

ELECTRONIC LCD VIDEO GAME

The Shadow™

1 THE SHADOW STORY

Genghis Khan conquered half the world in his lifetime. His last remaining descendant, Shiwan Khan, has come now to finish the job! Only the Shadow can stop Khan and his band of Mongol warriors!

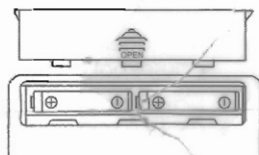
The Shadow is Lamont Cranston. A black slouch hat pulled low over his eyes, a black cloak draping his entire body, and the ability to appear out of nowhere unseen to inflict punishment on evil! The Shadow is to some a myth — but he is a painful reality to those who cross the line of injustice!

His punch feels like steel and his kicks can knock the life out of an enemy! Wiping out evil is more than his mission — it is his atonement for the past life he led!

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.



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.

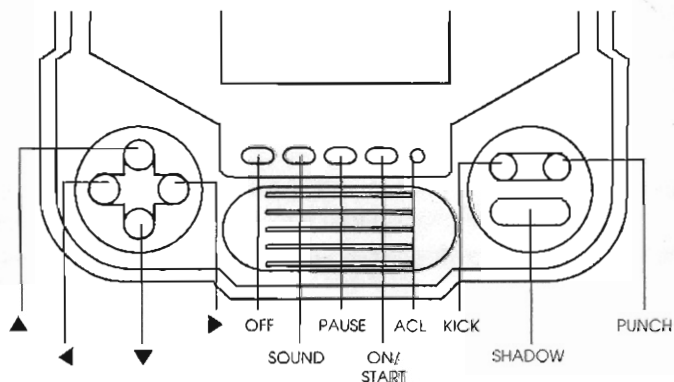
4 THE OBJECT OF THE GAME

The objective of the game is for you to control the Shadow to defeat Shiwan Khan and his evil army of Mongol warriors! You must defeat Shiwan Khan before he is able to activate the first atomic bomb ever built!

Toward the end of the final stage, you will see the bomb timer. If the bomb timer counts down to zero before you defeat Khan, not only is the game over — the game of life is over for the greater part of New York and New Jersey (which will be blown up into little pieces)!

To WIN the game (and save metro New York and New Jersey), you must defeat Shiwan Khan before the atomic bomb explodes in the final stage of play

5 CONTROL GUIDE



- ON/START — to turn on the unit.
— to start the game.
— to start each stage.
— to exit pause.
- PAUSE — to pause the game.
- SOUND — to control sound: on or off.
- OFF — to turn off the unit.
- SHADOW — to change between visible and invisible state
(You cannot be attacked except with the flashlight
when you are invisible but invisibility drains your energy
supply).
- PUNCH — to punch.
- KICK — to kick.
- " ◀ " — to move left.
— to dodge left.
— to move left and touch Margo Lane's hand to restore
your energy (stages 4 and 5 only).
- " ▶ " — to move right.
— to dodge right.
— to move right and touch Margo Lane's hand to
restore your energy (stages 4 and 5 only).
- " ▲ " — to jump up to avoid dangers.
- " ▼ " — to move back down faster.

NOTE: The PHURBA is a magical dagger with a life of its own. It moves rapidly in all four directions. You must use all four directional buttons to dodge it — or be cut by it!

6 FEATURES

- 5 stages of shadowy adventure
- ability to cloak yourself in invisibility
- the magical phurba with a life of its own
- telepathic power with Margo Lane to restore energy
- maximum score retained
- built-in melody
- sound on/off control
- built-in automatic power-off timer

7 GAME SUMMARY



You always play as the Shadow. You begin each stage with 3 chances and a full energy bar. You lose energy when you are hit by enemies. If you lose all your energy, you lose a chance. If you lose all 3 chances, the GAME IS OVER.



Press PUNCH to punch. Press KICK to kick. Press the SHADOW button to become invisible. When you are invisible, you cannot be attacked except by the flashlight. But invisibility also drains your energy supply!



The flashlight makes you visible again!



In stages 4 and 5, you can use your telepathic connection with Margo Lane! Press "◀" to move left to her. Press "▶" to move right to her. When the two of you touch hands, your energy level is restored to full!



At the end of stage 5, Khan's atomic bomb starts counting down! If you can master the phurba (by dodging it 10 times), the phurba will turn on Khan himself and you will WIN the game! Use all four of your directional buttons to dodge the phurba!



You've done it! You've mastered the phurba! The phurba has turned on Khan! You WIN!



