



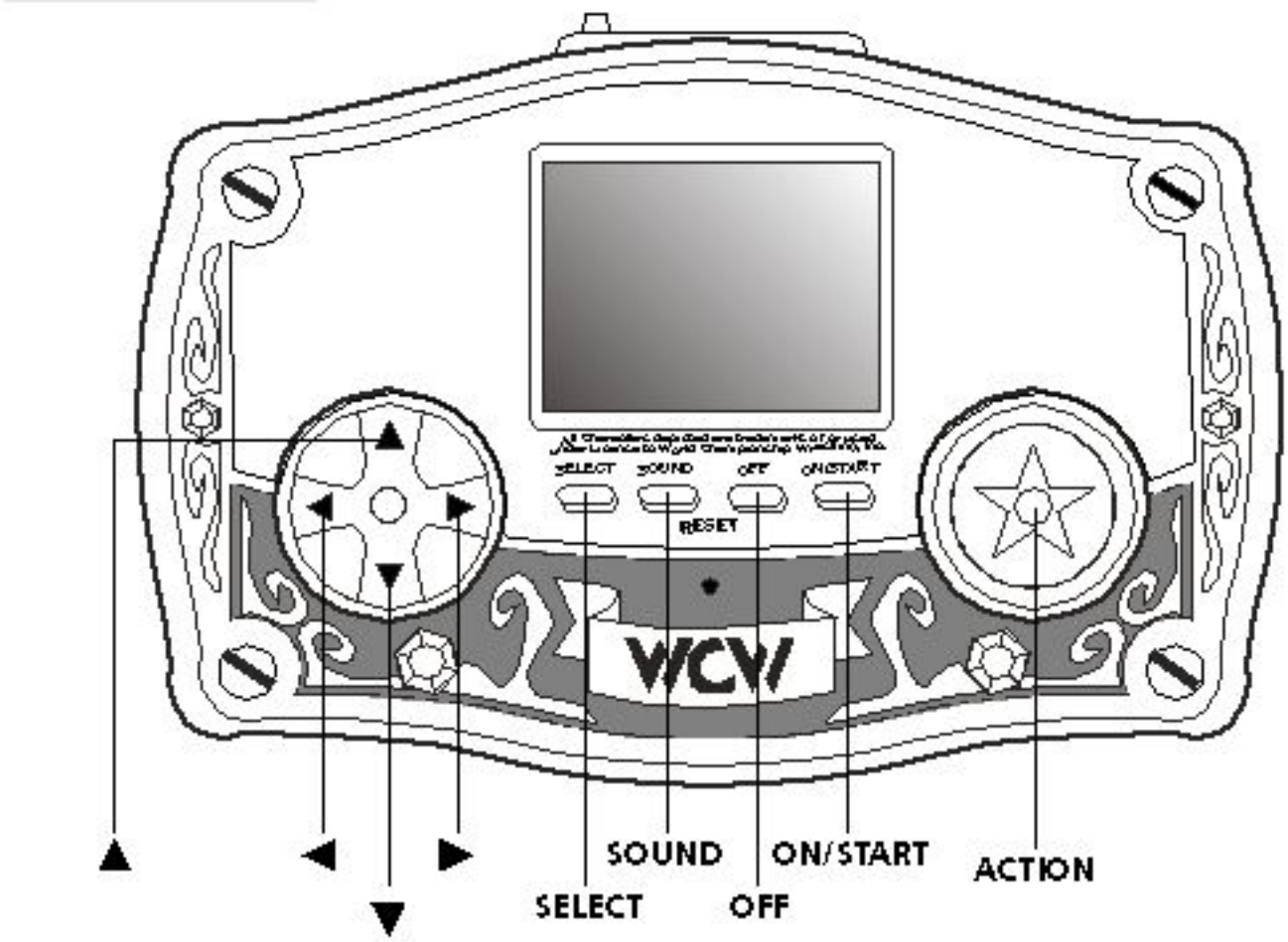
INTRODUCTION

The Giant is the largest athlete in sports today. He stands 7' 4" and weighs in at over 500 pounds. He dominates his competition with his superior size and strength. He also catches opponents off guard with his surprising speed and endurance. Currently he is a member of the NWO White and Black, so he is willing to break all the rules to get the gold.

OBJECT OF THE GAME

The Giant will fight through 7 levels of Body Slams, Choke Slams, elbow drops, and much more to win the WCW Championship Belt. It will take brains, speed, and quick reflexes if you expect to make it through all 7 matches standing. When you get really good, you can even link up with a friend using any other Tiger WCW Nitro game and show your friends who's boss.

