

ELECTRONIC

STREET FIGHTER™ 2010 THE FINAL FIGHT

LCD VIDEO GAME

1 THE FINAL FIGHT™ STORY

Ken grew up in a world of violence. He mastered the martial arts at a very early age and went on a global tour to challenge the greatest street fighters of the world. He was victorious. Upon returning to his home country, he enrolled at Bargham University and began his life study in the field of cybotics. While at Bargham, he was befriended by a gifted classmate named Troy. After many years, they perfected a revolutionary discovery they named cyboplasm.

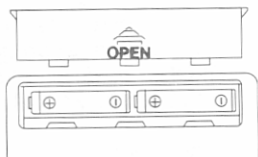
This substance, when properly administered, could make a man several times stronger than normal. This came at a good time, for mankind had just perfected travel to the "frontier" of other worlds. Ken had no interest in travelling to the new frontier. But he was glad their invention could be helpful.

One day he came to their lab and found it nearly destroyed. His partner Troy was killed, and their formula was stolen. The killer escaped to the new worlds. Ken knew he must avenge his fallen friend. He now has very keen interest in the frontier...

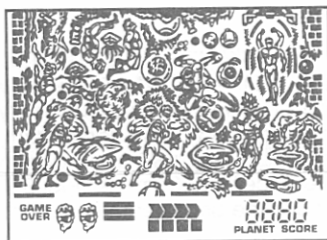
2 INSERTING THE BATTERIES

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

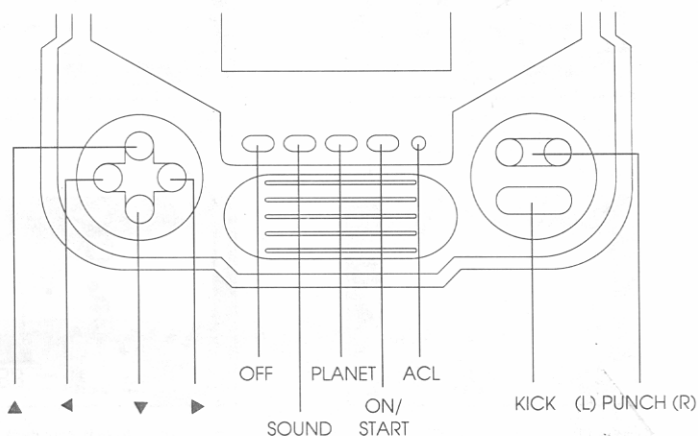
There are five planets to explore. You travel through the teleport beam machine to reach each planet. You can explore the first four planets in any order you like.

Only after you have completed your quest through the first four planets may you travel to the fifth planet. You must complete your discovery and mastery of the fifth planet in order to win the game.

You will face many master enemies and others forces determined to destroy you. You must destroy them first! When your life bar drops to zero, you lose a chance. If you lose all three chances on any planet, the game is over.

There is also a power bar. The more power you possess, the easier it is to defeat a master enemy. When your power dips, have Ken collect power balls! Collecting power balls restores your power!

5 CONTROL GUIDE



- ON/START --To turn on the unit.
--To start the game.
- PLANET --To select planet 1 to planet 4 (in cyclic order)
- SOUND --To control sound:on or off.
- OFF --To turn off the unit.
- ▲ --(at front position): To jump up for attack or escape.
--(at back position): To climb up the wall.
- ▶ --(climbing up the wall): To move forwards.
- ◀ --(at back position): To move forwards.
--(at front position): To jump and land on the back position.
- ▼ --(climbing on the wall): To move down.
- PUNCH-L --To punch left (back).
- PUNCH-R --To punch right (front).
- KICK --To pick power ball (after jumping up).
--To kick.

6 FEATURES

- 5 planets
- teleport beam machine
- maximum score retained
- sound on/off control
- built-in auto power-off timer

7 GAME SUMMARY

Using the teleport beam machine, you and Ken will travel through five planets of the frontier.



You can visit the first four planets in any order you wish. After you have defeated your enemies on the first four planets, you must proceed to planet 5 for the Final Fight. If you manage to defeat the Eye-Ball on planet 5, you will win the game!

You'll score points for each enemy you defeat. Score as many points as you can!

Master Enemies

On each planet, there is a master enemy for you to defeat several times. There are also lesser enemies for you to defeat. You will score points each time you defeat an enemy.



SKIMMER



BASHER



CRUSTAC



SLAGMA



HUNTER DRONE



SEEKER DRONE



DEATH EYE



ENTORRID



EYE-BALL

ENEMY	PLANET 1	PLANET 2	PLANET 3	PLANET 4	PLANET 5
SKIMMER	10	-	-	-	15
BASHER	-	10	-	-	15
CRUSTAC	-	-	10	-	15
SLAGMA	-	-	-	10	15
HUNTER DRONE	YES	-	YES	YES	YES
SEEKER DRONE	-	YES	YES	YES	YES
DEATH EYE	-	YES	YES	YES	YES
ENTORRID	YES	YES	YES	YES	YES
EYE-BALL	-	-	-	-	1

Chances

You have three chances on each planet. If you lose all three chances on any planet, the game is over. You lose a chance when your life bar drops to zero or the time bar drops to zero.



