

**ELECTRONIC****LCD VIDEO GAME**

## 1 THE STRIDER™ STORY

"Strider" is the strongest secret maneuvers group in the world. It specializes in smuggling, kidnapping, demolitions, disruptions, etc. One Strider of C-Grade is equivalent to one well-trained team of the special corps.

Hiryu was the youngest Strider of Super-A Grade. After eliminating the sister of a mad A-Grade Strider, he decided to retire and was spending his life peacefully in Mongolia.

One day the Vice-Director of Strider, Matic, showed up. Apparently, Hiryu's friend Kain had been caught by the enemy. Matic ordered Hiryu to destroy his friend Kain and threatened to start slaughtering the Mongolians if Hiryu refused.

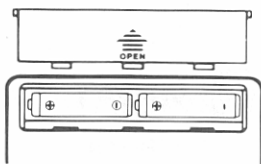
Hiryu had no choice but to return. After rescuing Kain, he discovered the fearful plan conceived by the Striders and an organization called "Enterprise". The plan was an evil project called "Zain".

Hiryu decided to destroy the Zain mind-controlled weapon along with Enterprise and the Striders. The fate of the world hangs in the balance.

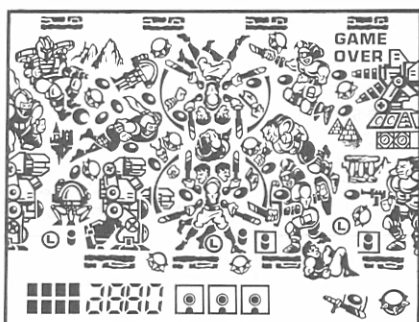
## 2 INSERTING THE BATTERIES

When the batteries need replacing, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two AA batteries, UM-3 or equivalent, making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



## 3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

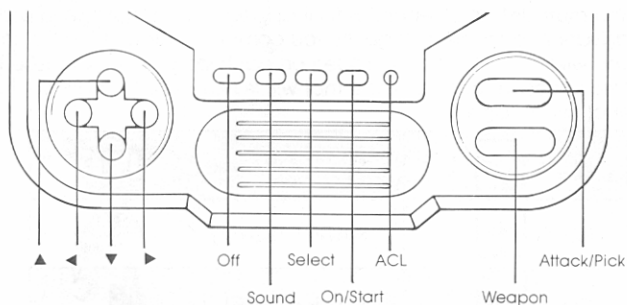
Replace batteries at the first sign of erratic operation.

## 4 THE OBJECT OF THE GAME

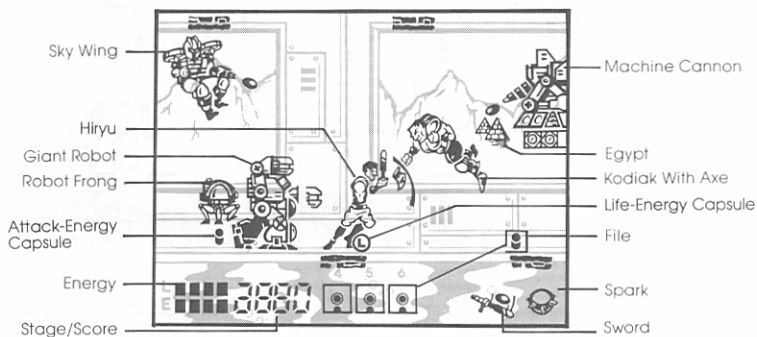
In order to win the game, you must attack your way through 6 levels filled with enemies. You must attack your enemies before they attack you. Each time you are attacked, you lose life bar energy. If your life bar drops to zero at any time, the game is over.

You will score points as you go, using your sword and the electric ball to destroy enemies in your path. You will travel to distant lands — you must survive in order to defeat the Striders, the evil Enterprise organization, and the Zain project!

## 5 CONTROL GUIDE



On/Start	To turn on the unit. To start the game. To transfer to stage 4/5/6.
Select	To select file for place of transfer (at end of stage 3/4/5/6).
Sound	To select sound on or off.
Off	To turn off the unit.
Attack/Weapon	To attack with the selected weapon. To pick up life-energy, attack energy capsule, or the file.
Weapon	To select weapon (sword or spark).
▲	To jump up and stick to the ceiling.
▼	To move down and stand on ground.
►	To move forwards (walking on ground or ceiling). To face forwards (if facing backwards).
◄	To turn backwards.