CONTROLS



- SELECT** - Select between TOURNAMENT or LINK mode. In LINK mode, you can watch your wrestler battle with a friend.
- SOUND** - Press to turn the sound *ON*.
- Press to turn the sound *OFF*.
- OFF** - Press to turn *OFF* your WCW Nitro unit.
- ON/START** - Press to turn *ON* power to your WCW Nitro unit.
- Press this to start either a Tournament or Linked match.
- "▲"** - If your opponent is on the ground, press ▲, ▲ to jump off the ropes with an Elbow Drop.
- "▼"** - When used in combination with the action button, it will make the wrestler do assorted moves.
- If your opponent is on the ground, press ▼ to go for the pin.
- "◀"** - Block
- "▶"** - When used in combination with the action button, it will make the wrestler do assorted moves.
- Press ▶, ▶ to grapple with your opponent. From there you can do more devastating moves.

- ACTION**
- Punch or Kick. It will randomly select one.
 - Press it in combination with the directional keys for some additional attacks from the grapple.

STARTING A NEW GAME

Press the *ON/START* button to power on the game. Now you can choose either a Tournament where you wrestle through 7 matches to win the WCW Heavyweight Belt or Link up with a friend and watch your wrestler fight your friend for the belt.

TOURNAMENT MODE

After powering the game on press the *ON/START* button to immediately enter Tournament mode. The Giant will now wrestle 7 times to become the WCW Heavyweight Champion of the World. He must win a match in order to advance to the next match. If he loses a match he will have to start all over again and try not to repeat the same mistakes.



LINK MODE

After powering on the game, press the *SELECT* button. The word "Tournament" will now switch to "Link". Press the *ON/START* button to register your decision and "Link" will begin to flash. Now connect the two Nitro games together by touching the metal contacts on top



and press *ON/START* again. You can separate the 2 games when wrestlers appear and watch the action. The Giant will now fight for the belt. No matter who Giant's opponent is, his standard opponent will always represent them and the action will happen simultaneously on both screens. Example – If The Giant is fighting Goldberg and Goldberg does a high impact move from the grapple to his opponent, The Giant's opponent will do a high impact move to him. If The Giant jumps off the ropes, Goldberg's opponent will jump off the ropes.

MOVES

The Giant has a variety of moves. Your job is to learn when to use each move to finish off your opponent the quickest.

PUNCH

Press the *ACTION* button (pressing the action button will randomly punch or kick).

KICK

Press the *ACTION* button (pressing the action button will randomly punch or kick).

GRAPPLE

- ▶, ▶.



CHOKE SLAM

From the grapple, press *ACTION*, ▼.



OVERHEAD PRESS INTO SLAM

From the grapple, press ▶, *ACTION*.

THROW OPPONENT AT ROPES

From the grapple, press ◀, *ACTION* (Press *ACTION* when they are coming off the ropes back at you to knock them down using a punch or kick.)



ELBOW DROP When your opponent is on the ground, press ▲ to climb the ropes and use the Elbow Drop.



PIN

When your opponent is on the ground, press ◀ to go for the pin.

HINTS FOR VICTORY

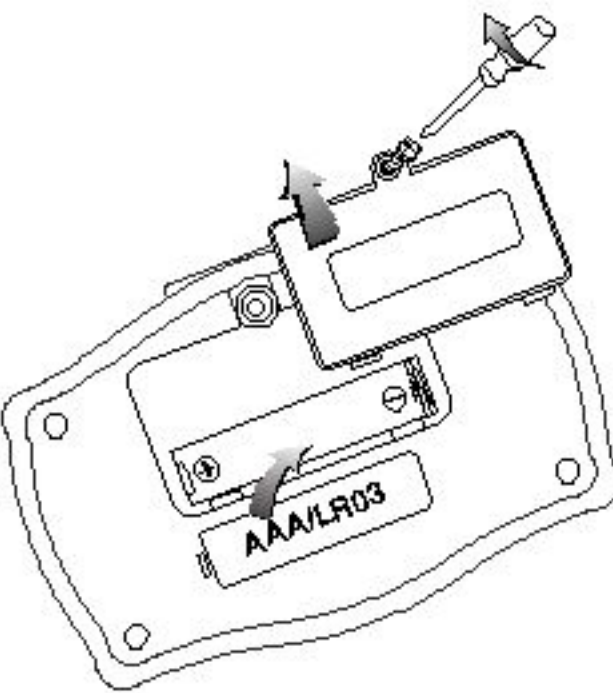
1. Attack, Attack, Attack- You can't win if you don't inflict some damage.
2. Warm them up with punches and kicks then move in and do some real damage with their Power Moves.
3. Learn to use the Block - Knowing when and when not to use the block will separate the Champs from the chumps.
4. When they're down, keep 'em down - After you knock them down, go for the Elbow Drop to inflict some extra damage.
5. Visit our main website at www.Tigertoys.com for info on the rest of our fun toys.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover upward.) Insert 1 "AAA" /LR03 batteries (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:

- Do not mix old and new battery.
- Do not mix alkaline, standard or rechargeable battery.
- Battery installation should be done by 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.

Replace with new batteries at the first sign of erratic operation.

Remember, your game will reset to preset mode once you've replaced or removed the batteries.

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 part. 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, 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.

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

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway, Vernon Hills,
Illinois 6006, 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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PRINTED IN CHINA 740930001IWT-01