TIMER

Life Bar

Each time you are successfully attacked by an enemy, you lose energy from your life bar. Whenever your life bar drops to zero, you lose one of your chances. You have to complete the game before the timer drops to zero.



LIFE BAR

Power Bar

The greater your power bar, the greater your power to attack! As your power bar decreases, it takes more hits to destroy your enemies.



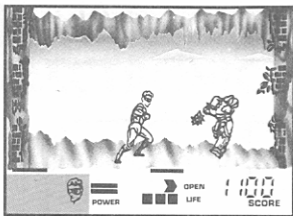
POWER BAR

Power Balls

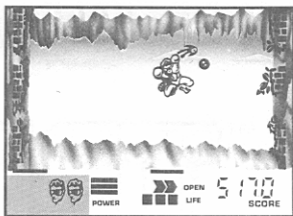
Ken can increase his power by collecting power balls!



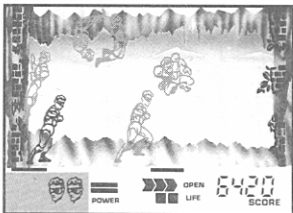
POWER BALL



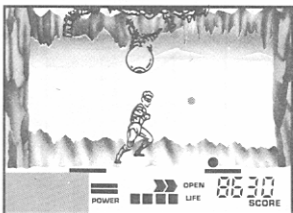
You must destroy your enemies in time! If you fail, the teleport will not open to allow you to reach another planet!



Collect power balls to increase Ken's power!



Ken can jump up to collect power balls, to attack, and to escape attack. He can also jump to reach the wall and climb it!



On planet 5, defeat the Eye-Ball to win the Final Fight! But when the Eye-Ball moves backward, Ken can't punch it! You also have to fight every master enemy on planet 5!

8 HOW TO PLAY

Press the ON/START button turn on the unit.
You'll hear an "On" beep. Planet 1 is shown.

Press the PLANET button to choose whichever of the first four planets you want to visit first!

Then press the ON/START button to start the game!
You'll hear a "Game Start" tune and the maximum score will be displayed. Ken will enter the teleport beam machine and the game begins with zero score.

Press the directional buttons to move or jump toward enemies to attack or away from enemies to escape.

Press the PUNCH and KICK buttons to attack your enemies when you reach them!

On each planet, you will face a master enemy which you must defeat several times.

Master Enemies



Planet 1
SKIMMER



Planet 2
BASHER



Planet 3
CRUSTAC



Planet 4
SLAGMA

Planet 5

On Planet 5, you will encounter all master enemies and must also defeat the Eye-Ball to win the Final Fight!



EYE-BALL



DEATH EYE



SEEKER DRONE



ENTORRID



HUNTER DRONE

There are also lesser enemies -- hunter and seeker drones, death eyes, and entorrids. (See table in Game Summary to see where each enemy appears.)

Scoring

You score points each time you defeat each enemy!

50 points for Master Enemies

10 points for lesser enemies

500 points for Eye-Ball on planet 5

You lose life bar each time you are attacked. If you lose all your life bar, you lose a chance. If you lose 3 chances on any stage, the game is over.

You must defeat your enemies before the timer reaches zero. You also lose a chance when the timer drops to zero.

You also have a power bar. The greater your power, the less times you have to hit (PUNCH or KICK) a master enemy to destroy it. It always takes just 1 hit to destroy a lesser enemy.

POWER

0
1
2
3

NO. OF HIT TO DESTROY A MASTER ENEMY

4
3
2
1

Ken can increase his power by collecting power balls!

Press "▲" to JUMP up to a power ball.

Then press PUNCH-R to collect the ball!

Your power bar is recharged after picking up a power ball.

After completing a stage (a planet), there is a simple "stage completion" tune. The game then pauses and the next available planet is shown.

Press the PLANET button to choose another of the remaining first four planets.

Press the ON/START button when you're ready to begin the next planet! Ken will enter the teleport beam machine and you will be on your way!

After you complete the first four planets in any order you wish, it will be time to move on to planet 5 -- and the Final Fight! Remember, you can not enter planet 5 until after you have completed the first four planets first!

After a "Game Over", you will hear a "Game Over" tune. Press the PLANET button to select the planet on which you want to begin a new game. Then press ON/START and the game begins again!

Or after a "Game Over", just press ON/START to begin the next game from Planet 1!

If you ever wish to travel and fight in silence, press the SOUND button. Press SOUND again to regain all the sounds of travel and discovery.

Press the OFF button when you want to stop playing. The unit automatically shuts itself off after about three minutes of non-use.

Now let your journey begin!!!

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, styrofoam 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.