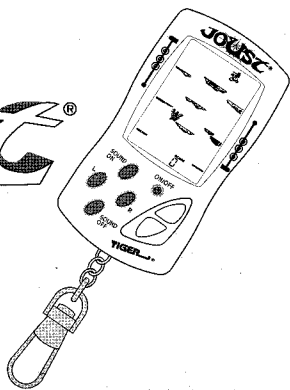




JOUST



INSTRUCTION

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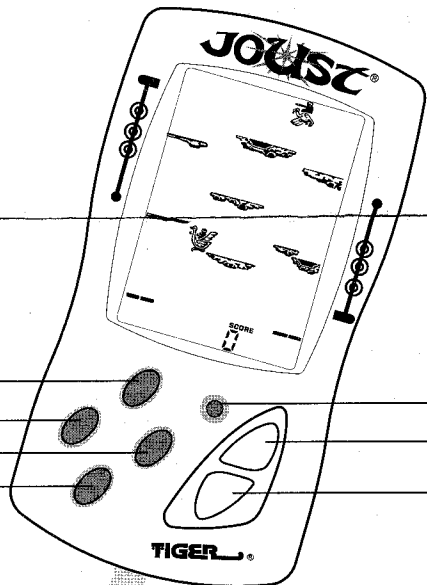


THE ARCADE CLASSIC IN A KEYCHAIN!

You're a Joustier armed with your lance, perched atop your majestic bird. You know that collisions will be inevitable. You know that he who flies highest will ultimately win. But will you be prepared for the ever-increasing speeds of your enemies? Will you be prepared for fire? Will you be prepared for the flights of fancy that will take you to the heights?



KEY TO GAME



SOUND ON

L

R

SOUND OFF

ON/OFF

A

B

ON/OFF — to turn your Joust keychain game on.
— to turn it off.

SOUND ON — to turn sound on.

SOUND OFF — to turn sound off.

L — to move your Joust left.

R — to move your Joust right.

A — to flap your bird's wings to fly in the air (during the game).
— to start the game and each stage.

B — to flap your bird's wings to fly in the air (during the game).

RESET — to reset the unit if your game malfunctions.
(RESET button is on the back of the game unit)

It is a 1 player game. You always play against the computer. There are 2 types of enemy Joustiers: Bounder and Pterodactyl. Pterodactyl is the hardest to face.

You must destroy all the opposing Knight Joustiers to complete each stage. You start the game with five extra Jousts. There are 15 stages (also known as waves). To **WIN** the game, you must win the final stage! Score as many points as you can along the way.



HOW TO PLAY

Press the **ON/OFF** button to turn on the game. You'll hear a "**BEEP!**" and the highest score attained will be displayed. You are able to begin your career as a noble Joustier.

To start the game (or to restart the game), press the **A** button.

You begin with five extra Jousts (lives). You'll notice, since you are, like all great Joustiers, a keen observer of life, that your score total is displayed next to your number of Jousts.

As a Knight Joust, you must use your **A** and **B** buttons to flap your wings for flying through the air. To destroy an enemy Joust, you must land your bird **ON TOP** of theirs! If you are below the enemy joustier, you will lose a life!

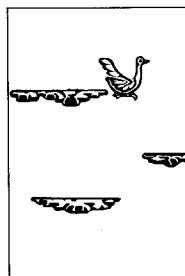
Each stage has **LEDGES**. The main ledge is on the bottom, which contains your score and the extra number of Jousts (lives) you have. The rest of the ledges are floating on air! On each ledge is a **KNIGHT GENERATOR**. This is where the enemy (and your Joust after you lose a life) emerge.

As you advance through the stages, you must face **MORE AND MORE** Joustiers in each Wave, which greatly increase the difficulty of the game.

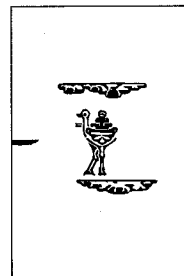
After you land on top of an enemy, sometimes an **EGG** will fall to a ledge. You must pick up the egg **BEFORE IT HATCHES** and an enemy picks it up and flies off with it.

If you are taking too long to destroy all the enemy Joustiers, a Pterodactyl will appear on screen and attack you! The Pterodactyl will follow you until the last enemy Joustier is destroyed. But there's good news — you can destroy the Pterodactyl by jamming your joust stick into its open mouth!

You **WIN** the game when (if!) you can complete stage 15, the final stage.



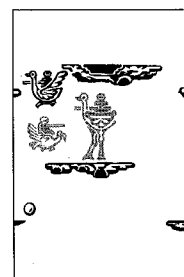
TO MEET YOUR DESTINY, USE YOUR "A" AND "B" BUTTONS TO FLAP YOUR WINGS AND FLY!



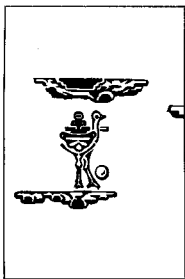
GAIN BETTER POSITION BY USING YOUR LEFT AND RIGHT BUTTONS TO MOVE LEFT AND RIGHT.



FLY HIGHER THAN YOUR ENEMIES IN ORDER TO DESTROY THEM!



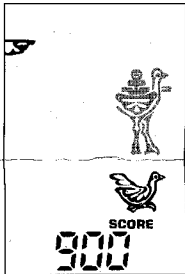
WHEN YOU COLLIDE WITH ENEMY JOUSTIERS, THE JOUSTIER ON TOP WILL WIN THE COLLISION. WHEN YOU DEFEAT AN ENEMY, SOMETIMES HE'LL DROP AN EGG.



MOVE TO PICK UP THE EGG BEFORE IT HATCHES!



HERE COMES TROUBLE. IT'S A PTERODACTYL. HE'LL FOLLOW YOU ANYWHERE.



YOUCH! DON'T DROP INTO THE LAVA OR YOU'LL LOSE A LIFE!

SCORING

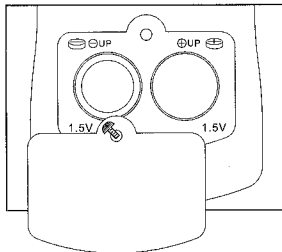
DEFEATING A BOUNDER	100 POINTS
DEFEATING A PTERODACTYL	100 POINTS
PICKING UP AN EGG	50 POINTS
DEFEATING A KNIGHT	50 POINTS

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 2xG13A OR LR44 batteries 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 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.



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.

If a part of your JOUST KEYCHAIN 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 Electronic Toys, 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.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (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 U.S.\$6.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

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 Electronics, Inc. Repair Dept.
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.

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.

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Belvedere House, Victoria Avenue,
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