



START UP WALK THROUGH

When you first press the On/Off button, Goldberg will say "I am Goldberg, fear the spear!"

Press the Select button to cycle through the different games. Each time you press the Select button it will select a different game. Once you have reached the game you wish to play, wait a second for Goldberg to confirm your game selection.

After the game has confirmed the game selection, Goldberg will say, "Push my head down!", press the head sensor down to start the game.

After a game has ended and the score has been announced, Goldberg will say, "Who's next, now push my head down!" If you push the head sensor down again within 5 seconds, you will repeat the same game with the same number of players. If you don't press the head sensor, the game will shut off.

If you want to play a different game, simply turn the game off and back on and then press the Select button to choose a different game to play.

GENERAL SCORING FOR THE GAMES:

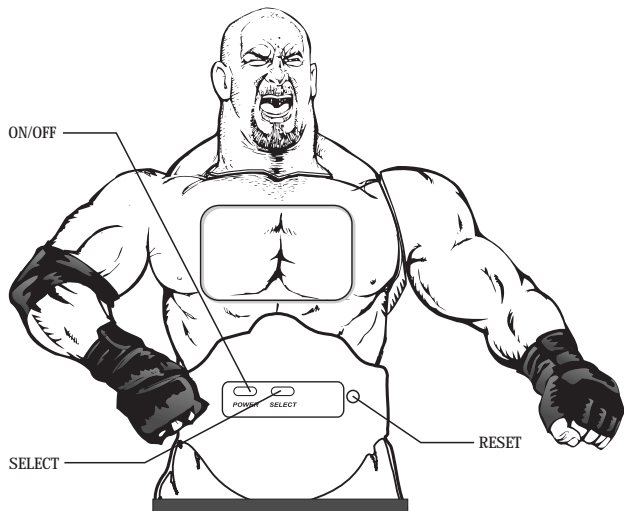
For Cruiserweight and World Title, each command move you correctly respond to will score you one point. The goal is to score as many points as possible without missing a command. US and Tag Team Title are multi player games so the person who actually has the unit and can't keep up with the commands will lose that game. No point score is given for these two games. Freestyle is a practice mode where you can freely press any of the sensors. This is no score or end to this game

I AM GOLDBERG, FEAR THE SPEAR!

Now you can take on a Goldberg in a real WCW-style match! How long can you survive in the ring with Goldberg as he throws moves at you? You must quickly react by smashing or twisting his head, bashing his chest or twisting his arm before he comes at you with his next move.

GAME CONTROLS!

- ON/OFF** - Turns the unit On/Off. The unit has an auto shutoff after 30 seconds of no activity.
- SELECT** - To select the five different games.
- START** - To start a game or replay the same game again you must press Goldberg's head down.
- RESET** - To reset the game if your unit malfunctions.



BODY CONTROLS:

There are four sensors on Goldberg that you can interact with during a game. Two on the head (push down and twist), one on the Left arm (lift in front of the body), and one on the chest (the entire chest section will act as a sensor and will be pushed in). Each sensor will correspond to a different wrestling move (listed below).

FOLLOW GOLDBERG'S COMMANDS:

Each sensor represents the specific wrestling move called out by Goldberg. Below is a list of which wrestling move correlates to each sensor.

JACKHAMMER (1):

Push the head sensor down to perform this move. NOTE: Press the head sensor down will also start a repeat the same game over.

BODY SLAM (2):

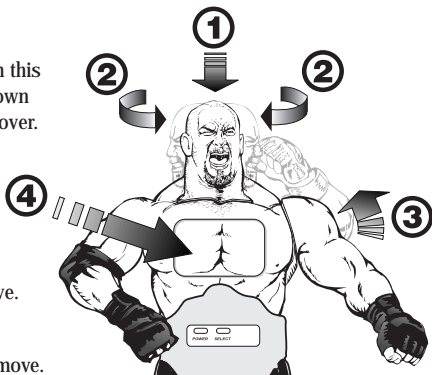
Twist the head sensor (left or right) to perform this move.

SUPLEX (3):

Lift the left arm up to perform this move.

SPEAR (4):

Push the chest plate in to perform this move.



GAME ONE: CRUISERWEIGHT TITLE

This is a one-player game where Goldberg will constantly call out moves for you to respond to by hitting the correct sensor. As the game progresses, the moves will be called out faster, giving you less time to respond to them. For example if Goldberg says, "Jackhammer", you must QUICKLY press Goldberg's head down. If he says "Suplex" you will have to lift the left arm up. All the moves associated with the sensors are listed under the CONTROL section of the instructions.

The game will continue to call out moves (which get faster and faster) until you press the wrong button or can't respond fast enough to the command. For the first 6 moves you will have 1.5 seconds to respond to each move called out by Goldberg. For example, for the first six moves Goldberg will say "Spear" (you will then have 1.5 seconds to press the Chest button) then Goldberg will call out the next move, again you will have 1.5 seconds to press the correct button corresponding to that move.

After every six moves called out the game speed will increase by 1/4 of a second. So the time you have to react to the next six moves called by Goldberg will also be 1/4 of a second faster for you to respond to. The game will continue to get 1/4 of a second faster every six moves.

You can advance indefinitely until a mistake is made. When you make a mistake (depending on your score) Goldberg will say something along with the score. The game is now over and you will get a score based on the level reached. For each move you get correct you score one point.

If you last 10 command moves or less Goldberg will say "You better keep training" followed by "your score is #", if you last 11-19 commands moves Goldberg will say "I am still the champ" followed by "your score is #". If you last 20 command moves or higher, Goldberg will say "Good job" followed by "Your score is #"

HOW LONG CAN YOU LAST AND ARE YOU FAST ENOUGH TO KEEP UP WITH GOLDBERG?

