

Harry Potter

MINI ACTION GAME
HAGRID™

Asst. No. 36285
Item No. 36287
200102720IWTI-01

INSTRUCTION



1 THE STORY

You are in the Forbidden Forest. You are HAGRID™, the giant gatekeeper from Hogwart's School, so you are strong and resourceful. But your responsibilities are great. You must protect the students: HARRY POTTER™, NEVILLE, MALFOY and your own pet dog, FANG from the evils of the Forbidden Forest.

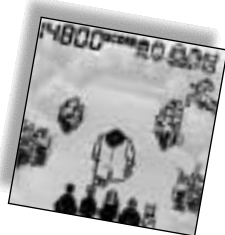
Lately, there have been strange sightings in the Forbidden Forest, including the slaying of a unicorn. You know that unicorn blood holds the key to eternal life, you fear that "You Know Who" (VOLDEMORT™) could perhaps have come back. So keeping the students safe is no small feat – especially, since the students will not all be traveling together through the Forbidden Forest. It is impossible to keep an eye on all of them (and FANG) at the same time!

2 OBJECT OF THE GAME

You play as HAGRID™. You must travel through the Forbidden Forest, rescuing the students and FANG whenever they appear. Even your great power cannot stand up to the strength of "You Know Who" (VOLDEMORT™). So when he attacks HARRY (in the form of QUIRREL), call for help from FIRENZE, the centaur, to help you.

There are two skill levels and 5 stages of play. As you advance from stage to stage, the paths through the Forbidden Forest become harder to pass through. In each stage, there will be more and more holes to fall into and trees falling down to block your path. If you can't complete a stage by finding a clearing (exit) through the Forbidden Forest before time expires or before completing your rescues, you LOSE the game.

You WIN the game if you can find your way through the fifth stage and complete all your rescues. When you win the game, FIRENZE will appear along with you and all the students and FANG!



3 CONTROL TO THE FORBIDDEN FOREST



LEFT — RIGHT
MODE/SOUND — ON/START
RESET

- ON/START
 - to turn on the unit
 - to begin the game
 - to start a new game
- MODE/SOUND
 - to select level 1 or level 2 (before game starts).
 - to toggle sound on/off (after game starts).
- LEFT
 - to move left.
- RIGHT
 - to move right.
- LEFT AND RIGHT COMBINED
 - to perform a rescue.
 - to call FIRENZE.
- RESET
 - press with a ballpoint pen to reset the game if your unit malfunctions.

4 CHOOSE BETWEEN TWO SKILL LEVELS

Before play begins, you can toggle between skill mode "1" and "2".

In skill mode 1, the paths through the Forbidden Forest are easier to get through with fewer holes in the ground and falling trees to worry about.

In skill mode 2, the paths through the Forbidden Forest are much harder. There are also more holes, more falling trees – and the action is faster, requiring greater skill!

5 RESCUES

In addition to time limits in each stage, you must perform rescues in each stage in order to advance. You have more rescues to perform in skill level 2 since that's the more challenging game mode.

RESCUES IN SKILL LEVEL 1

- Stage 1: MALFOY and NEVILLE
- Stage 2: MALFOY, NEVILLE and FANG
- Stage 3: MALFOY, FANG and HARRY
- Stages 4-5: MALFOY, NEVILLE, FANG and HARRY

RESCUES IN SKILL LEVEL 2

- Stage 1: MALFOY, FANG and HARRY
- Stages 2-5: MALFOY, NEVILLE, FANG and HARRY

6 HOW TO PLAY

Press the ON/START button to turn on the unit. The game is in the demo mode.

Press the MODE button to select skill level 1 or 2. The paths through the Forbidden Forest are harder to pass through, there are more holes and falling trees, the action is faster and you have more rescues to perform in skill level 2.

Press the ON/START button to begin the game! You play as HAGRID™.

The opening display will show the stage number and who needs to be rescued during that stage.



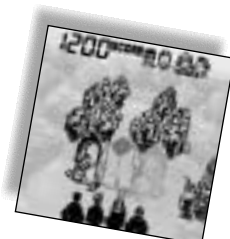
You will also see a "countdown" timer in the upper left of the screen to show you how much time you have left to complete the stage!

When you earn points, your scoring will also be displayed in the upper left (replacing the countdown timer for a few seconds).

Press your LEFT or RIGHT button to control HAGRID™ as he walks through the Forbidden Forest.



When HAGRID™ walks into a dead end path and you are unable to turn your direction quickly enough, you stop walking, and an error tone is heard.



9 CAUTION / DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET 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.

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

In your note, mention the name of your game, your 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.

10 90-DAY LIMITED WARRANTY

Tiger Electronics (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 (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

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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:

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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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This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

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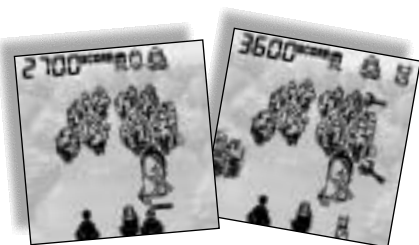
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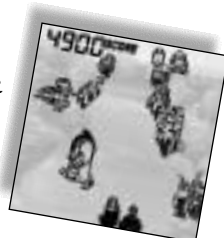
When you fall into a hole or are stopped by a falling tree, your body will flash for a moment. You'll hear an error tone and you'll lose 5 seconds of valuable time!



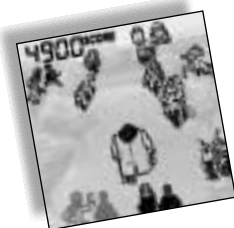
If you find a lost student or FANG, you need to rescue them! Turn in the direction of the student (or FANG) and press the LEFT and RIGHT buttons TOGETHER! If you are quick enough, your rescue will be successful!

You earn points for each rescue as well as for each time you make a successful turn along the paths in the Forbidden Forest.

When QUIRREL appears to attack HARRY POTTER™ (it's actually VOLDEMORT™ inside QUIRREL's body!), you score more points by pressing the LEFT and RIGHT buttons TOGETHER to call for help from FIRENZE, the centaur.



If you call for FIRENZE quickly enough, FIRENZE attacks QUIRREL and then automatically carries HARRY POTTER™ on his back to the safety of the group again!



Remember, that the further you travel through the Forbidden Forest, the harder it gets to find the right path!

7 SCORING

-500 points - You lose 500 points each time you are unable to call for help from FIRENZE quickly enough to get HARRY POTTER™ away from QUIRREL.

WIN POINTS:

25 points - For every second on the timer left when you successfully complete a stage by making all your rescues and finding a clear path through the Forbidden Forest.

100 points - Each time you make a successful turn on the path in the Forbidden Forest.
- Each time you rescue MALFOY.
- For completing stage 1.

200 points - Each time you rescue FANG or NEVILLE.
- For completing stage 2.
- For completing stage 3.

300 points - Each time you rescue HARRY POTTER™.
- Each time you successfully call for FIRENZE to rescue HARRY POTTER™ from QUIRREL.
- For completing stage 4.
- For completing stage 5.

8 INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screws holding the battery door onto the back of the unit and remove the door.) Insert 1 AAA/LR03 battery (not included), making sure to align "+" and "-" as shown.

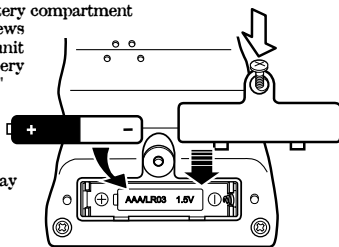
CAUTION: Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

To ensure proper function :

- Battery installation 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.
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.

DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.



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