 Blue Chips and take them to the Ideya Capture to overload it and release the stolen dream energy! Once the Ideya Capture disappears, return to the Ideya Palace to go to the next stage!

You must hurry up and bring the color chip to the Ideya Palace before the timer runs out — or else you will be forced to wake up and the night is over (GAME OVER).

DEFEATING THE STAGE BOSSES:

After you finish the last stage of a dream in Nighttopia, you are transported to Nightmare, the second level in the dream world. There as NIGHTS you face one of Wizeman's stage boss henchman. The stage boss you face depends on the dream you last visited. While fighting the stage boss, you don't need to collect Blue Chips — instead try to discover his weakness and force him out of the dream.

Along your way, in addition to blue chips, you will also find gold chips and star chips, which score extra points!

Along the way, you can retain energy when you meet the Fairy! It's also a GAME OVER if you are defeated by the stage boss or if you ever lose all your dream energy!

You WIN the game by completing all four dreams!



At the start of the dream, the Nightmaren steal almost all of your dream energy except for the most precious and powerful energy of all — BRAVERY. Now it's time to fight back and recover all the dream energy!



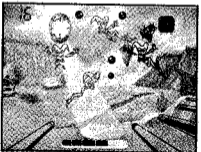
SELECT TO PLAY AS EITHER ELLIOT OR CLARIS.



NEARBY IS AN IDEYA PALACE. JUST WALK RIGHT IN AND NIGHTS COMES TO YOUR AID IMMEDIATELY. YOU START FLOATING OFF THE PLATFORM.



YOU FLY AS NIGHTS! YOU CAN FLY FRONT AND BACK — OR FORWARD TO THE LEFT AND RIGHT.



YOU CAN ALSO LOOP TO GRAB ALL THE CHIPS ON SCREEN!



COLLECT 20 BLUE CHIPS AND TAKE THEM TO THE IDEYA CAPTURE TO OVERLOAD IT!



SUCCESSFUL OVERLOAD — AND SO YOU ACQUIRE ONE COLOR OF A DREAM ENERGY.



ONCE THE IDEYA CAPTURE DISAPPEARS, RETURN TO THE IDEYA PALACE TO GO ON TO THE NEXT STAGE.



WHEN THE TIMER REACHES ZERO, YOU FALL TO THE GROUND — AND PLAY AS CLARIS OR ELLIOT AGAIN.



ONCE YOU ARE ELLIOT OR CLARIS AGAIN, THE GIANT ALARM EGG CLOCK WILL APPEAR — HURRY UP AND FINISH THE STAGE!



HURRY UP AND BRING BACK THE IDEYA TO THE PALACE — OR ELSE YOU WILL BE FORCED TO WAKE UP — AND IT'S A GAME OVER! YOU CAN RUN LEFT OR RIGHT, EVEN FORWARDS.

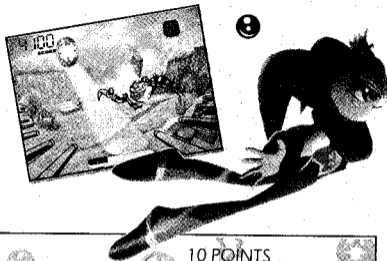


IF YOU MEET THE FAIRY ALONG THE WAY, YOU RETAIN YOUR ENERGY.



EACH TIME YOU COLLECT AND BRING AN IDEYA BACK TO THE IDEYA PALACE, YOU BEGIN AGAIN AS NIGHTS AND FLY FREELY AGAIN TO GO BACK TO COLLECT MORE BLUE CHIPS!

YOU MUST DEFEAT A STAGE BOSS BEFORE YOU CAN COMPLETE A STAGE!

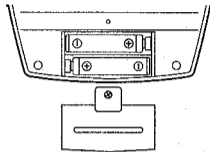


SCORING

Blue chip	10 POINTS
Star chip	10 POINTS
Gold chip	50 POINTS
Avoid Hollow	10 POINTS
Avoid Kircle	20 POINTS
Avoid Shleep	30 POINTS
Defeat Claw/Puffy/Gillwing (stage bosses)	100 POINTS
Defeat Reala final stage boss)	500 POINTS

INSERTING THE BATTERIES

Remove the screw in the battery compartment door located on the back of the unit. Insert two "AAA" batteries, LR03 or equivalent (not included), making sure to align "+" and "-" as shown. Close battery compartment and replace screw.



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 use a pencil or pin to press the ACL 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.

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, 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 any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$ 12.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

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.

WARRANTY

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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