

Model 69-004

Klobber™

Stick™

TIGER



LCD Game

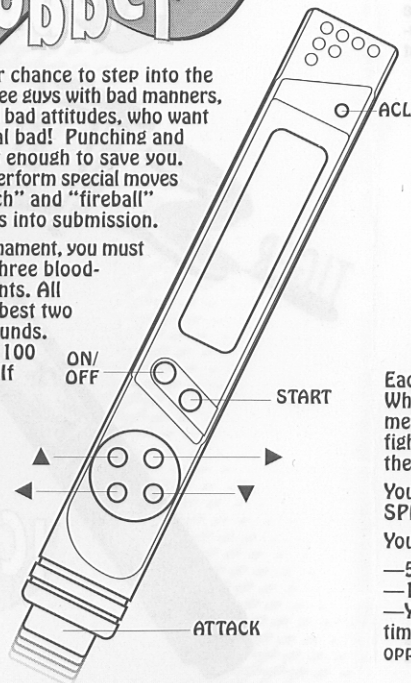
69004IWTIE-1

Klobber™

This is it. Your chance to step into the ring against three guys with bad manners, bad breath and bad attitudes, who want to beat you real bad! Punching and kicking are not enough to save you. You've got to perform special moves to "super punch" and "fireball" your opponents into submission.

To win the tournament, you must "klobber" all three blood-thirsty opponents. All matches are a best two out of three rounds.

Each round is 100 seconds long. If you lose any match, you receive a **GAME OVER**. If you win all 3 matches, you **WIN** the tournament.



- ON/OFF** -- to turn on the unit.
 -- to turn off the unit.
 (game shuts off automatically after 3 minutes of no action)
- START** -- to start each round or match.
- "▶" -- to move forward.
 "◀" -- to move backward.
 "▲" -- to jump up (player will jump up, then return to standing position).
 "▼" -- to come down immediately (after jumping up).
- ATTACK** -- to punch an opponent.
ATTACK + "▼" -- to low kick.
ATTACK + "▲" -- to jump kick.
ATTACK + "▶" -- to perform **SUPER PUNCH** special move when standing in the front position.
ATTACK + "◀" -- to perform **FIREBALL** special move when standing in the front position.

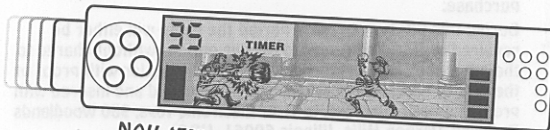
Each fighter (you and your opponent) has an energy meter. Whenever a fighter is hit, his energy meter drops. When a meter reaches empty, the fighter is knocked out and the other fighter wins the round. If time expires without a knockout, the fighter with the higher energy wins the round.

You attack opponents by **KICKING**, **PUNCHING** and by using **SPECIAL MOVES**. So do your opponents!

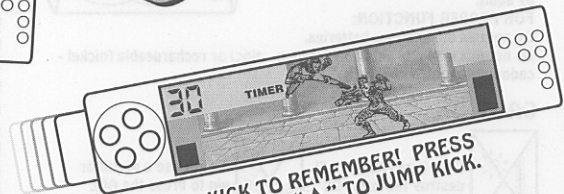
You score:

- 50 POINTS for each successful punch or kick
- 100 POINTS for each successful special move
- You also score **BONUS POINTS** based on the amount of time remaining on the timekeeper when you knock out an opponent (10 points for every second remaining on the timer).

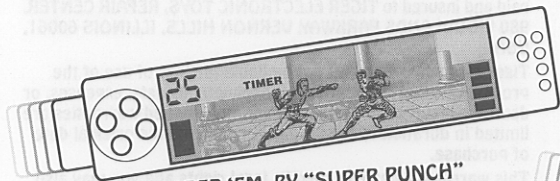
Klobber™



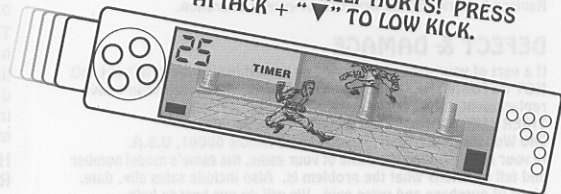
NAIL 'EM WITH THE "FIREBALL" SPECIAL MOVE BY PRESSING "ATTACK" + "◀" WHEN STANDING IN THE FRONT POSITION.



A KICK TO REMEMBER! PRESS ATTACK + "▲" TO JUMP KICK.



KLOBBER 'EM BY "SUPER PUNCH" SPECIAL MOVE BY PRESSING "ATTACK" + "▶" WHEN STANDING IN THE FRONT POSITION.



THIS ONE REALLY HURTS! PRESS ATTACK + "▼" TO LOW KICK.

INSERTING BATTERIES

BATTERIES INCLUDED

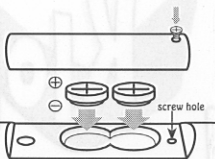
To insert the batteries, remove the battery compartment cover at the back of the game. Insert two 1.5 V LR44, SR44 or G13-A Button Cell, making sure to align "+" and "-" as shown.

Installation of batteries should be done by adult.

FOR PROPER FUNCTION:

Do not mix old and new batteries.

Do not mix alkaline, standard (carbon - zinc) or rechargeable (nickel - cadmium) batteries.



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 & 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 the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

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\$6.00. 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\$6.00 payment for the repair service.

TIGER ELECTRONICS
INC.

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