

ELECTRONIC

PIT-FIGHTER™

LCD VIDEO GAME

1

Down in the underground, you will face the greatest hand-to-foot combat challenges of the modern era. The computer is an unsympathetic foe, who will become relentlessly tougher the further you're able to advance.

You can choose when you wish to fight with the power of TY and when you wish to fight with the power of KATO. Whichever fighter you don't control, becomes the fighter for the computer!

You will also find executioners who will attack you with savage fury, and if you survive, you will ultimately face the Masked Warrior in a final championship bout!

You must know all the moves of TY and KATO—in order to attack at the right moment, and to defend against them when they are in the computer's control!

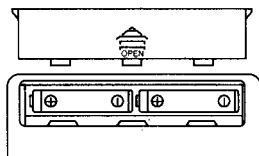
Final victory depends on your strength, courage, and will to survive!

2

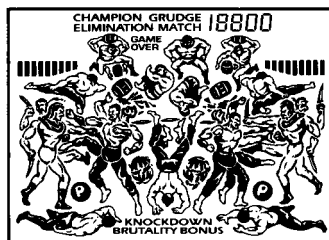
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

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

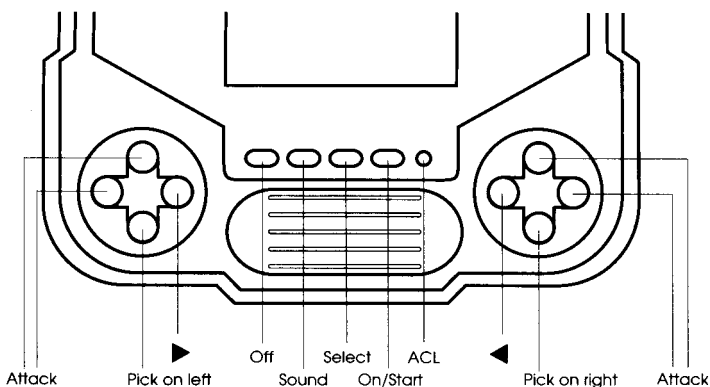
To WIN the game, you must make your way through 10 grueling matches of this brutal underground sport. You must understand the best moves of your fighters and attack your opponents with them.

You will score points whenever you defeat an opponent. To defeat an opponent, you must attack him until his energy bar drops to zero, or by knocking him down 3 times during a match.

However, your energy bar will drop each time you're struck by a successful move from an opponent—and you will lose not just the match but the entire game if your energy ever drops to zero, or if you're knocked down 3 times during any match!

If you make it as far as the 10th match, you will face the Masked Warrior, the smartest, most devastating fighter to ever walk the underground streets! Defeat him (easier said than done) and the championship is yours!

5 CONTROL GUIDE



ON/START

- To turn on the unit.
- To start the game.
- To start each match.

SELECT

- To select your fighter: TY or KATO.

SOUND

- To control sound: on or off.

OFF

- To turn off the unit.

LEFT CONTROL WHEEL

ATTACK ▲

- For TY to use ROUNDHOUSE.
- For KATO to use HAMMER FIST.

ATTACK ◀

- For TY to use FRONTKICK.
- For KATO to use JUMPKICK.



- To move right.

PICK

- To pick up POWER BALLS.

RIGHT CONTROL WHEEL

ATTACK ▲

- For TY to use ROUNDHOUSE.
- For KATO to use SUPER MOVE.

ATTACK ▶

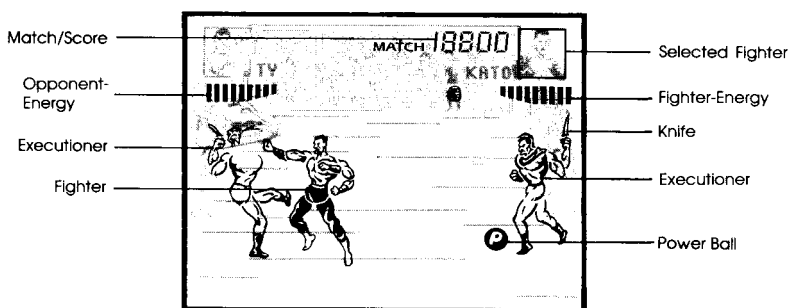
- For TY to PUNCH.
- For KATO to BACKKICK.