## 6 FEATURES

- 6 stages of play
- 2 weapons (sword and spark)
- 2 kinds of energy (life and attack)
- 3 files to transfer to different lands
- Best scored retained
- Sound on/off control
- Built-in auto power-off timer

## 7 GAME SUMMARY

You must help Hiryu defeat the Striders as well as the "Enterprise" organization and the evil "Zain" project. To do this, you will fight on 6 stages. As the game progresses, you fight more enemies and each enemy appears more often:

ENEMY	STAGE					
	1	2	3	4	5	6
 KODIAK (AXE+GUN)	6	9	12	15	15	15
 GIANT ROBOT/ ROBOT FRONG	6	9	12	15	15	15
 MACHINE CANNON	—	9	12	15	15	15
 SKY WING	—	—	12	15	15	15
 FLASH BLADE	—	—	—	1	—	1
 BADGER	—	—	—	—	1	1

You have two weapons to help you — your SWORD and the SPARK. You automatically fight with the sword, but can switch to the spark, which is a "trick" weapon. The spark has two purposes. It allows you to throw the ELECTRIC BALL to wipe out enemies and it also shields you in a protective shelter to avoid any attack. However, using the spark consumes attack energy.

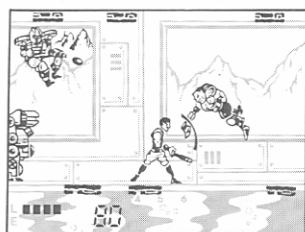
You possess two forms of energy: life energy and attack energy. Whenever Hiryu is successfully attacked by his enemies, you lose life energy. If you ever run out of life energy, the game is over! Pick up the LIFE-ENERGY CAPSULE to recharge life energy!

Your attack energy is needed in order to use the spark. If you don't have attack energy, the spark can not be used! Pick up the ATTACK-ENERGY CAPSULE to recharge attack energy!

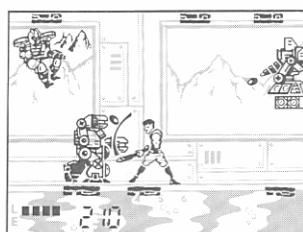
You must defeat all enemies that appear on each stage in order to advance to the next stage. As you complete each of the first three stages, you will find a FILE that is hidden on each stage. Each of these three hidden files corresponds to a place that will transfer you to a different place in the final three stages:

FILE 1		STAGE 4 (KAZAKH)	
FILE 2		STAGE 5 (EGYPT)	
FILE 3		STAGE 6 (CASTLE)	

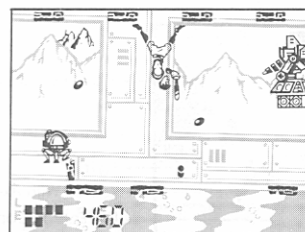
As you advance from stage to stage, score as many points as you can!



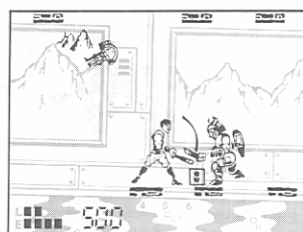
Strike enemies ahead —



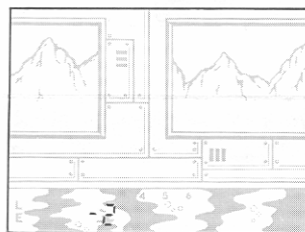
— but prevent attack from behind!



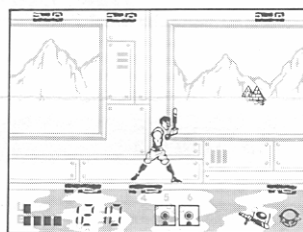
You can jump up the wall to escape bullets or to launch your own attack —



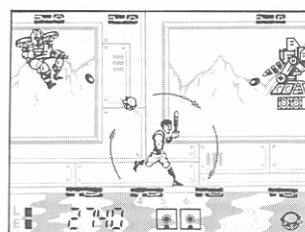
— but beware of the stage boss!



