

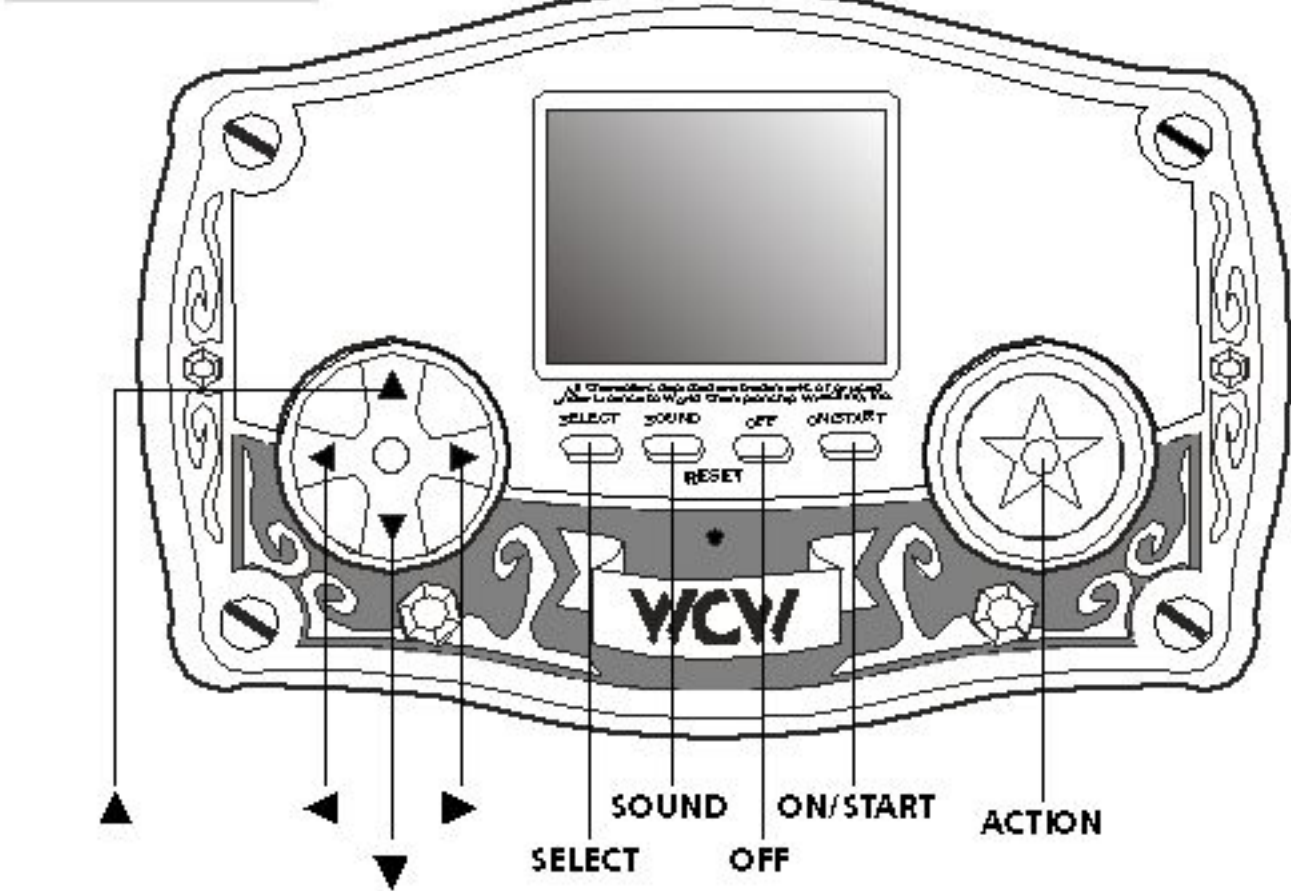
INTRODUCTION

Sting is a legend among wrestlers and fans. He has been world champion on many occasions and has defeated every major wrestler in the sport today. He stands 6' 3", weighs 252 Pounds and his Scorpion Death Drop is one of the most dangerous wrestling moves created. He is at the peak of his career and is one of the toughest wrestlers ever in the WCW. Use the Stinger splash off the ropes to finish off your opponents and win the belt.

OBJECT OF THE GAME

Sting will fight through 7 levels of Standing Dropkicks, Fall Away Slams, DDTs, 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 and LINK mode. In LINK mode you can watch your wrestler battle with a friend.
- SOUND** - Press to turn the sound *ON*.
- OFF** - Press to turn the sound *OFF*.
- 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 a Leg 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.

- ACTION**
- Press ▶, ▶ to grapple with your opponent. From there you can do more devastating moves.
 - 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 Sting fight your friend for the belt.

TOURNAMENT MODE

After powering the game on press the *ON/START* button to immediately enter Tournament mode. Sting 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. Sting will now fight for the belt. No matter who Sting's opponent is his standard opponent will always represent them and the action will happen simultaneously on both screens. Example - If Sting is fighting Hogan and Hogan does a high impact move from the grapple to his opponent, Sting's opponent will do a high impact move to him. If Sting jumps off the ropes, Hogan's opponent will jump off the ropes.

MOVES

Sting 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

- ▶, ▶

SCORPION DEATH DROP

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.)



STINGER SPLASH

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



PIN

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

HINTS FOR VICTORY

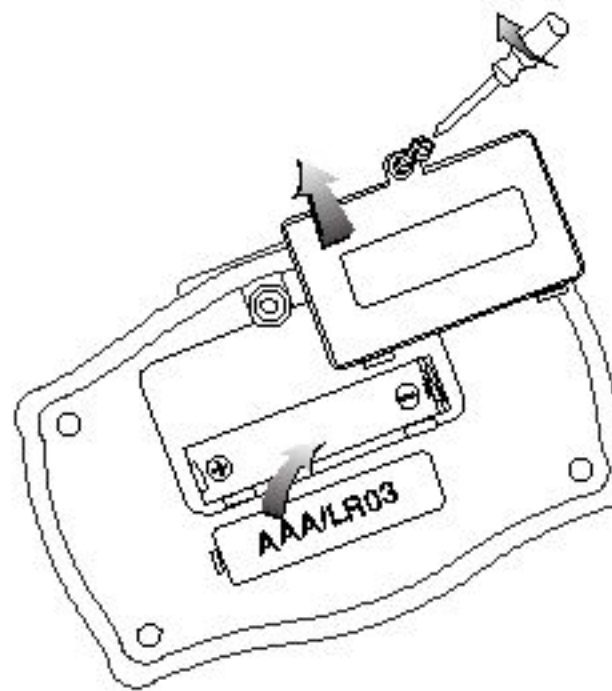
1. Attack, Attack, Attack - You can't win if you don't inflict some damage.
2. Warm them up with punches and kicks then move in and do some real damage with their Power Moves.
3. Learn to use the Block - Knowing when and when not to use the block will separate the Champs from the chumps.
4. When they're down, keep 'em down - After you knock them down, go for the Leg 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.

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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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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