GAME TWO: TAG TEAM TITLE

This will be just like Cruiserweight Title mode except THIS WILL BE A MULTI PLAYER GAME.

After A RANDOM NUMBER OF MOVES ARE CALLED OUT, Goldberg will tell you to "Tag in your partner". You must then pass the unit to the next person who is going to play. However, each player should get at least four moves before Goldberg commands the unit to be passed to the next player.

The players will then have to pass the unit to their friend so they can continue to follow the commands that Goldberg is calling out. The game speed will continue to get faster by 1/4 of a second every six moves called out.

The game speed and difficulty will be the same as the Cruiserweight Title mode. As soon as one of the players makes a mistake, the game is over. There will be no point score announced after the game ends. However, depending on how long everyone lasts, Goldberg will say one of three things. If your team lasts 10 command moves or less Goldberg will say "You better keep training", if your team lasts 11-19 commands moves Goldberg will say, "I am still the champ". If your team lasts 20 command moves or higher Goldberg will say "Good job".

DON'T BE THE ONE TO MISS THE COMMAND OR YOU WILL LOSE THE GAME FOR THE REST OF THE TEAM!

GAME THREE: US TITLE

US Title is a one-player game where you must remember the commands called out and then repeat the commands in the same order Goldberg called them. Goldberg will first call out one command, if you hit the correct sensor within the limited time, Goldberg will callout the same command again followed by a new command.

For Example: Goldberg will first say "Spear", you must then hit the chest sensor. Next Goldberg will say "Spear", followed by "Jackhammer", you must then hit the chest sensor again, followed by pressing the head sensor down. Goldberg will keep adding one command to the pattern until you make a mistake.

When you make a mistake (depending on your score), Goldberg will say something along with the score. The game is now over and you will get a score based on the level reached. For each move you get correct you score one point.

If you last 10 command moves or less Goldberg will say "You better keep training" followed by "your score is #", if you last 11-19 commands moves Goldberg will say "I am still the champ" followed by "your score is #". If you last 20 command moves or higher Goldberg will say "Good job" followed by "Your score is #"

HOW LONG OF A PATTERN CAN YOU REMEMBER AGAINST GOLDBERG?

GAME FOUR: WORLD TITLE

World Title mode will be just like US Title, except THIS WILL BE A MULTI PLAYER GAME.

Randomly after Goldberg has called out the command pattern you need to repeat, he will say "Tag in your partner" you must pass the unit to the next person and they must repeat the commands Goldberg called out. So all the players must pay close attention to every pattern called out because you never know when Goldberg will say "Tag in your partner". You could be the next player that must repeat the pattern.

As soon as one of the players makes a mistake (during a pattern) the game is over. There will be no point score announced after the game ends. However, depending on how long everyone lasts Goldberg will say one of three things. If your team lasts 10 command moves or less Goldberg will say "You better keep training", if your team lasts 11-19 commands moves Goldberg will say, "I am still the champ". If your team lasts 20 command moves or higher Goldberg will say "Good job".

PAY CLOSE ATTENTION TO THE PATTERN CALLED OUT, YOU MAY BE NEXT TO REPEAT IT!

GAME FIVE: FREESTYLE

Freestyle is a practice mode, which allows you to play and learn the moves. There is no winning or losing in this mode. This will act as a training mode so the player can advance to higher difficulty levels easier.

NOW YOU CAN TAKE YOUR AGGRESSION OUT ON GOLDBERG WITHOUT LOSING OR HAVING THE GAME END!

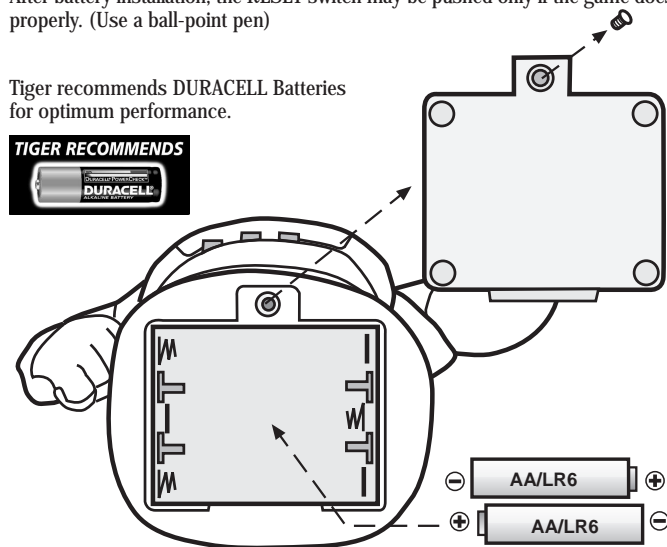
BATTERY INSTALLATION

To install batteries for the unit, use a Phillips head screwdriver to open the battery doors.

Insert 3 "AA"/ "LR6" or equivalent batteries, making sure to align the "+" and "-" as shown. Close battery compartment door.

After battery installation, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen)

Tiger recommends DURACELL Batteries for optimum performance.



To ensure proper function:

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery insertion should be done by an adult
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (if removable)
- Rechargeable batteries are only to be charged under adult supervision (if removable)
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited

CAUTION/ DEFECT OR DAMAGE

If a part of your product is damaged or something has been left out, DO NOT RETURN THE PRODUCT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (Tiger's option) for a service fee of U.S. \$11.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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