

# GRIP GAMES

007  
GOLDENEYE™

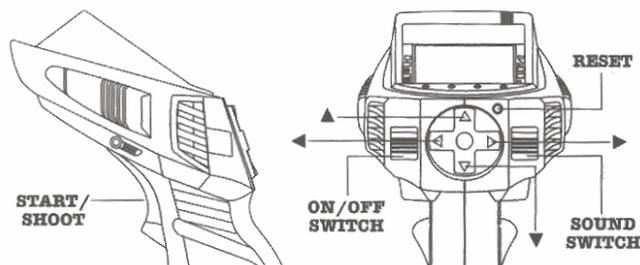
Ages 5 and up  
Model 78-019

## 1. GAME STORY

### "WELCOME TO THE GOLDEN EYE"

Relive the newest 007 movie, Golden Eye. Play as the greatest secret agent of all time, James Bond. His latest mission is to stop terrorist and former 006 agent, Alec Trevelyan, from bankrupting the world. James Bond will go through 5 levels of pure action to stop his former partner. Alec will try to use a satellite known as the Golden Eye to disrupt all electrical fields and send Europe back into the Stone Age. 007 must find and kill his former friend to save the world. Bond will go through this game armed to the teeth. He will carry a silenced .22, pistol, shotgun, and machine gun. He will need all his weapons if he wants to reach 006 before the Golden Eye is launched and the world is sent into chaos. With countless enemy soldiers and finally fighting 006 himself, this will be Bond's hardest will have to call upon his sharp wits and killer instincts in an edge of your seat confrontation to the finish.

## 2. HOW TO PLAY



### ON / OFF

- To turn on the unit
- To turn off the unit (The unit will also shut itself off after 3 minutes of no action).

### START / SHOOT

- To start the game
- To start each new stage
- To shoot your gun

### SOUND

- To turn the sound on
- To turn the sound off

- "▲" - To walk forward
- "▼" - To duck
- "◀" - To move left
- "▶" - To move right

- RESET - To reset the unit

Press the ON/ OFF button to power on the unit. Press the START/ SHOOT button to start the game. Start running up the screen and shoot every enemy that gets in your way. You start out with your standard issue silenced .22 and there are 3 other guns you can

choose from, a pistol, shotgun, and machine gun. Each gun has different amounts of ammo. Silenced .22- unlimited, Pistol- 6 shots, Shotgun- 6 shots, and the machine gun- 15 shots. To reload a weapon, shoot the 007 symbol in the middle of the screen.

**\*Note** - This will not work on the silenced .22 since it has unlimited ammo.

### MISSION 1



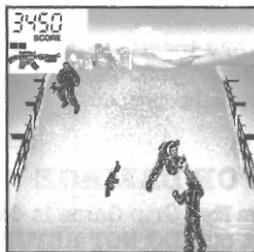
- 1 - Eliminate the terrorist threat (at least 20 enemies)
- 2 - Destroy the gas tanks at General Oramof's base: You are trapped in General Oramof's base. The only way to escape it to blow up giant gas tanks to create a diversion long enough to escape. Concentrate on destroying the tanks if you want to survive.

### MISSION 2



- 1 - Eliminate the terrorist threat (at least 30 enemies).
- 2 - Rescue Natalya from the enemy base: Natalya is the only person with info on the Top Secret Golden Eye satellite. She has been captured and you must save her if you want to stop 006.

### MISSION 3



- 1 - Eliminate the terrorist threat (at least 40 enemies).
- 2 - Escape from prison: You've been captured. You've got to make a break for it guns blazing. Just keep running and blast everything in your path.

### MISSION 4



- 1 - Eliminate the terrorist threat (at least 50 enemies).
- 2 - Destroy the Golden Eye Satellite: Now is your chance. The Golden Eye satellite is close and if you shoot it enough times you can save the world.

## MISSION 5



- 1 - Eliminate the terrorist threat (at least 60 enemies).
- 2 - Kill OOB Alec Trevelyan: The world is safe for the time being. If you want to stop OOB from trying this again you must face off with him and end his evil ways. If you can beat him, you've won! Good luck.

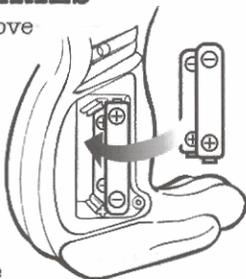
## 3. INSERTING THE BATTERIES

To insert/replace batteries, remove the battery compartment cover on the game as shown. Have an adult unscrew the battery cover, then push in the direction of the arrows on the cover.

Insert 4 Alkaline "AAA" batteries,



LR03 or equivalent making sure to align "+" and "-" as shown.



### TO ENSURE PROPER FUNCTION:

- . Do not mix old and new batteries.
- . Do not mix alkaline, standard (carbon zinc) or rechargeable batteries.
- . 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.

**RESET BUTTON:** After battery insertion, the RESET button may be pushed to reset your game if it is not working properly by using a ball-point pen.

## 4. CAUTION / DEFECT OR DAMAGE

If a part of your **007 Golden Eye** Grip 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 ELECTRONICS, LTD. REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

## 5. 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.

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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 (at Tiger's option) for a service fee of U.S. \$10. 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:

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980 Woodlands Parkway  
Vernon Hills, Illinois 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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