- To move left.

PICK

- To pick up POWER BALLS.



6 FEATURES

- 10 matches of underground sport
- your choice of fighters
- intelligence levels for your enemies
- regular matches
- grudge matches
- elimination match

- championship match
- built-in sound
- sound on/off control
- maximum score retained
- built-in auto power-off timer

You must survive through 10 underground matches in order to win the championship. You can choose when you want to fight with the power of KICK-BOXING TY and when you want to fight with the power of KARATE KATO. When you choose one of them, the computer will then fight with the other!

Both TY and KATO have their own particular skills:

KICK-BOXING TY'S fighting skills:

- roundhouse kick
- frontkick
- punching

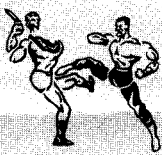
KARATE KATO'S fighting skills:

- jumpkick
- super move
- hammer fist
- backkick

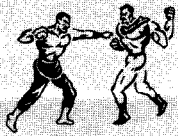
KICK-BOXING TY'S fighting skills:



ROUNDHOUSE KICK



FRONTKICK

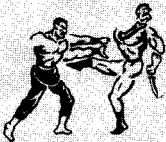


PUNCHING

KARATE KATO'S fighting skills:



JUMPKICK



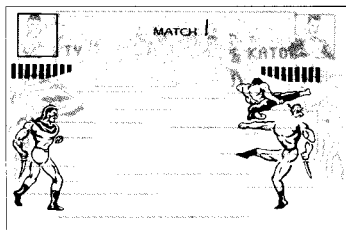
SUPER MOVE



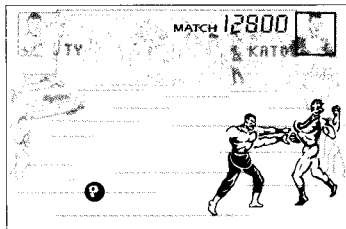
HAMMER FIST



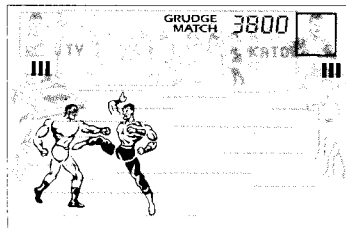
BACK KICK



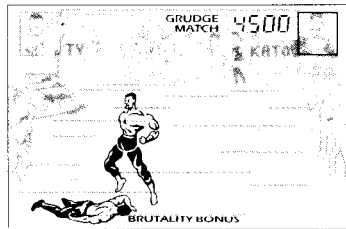
IN MATCH 1, CHOOSE TO FIGHT WITH EITHER TY OR KATO. ALWAYS KEEP AN EYE ON BOTH ENERGY BARS—YOURS AND YOUR OPPONENT'S!



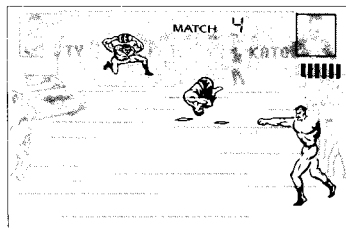
IN MATCH 2, YOU AUTOMATICALLY SWITCH FIGHTERS! PICK UP POWER BALLS WHENEVER THEY APPEAR TO REGENERATE YOUR ENERGY!



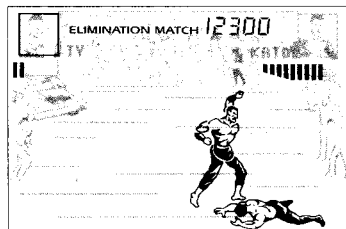
CHOOSE YOUR FIGHTER FOR GRUDGE MATCHES!



WINNER OF A 3 KNOCKDOWN GRUDGE MATCH SCORES A BRUTALITY BONUS!



BEWARE OF EXECUTIONERS! THEY'LL THROW KNIVES AND BARRELS AT YOU!



WIN THE ELIMINATION MATCH FOR THE RIGHT TO ADVANCE TO THE CHAMPIONSHIP MATCH—WHERE YOU'LL FACE THE MASKED WARRIOR!

Press the ON/START button to turn on the unit. You'll hear an "On" beep, and the maximum score is displayed.

TY will light up as your fighter.