This screen shows a less fortunate ending. You were not able to dodge the phurba. The bomb timer has continued to count down and has exploded. New York and New Jersey have been destroyed. You LOSE!

8 HOW TO PLAY

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

Press the ON/START button again to start the game from stage 1 when you are ready. You'll hear a "Game Start" melody and the game begins with zero score.

Your objective is to defeat the last living descendant of Genghis Khan. His name is Shiwan Khan. He has a Mongol horde that will attack you with greater and greater intensity! His accomplice is Farley Claymore, and he will attack you also. Enemies will attack you from all sides! But remember — you are The Shadow and so you can make yourself invisible!

Shiwan Khan, like yourself, has rare telepathic powers. He has turned the ancient weapon, the phurba, against you. The phurba used to belong to your mentor, the Tulku, who transformed you into an avenger to fight evil. But now the phurba has fallen into the evil hands of Khan. The phurba will attack you in stages 4 and 5.

Also in stage 5 (if you live that long), a timer will begin counting down. This is the timer for Khan's atomic bomb. If you don't master the phurba (by dodging it 10 times), then the bomb will explode and you LOSE the game and New York and New Jersey are destroyed. If you are able to dodge the phurba 10 times, the phurba will turn on Khan instead of you! It will plunge itself into Khan and you will WIN the game!

Throughout all five stages, the attacks against you will grow increasingly stronger! You will begin each stage with 3 chances and a full energy bar. You will lose energy whenever you are attacked! You will lose a chance whenever your energy bar drops to zero. If you ever lose all 3 chances, the GAME IS OVER.

In stages 4 and 5, when the attacks against you are their fiercest, your girlfriend, Margo Lane, will appear! Your powers of telepathy are also felt by her. When you move over to the far left or far right of the screen, you are able to touch hands with her, which restores your energy level to full. Now that's a good relationship!

Mongols will attack you throughout all five stages. You must also beware of Farley Claymore who is an evil modern-day accomplice of Shiwan Khan. Be especially aware of Claymore or Mongols who shine flashlights on you! When you are invisible, a flashlight can make you visible again!

You always play as The Shadow. Use your control buttons to help you:

- | | |
|-----------------------|---|
| PRESS "◀" | — to move left.
— to dodge left.
— to move left next to Margo Lane to restore your energy level to full in stages 4 and 5. |
| PRESS "▶" | — to move right.
— to dodge right.
— to move right next to Margo Lane to restore your energy level to full in stages 4 and 5. |
| PRESS "▲" | — to jump up to avoid dangers. |
| PRESS "▼" | — to move back down faster. |
| PRESS "PUNCH" | — to punch. |
| PRESS "KICK" | — to kick. |
| PRESS "SHADOW" | — to change between visible and invisible. (When you are invisible, you cannot be attacked except by flashlight, but invisibility drains your energy supply.) |

Your 5 stage challenge awaits you:

ENEMIES	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
MONGOLS (WITH CROSSBOWS)	5	8	10	12	15
MONGOLS (WITH DAGGERS)	5	8	10	12	15
MONGOLS (WITH GUNS)	5	8	10	12	15
MONGOL (WITH FLASHLIGHT)	2	3	4	5	10
CLAYMORE (WITH FLASHLIGHT)	5	5	5	5	10
THE PHURBA	-	-	-	5	10
THE ATOMIC BOMB	-	-	-	-	1
SHIWAN KHAN	-	-	-	-	1
FRIEND					
MARGO LANE	-	-	-	YES	YES

Your dedication to justice will not go unrewarded:

SCORING

FOR DEFEATING MONGOLS WITH CROSSBOWS	30 POINTS
FOR DEFEATING MONGOLS WITH DAGGERS	40 POINTS
FOR DEFEATING MONGOLS WITH GUNS	50 POINTS
FOR DEFEATING MONGOLS WITH FLASHLIGHT	80 POINTS
BONUS FOR DEFEATING SHIWAN KHAN	500 POINTS

When you complete a stage, the next stage number is shown. The game pauses after each stage. Press the ON/START button to begin the next stage when you are ready.

You can also press the PAUSE button during play to catch your breath. Press the ON/START button to exit these pauses as well.

Press the SOUND button if you ever wish to fight in silence. Press it again to regain all the sounds of your adventure!

After a GAME OVER, press the ON/START button to begin a new game from stage 1.

Press the OFF button when you are finished playing. But don't worry if you forget, because your game has special telepathic power—it shuts itself off automatically after about three 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 about 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 RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR 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.