

R-ZONE™



TIGER ELECTRONICS
INC.

LCD Video Game

1. GAME STORY

"THE WORLD OF PRIMAL RAGE"

Aeons ago, before there were humans, there was Rage. As life on Earth evolved, so did the gods who embodied the instincts of animal nature. These gods embodied the spirits of hunger and survival, life and death, good and evil, and many others.

These gods took the form that most suited their needs, and fought countless battles on the primordial frontiers of the mother Earth. As life multiplied, the gods became even more powerful and their battles more intense. The skies shook and the Earth trembled from the fevered pitch of battle. Dinosaurs were the dominant animal type on land and mammals were evolving at a rapid rate. Civilizations were beginning to emerge from the most social of the dinosaur species. Because the gods were all gaining strength at the same time, the battles became more and more intense. It became clearer that there could be no winner. There was perfect balance.

Then the balance was disrupted. A great mage from a parallel dimension, Balsafas, discovered Earth and recognized the great threat the gods posed to his mighty power. Soon a great battle was joined...the Mesozoic Wars. These wars raged for hundreds of years, and were so intense that the Earth was blanketed by a huge cloud of volcanic dust, killing most of the life on Earth, including the dinosaurs. The surviving gods were sent into suspended animation.

Now, millions of years later, a meteor is on a collision course with Earth. It strikes with destructive fury, rearranging the continents and destroying cities. Humans survive, and technology is all but wiped out. The destructive fury of the Cataclysm awakens the imprisoned gods. They emerge to find that it is no longer the Earth they knew. It is the new Urth. They are awake, and they are angry.

2. OBJECT OF THE GAME

"HOW TO RULE THE PLANET"

In the world of New Urth, you can select your fighter from among these six characters:

BLIZZARD, CHAOS, SAURON, DIABLO, TALON, AND VERTIGO. Each one has special moves and talents. You'll probably want to study the next few pages on how to perform these amazing attacks!

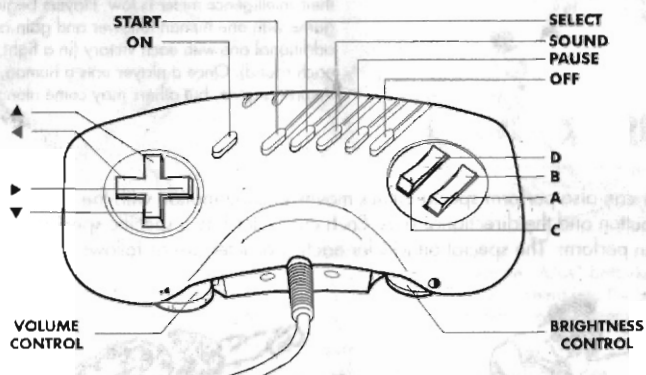
The goal of the game is simple. Conquer! You'll need to take on all challengers if you want to be the supreme ruler of New Urth. Each of the matches in the game is a "two out of three" round fight (except for the ENDURANCE MATCH...but we'll get to that later).

When you choose a fighter from the right side of the screen, you'll have to battle it out against the three fighters on the left side (likewise, a fighter from the left side will face all three fighters from the right side). To defeat an opponent, you'll bite and claw your way to victory. You'll need to totally crush the enemy, or at least be ahead when the timer counts down to zero.

But that's not all! Your final challenge will be a one-on-one fight against the awesome might of Armadon. And if you manage to come out of that one, you'll face the gauntlet in the deadly ENDURANCE MATCH! This is it, the big showdown to decide who is the supreme ruler of New Urth. Will it be you?

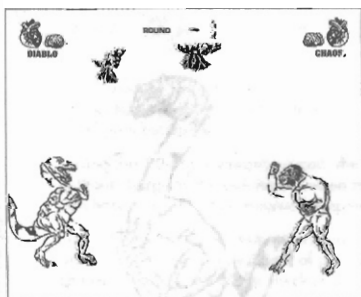
3. HOW TO PLAY

"READY?...RAGE!!!"



- ON** — to turn on the unit.
- START** — to start the game.
- to start each stage.
- to exit PAUSE.
- SELECT** — to select left or right characters.
- SOUND** — to control sound: on/off.
- PAUSE** — to pause the game.
- OFF** — to turn off the unit.
- "▲" — to jump up.
- "▲"
- "▼"
- "▶"
- "◀"
- SLASH/BITE (C and D)** — to perform slash attack with arms.
- to perform a bite attack with your jaws
- SPECIAL MOVES** — to perform a special attack move (with the ◀ or ▶ keys).
- VOLUME CONTROL** — to control volume: higher or lower.
- BRIGHTNESS CONTROL** — to bring game figures into focus.

Press the ON button to turn on the unit with an "on" beep. The maximum score will be displayed, and all of the fighters will be shown on screen.



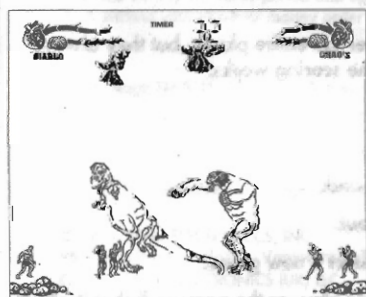
CHOOSE ONE OF THESE SIX AWESOME BEINGS, THEN GET READY TO RAGE!