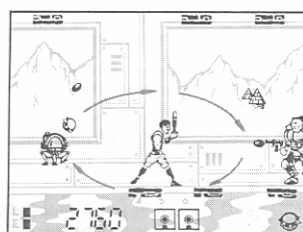
Each file represents a different place! Use the files to transfer to another place!



When you finish stages 3/4/5, choose where you want to go!



The spark forms a protective shelter around you.



When you attack the enemy, the electric spark ball expands the attack area so you can attack and still be protected.!

## 8 HOW TO PLAY

Press the ON/START button to turn on the game. A simple "Game Start" tune is played. The maximum score is displayed for about 2 seconds. Then the stage number (-1-) appears for about 1 second and the game starts from stage 1.

You start with full supplies of both kinds of energy: LIFE-ENERGY and ATTACK-ENERGY.



There are 6 stages of play. You must defeat all the enemies on a stage before advancing to the next one. Each stage gets increasingly more difficult because you face more enemies and each enemy appears more often. (SEE GAME SUMMARY FOR ENEMY LIST).

You must attack the enemies before they attack you! Each time they attack you, you lose life-energy. If you ever run out of life energy, the GAME IS OVER! Without attack energy, you are unable to use the "trick", which is the SPARK. Normally, you fight with the SWORD, but the SPARK gives you special power. PRESS THE WEAPON BUTTON TO CHOOSE BETWEEN SWORD AND SPARK!

ATTACKING:

SWORD — The sword is your basic weapon. It will not consume attack energy. IF SWORD IS SELECTED, PRESS THE ATTACK BUTTON to attack enemies.

SPARK — IF SPARK IS SELECTED, PRESS THE ATTACK BUTTON to throw the electric ball to destroy enemies. Each throw consumes 1/3 unit of attack energy. If you don't have attack energy, you can't use the spark! The spark also surrounds you with a protective shield so that enemies can not attack you!



SWORD



SPARK

If your attack energy is less than 2 units at the start of stages 2, 3, 4, 5, and 6, then attack energy will be refilled to 2 units!

Each time, you successfully attack an enemy with your sword or spark, you score points.

SCORING:

10 POINTS: for destroying each enemy (except Flash Blade and Badger).

50 POINTS: for destroying Flash Blade and Badger on stages 4, 5, 6.

Use your DIRECTIONAL BUTTONS to get into better attack position, and to avoid enemy attack.

You can jump up to the ceiling (▲)

Move down to the ground (▼)

Face forward and move forwards (▶)

Face backwards (◀)

(SEE CONTROL GUIDE)

FILES: (TRANSFERRING TO OTHER LANDS)

In order to complete stages 1, 2, 3, you must find the hidden file on each of these first three stages. So by the end of the first three stages, you will possess 3 files. You will use them in the final 3 stages. PRESS ATTACK/PICK to pick up a file.

FILE 1: STAGE 4 (KAZAKH)

FILE 2: STAGE 5 (EGYPT)

FILE 3: STAGE 6 (CASTLE)

At the end of stages 3, 4, and 5, PRESS SELECT to select the place of transfer. You must transfer to the foreign land in order to begin the final 3 stages!

After pressing SELECT, then PRESS ON/START to transfer (start the next stage).

STRATEGIES: Press the ATTACK/PICK button to pick up LIFE-ENERGY CAPSULES and ATTACK-ENERGY CAPSULES! These increase your energy levels in these two crucial areas! Also, be sure to choose the SPARK weapon carefully — it will not aid in attacking but protect you from enemy harm. Remember, if you ever run out of life-energy, the GAME IS OVER.

LIFE-ENERGY  
CAPSULE



ATTACK-ENERGY  
CAPSULE

Don't forget you must complete all 6 stages to win. Press ON/START to start another game from stage 1.

Press the SOUND button if you wish to fight in silence. Press SOUND button again to regain the sounds of battle.

Press OFF button to turn off the unit. But don't worry if you forget — the unit automatically shuts itself off about 3 minutes after use.

## 9 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 parts. 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, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

# 10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

**HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD.** During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address  
TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.  
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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**TIGER ELECTRONICS, INC.**  
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