Press the SELECT button to select whether you want to begin Match 1 with either TY or KATO!

Matches 1/3/5 and Matches 2/4/6:

If you select TY as your fighter in Match 1, he will also be your fighter in matches 3 and 5. Then KATO will automatically be your fighter in matches 2, 4, and 6.

If you select KATO as your Match 1 fighter, he also becomes your fighter in matches 3 and 5. Then TY will automatically be your fighter in matches 2, 4, and 6!

The difference between winning and losing:

To defeat an opponent, you must either drain his energy bar to zero with successful attacks, or knock him down 3 times within a match. When you defeat an opponent, you're entitled to move on the next match. Win at Match 10, and you're the champion!

To defeat you, an opponent must either drain your energy bar to zero with his successful attacks, or knock you down 3 times within a match. These matches are for keeps—if you lose a match, the GAME IS OVER!

Come out fighting:

After selecting your fighter, press the ON/START button again to begin Match 1 in the underground!!!

As indicated in the CONTROL GUIDE and GAME SUMMARY sections, use your control buttons to effectively attack!

When you fight as KICK-BOXING TY, use the ATTACK control buttons to: ROUNDHOUSE KICK, FRONTKICK, and PUNCH!

When you fight as KARATE KATO, use the ATTACK control buttons to: JUMPKICK, BACKKICK, and to use the SUPER MOVE and the HAMMER FIST!

There is also a control button to move LEFT and another button to move RIGHT. Use these to get into better position!

Power Balls:

Be sure to pick up POWER BALLS whenever they appear! They restore your energy level to full!

Use the PICK buttons to pick up POWER BALLS!

There's a left PICK button to pick up POWER BALLS on the left hand side of the screen, and a right PICK button to pick up POWER BALLS on the right hand side of the screen!

Grudge Matches:

After Match 2 and after Match 4, you will engage in grudge matches!

Press the SELECT button to choose your fighter for each grudge match!

Regular match rules apply, but if you win a grudge match, you score a BRUTALITY BONUS!

The Elimination Match:

Before you can advance to the championship match, you first must survive an elimination match!

Press the SELECT button to choose your fighter!

The Championship Match:

Press the SELECT button to choose your fighter!

In this final and most brutal of all matches, you will fight against the MASKED WARRIOR, the most intelligent and most fearsome fighter ever to set foot underground!

Executioners:

Watch out for executioners! They will appear throughout your matches. They know no rule other than ultimate force! They will throw knives and barrels at you! Avoid their attacks—and then launch an attack of your own!

Brain as well as brawn:

It would be challenging enough if your enemies were merely powerful. But they have brains, too. As you progress through the matches, they will get increasingly more intelligent—and increasingly more difficult to defeat!

The chart below summarizes your challenges:

MATCH	FIGHTER MAX(1 TIME)/TOTAL	EXECUTIONERS WARRIOR	MASKED OF OPPONENTS	INTELLIGENCE
1	TY/KATO	1/1	-	LO
2	TY/KATO	1/2	-	LO
GRUDGE	TY/KATO	-	-	MED
3	TY/KATO	2/3	-	MED
4	TY/KATO	2/4	-	MED
GRUDGE	TY/KATO	-	-	MED-HI
5	TY/KATO	2/5	-	MED-HI
6	TY/KATO	2/6	-	MED-HI
ELIMINATION	TY/KATO	-	-	HI
CHAMPION	TY/KATO	-	1	HI

Scoring:

You will also be rewarded with points for your achievements:

500 POINTS for defeating EXECUTIONERS (matches 1/2/3/4/5/6)

2000 POINTS for defeating the other fighter (TY or KATO)
for winning BRUTALITY BONUS in GRUDGE MATCHES
for winning the ELIMINATION MATCH

3000 POINTS for defeating the MASKED WARRIOR in CHAMPIONSHIP

MATCH

The game pauses after each match.

Press the ON/START button to start the next match when you're ready!

Press the SOUND button if you want to fight in silence.

Press it again to regain all the sounds of the underground!

After a GAME OVER, press the ON/START button to start a new game from Match 1!

Don't forget to press the SELECT button at the beginning of a new game!

Press the OFF button when you're finished playing. But the game will automatically shut itself off after about 3 minutes—just in case you get lost in the darkness of the underground!

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

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.