Press the SELECT button to toggle through your choice of characters. Then press the START button to start the game with the score of ZERO. The display will show 1-1, indicating FIGHT 1, ROUND 1.



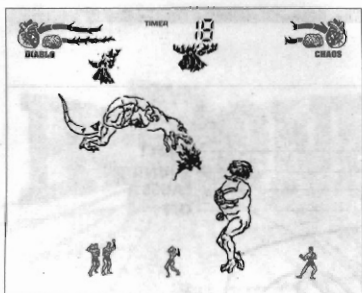
THE BATTLE BEGINS. ARE YOU PREPARED?

You must defeat your opponent using your normal and special attack moves. Both characters have an energy meter that is depleted every time they are hit by an attack. When the energy meter is completely empty for a character, that character loses the round! Each fight is a "best of three" round fight. The first character to win two out of three rounds wins the fight. When a player wins a fight, they move on to the next character. The game will pause after each round is complete. To continue to the next round, press the START button.



ARMADON IS NO PUSH-OVER. CAN YOU SAY "DEADLY SPIKES"?

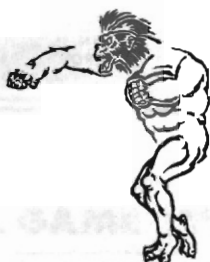
If you can defeat all three of the characters on one side, you will face ARMADON in a best of three fight. If you can defeat ARMADON, you will need to fight the "ENDURANCE MATCH", which is an untimed, one round fight to the death. You will need to defeat the enemies, one after another, with the same life bar. If you can win this endurance match, the game is over and you are declared the supreme ruler of NEW URTH!



FEELING A LITTLE LOW ON ENERGY? HUMAN FOLLOWERS MAY BE JUST THE TICKET!

The player can eat humans to gain more energy if their intelligence meter is low. Players begin the game with one human follower and gain an additional one with each victory (in a fight, not in each round). Once a player eats a human, that human is gone, but others may come along later.

The player can also perform special attack moves in combination with the SPECIAL ATTACK button and the directional keys. Each character has a specific special move that he/she can perform. The special attacks for each character are as follows:



*** BLIZZARD (COLD BREATH)**
Press "▶", then "◀" and SPECIAL MOVE,
or press "◀" and SPECIAL MOVE.



*** CHAOS (ACID BREATH)**
Press "▶", then "◀" and SPECIAL MOVE,



*** DIABLO (FIREBALL)**
Press "◀", then "▶" and SPECIAL MOVE,
or press "▶" and SPECIAL MOVE.



*** SAURON (STUN ROAR)**
Press "◀", then "▶" and SPECIAL MOVE, or
press "▶", then "▶" and SPECIAL MOVE, or
press "▶" and SPECIAL MOVE.



*** TALON (The Slasher)**
Press "▶", then "◀" and SPECIAL MOVE.



*** VERTIGO (Venom Spit)**
Press "◀", then "▶" and SPECIAL MOVE, or
press "▶" and SPECIAL MOVE.

SPECIAL ATTACKS ARE YOUR KEY TO VICTORY. LEARN TO MASTER THEM ALL.

4. SCORING

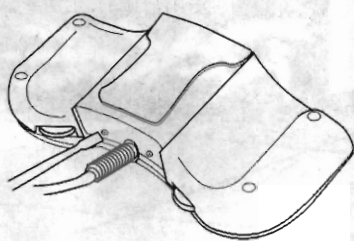
Points won't make you the Supreme Lord over the entire planet, but they always impress the ordinary folks. Here's the way the scoring works:

- 20 POINTS for a normal attack.
- 40 POINTS for a special attack.
- 200 POINTS for winning each round.
- 1000 POINTS for winning each bout.

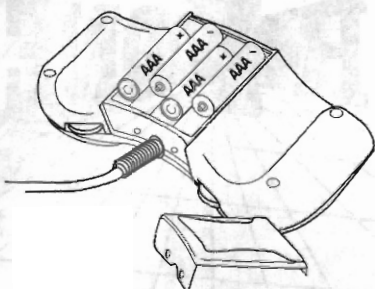
After a GAME OVER, press START button to start a new game.

Press the OFF button to turn off the game after play, or the game will shut itself off after 3 minutes of non-activity.

5. INSERTING THE BATTERIES



Unscrew the screws which are on the battery cover in the bottom part of the control pad.



Insert 4 Alkaline "AAA" batteries, UM-4, LR03 or equivalent into the battery compartment. Close the compartment.

Make sure to align "+" and "-" as shown.

To ensure proper function, do not mix alkaline batteries with standard batteries or rechargeable batteries.

Do not mix old and new batteries.

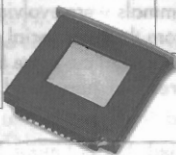
Do not use rechargeable batteries.

Replace with new batteries at the first sign of erratic operation.

Caution: Installation of batteries should be done by adult.

6. ADDITIONAL CARTRIDGE

Additional cartridges for your R-Zone game are sold separately in all of your favorite titles.



7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) 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\$15.00. 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.

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.

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\$15.00 payment for the repair service.

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