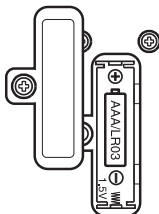


## HINTS FOR VICTORY

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 your power moves from the grapple.
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 off the ropes to inflict some extra damage.
5. Visit our main website at [www.tigertoys.com](http://www.tigertoys.com) for info on the rest of our fun toys.

## INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screw 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:

- Do not mix old and new batteries.
- Do not mix alkaline, standard 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.

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

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

## 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.

## 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 (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.

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 US \$13.00. 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



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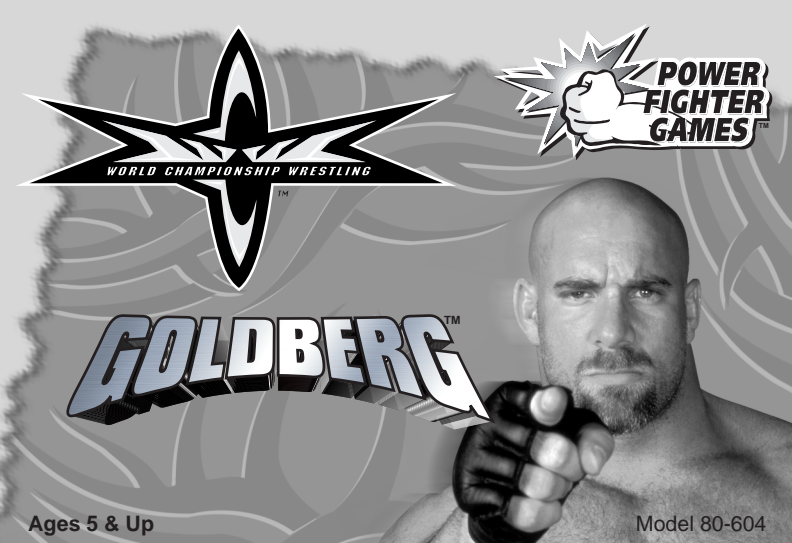
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## INTRODUCTION

The fun of arcade games and the collectibility of action figures are coming together in Tiger's new WCW Power Fighters. When you're ready to rumble, grab your power fighter, and beat your opponent into submission to win the WCW Heavyweight Championship Belt. When you're done, put your champion out on display for all your friends to see. The four best wrestlers in the world are here, each starring in their own fighter- Hollywood Hogan, Diamond Dallas Page, Sting, and Goldberg! Pick your wrestler and take control of their arsenal of moves including The Leg Drop, Diamond Cutter, Scorpion Death Drop, and the Jackhammer!

Goldberg is the most feared wrestler in the sport today. His speed and power have brought him to the top of the sport and his iron will keeps him there. His combination of the Spear and Jackhammer has proven to be too much for any opponent. The big question still remains "Who's next?"

## OBJECT OF THE GAME

Goldberg will fight through 7 levels of Spears, Jackhammers, Body Splashes, and much more to win the WCW Heavyweight Championship Belt. You'll have to master your moves and learn to counter your opponent's moves if you want to keep your back off the mat and bring home the gold. If you win 7 matches in a row you will win the belt and bragging rights.

## CONTROLS

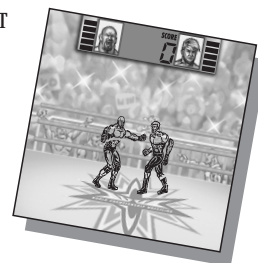
- |                 |   |
|-----------------|---|
| <b>SOUND</b>    | - Press to turn the sound ON.   |
|                 | - Press to turn the sound OFF.  |
| <b>OFF</b>      | - Press to turn OFF your WCW Power Fighter unit.  |
| <b>ON/START</b> | - Press to turn ON power to your WCW Power Fighter unit.  |
|                 | - Press this to start a new Tournament.   |
|                 | - Press this to advance to a new match.   |
| <b>RESET</b>    | - Reset the game if your unit malfunctions.   |
| <b>"▲"</b>      | - If your opponent is on the ground, press ▲ to jump off the ropes with a Flying Shoulder Tackle. |
| <b>"▼"</b>      | - 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.                                   |
| <b>"◀"</b>      | - Block.  |
|                 | - When used in combination with the ACTION button, it will make the wrestler do assorted moves.   |
| <b>"▶"</b>      | - 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.         |
| <b>ACTION</b>   | - 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 step in the ring and wrestle through a 7-match tournament to win the WCW Heavyweight Belt.

## GOING FOR THE GOLD

After powering the game on, press the ON/START button to immediately enter Tournament mode. Goldberg will now wrestle 7 matches 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.



## MOVES

Goldberg 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

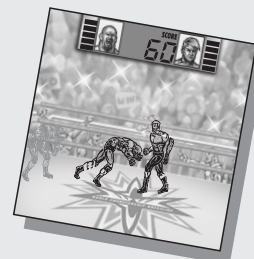
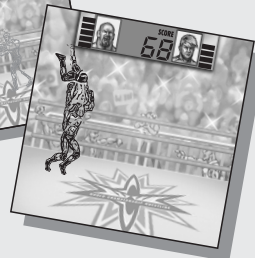
Press the ACTION button (pressing the action button will randomly punch or kick).

### GRAPPLE

▶, ▶. This will put you in a tie-up with your opponent. From here you can do more powerful moves.

### SPEAR

From the grapple, press ▶, ACTION.

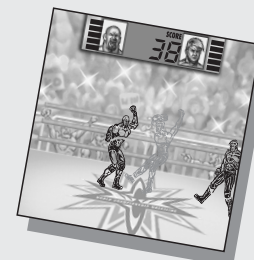


### JACKHAMMER

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.)



### FLYING SHOULDER TACKLE

When your opponent is on the ground, press ▲ to climb the ropes and use the Flying Shoulder Tackle.

### PIN

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

