

Harry Potter

MAGIC SPELL CHALLENGE

INSTRUCTION

Item No. 36283
200102590IWTI-02



You hold in your hands a magic wand that any student of Hogwarts™ would be proud to call their own.

However, there is competition for control of the wand from an evil wizard; and you must battle the wizard to maintain your power.

1 TRY ME PACKAGE

Before even opening the package, the magic of your wand is inescapable. When the unit is off, Press the SEND button. You will: meet the evil wizard, enter into a "demo mode" and hear some of the magical effects of play.

2 TOY MODE

There's more magic in the toy mode! You can play the magical sound effects of your wand without actually playing any of the games by accessing the toy mode.

To access the toy mode: when the unit is OFF, press and hold the SELECT button. Listen for the scintillating charge of an electric flash! This tells you that you are in the toy mode. Press any magic button on the wand to hear a magical sound effect. You can also tilt your wand down to hear the announcer say, "WINGUARDIUM!" And... tilt your wand up to hear the announcer say, "LEVIOSA!"

Press the ON/OFF button to exit the toy mode and enter the game mode.

3 GAME MODE

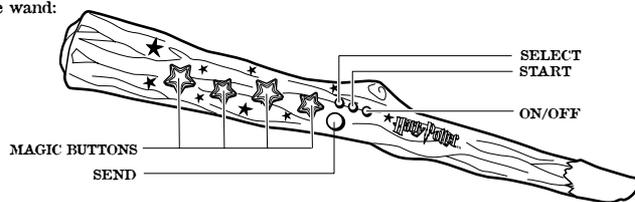
In the game mode, there are three games to play. In addition to moving your wand up and down and pressing the magic buttons on the wand, you will also use the three function buttons of SELECT, START, and ON/OFF to play the games.

4 QUICK START

If turning on the wand for the first time, do a "QUICK START" into Game 1 by pressing the START button immediately after pressing the ON button.

SPELL-BINDING CONTROL:

There are a few things every smart wizard needs to know. Let's begin with control of the wand:



- ON/OFF** — to turn the wand ON and OFF. (make sure the wand is off in order to enter the toy mode; exit the toy mode by pressing the ON button).
- SELECT** — to select the game (game 1, game 2, or game 3)
— to select number of players.
— to activate toy mode.
- START** — to confirm game and player selections.
— to start each of the three games.

MAGIC BUTTONS — Your wand has four magic buttons. Each lights up a different color: RED, GREEN, BLUE and PURPLE. These are your "spell" buttons to compete with the computer wizard or a friend!

SEND — Use this button when a friend has a wand and you want to send competing spells to each other via IR connection! The SEND button works only for game 3 as well as the "try me". It is inactive for games 1 and 2.

TILTING YOUR WAND UP AND DOWN

In addition to the magic buttons, you must tilt your wand up and down for spell-making. The upward movement for spell-making is called "LEVIOSA!" The downward movement for spell-making is called "WINGUARDIUM!"

GAME 1 (COMPETE AGAINST THE EVIL WIZARD)

Press the ON button. The announcer will say, "SELECT GAME!"

For a QUICK START, press the START button now to automatically play Game 1, (Game 1 is always a 1 player game).

If you do not want a QUICK START, press the SELECT button repeatedly to toggle through your selections. Choose: Game 1, Game 2, or Game 3.

When you get to GAME 1, press the START button to confirm your choice and to hear the evil wizard say, "TRY AND STOP ME!"

The evil wizard will then cast a spell on your wand - playing out a pattern on the wand that could include: any of the four lighted magic buttons (RED, GREEN,

BLUE, and PURPLE), as well as movements (moving the wand UP or DOWN).

As the evil wizard completes his spell command with the wand, YOU must REPEAT the spell exactly!

In the first round, most of the evil wizard's commands will be three or four commands long.

For example, the first pattern could be:

- the PURPLE button lighting up.
- the BLUE button lighting up.
- the evil wizard calling out "LEVIOSA! UP!"

Now repeat the command by pressing PURPLE, BLUE, and tilting the wand UP.

When you do a spell pattern correctly (in both GAMES 1 AND 2), you will hear the electric energy sound effect and your wand will light up! This confirms that you repeated a spell command correctly and another spell is about to start!

If you are not correct: the wand will not light up and the evil wizard will insult you by saying something like "NOW THE PAIN BEGINS!"

Whether you are correct or incorrect, the evil wizard will give you another command like:

- GREEN button lighting up,
- "WINGUARDIUM! DOWN!"
- RED button lighting up.

Try to repeat this spell pattern exactly!

The evil wizard will keep giving you patterns until you either WIN a round by completing enough command combinations or you make a total of 3 mistakes in a round.

If you make 3 mistakes, the evil wizard will say, "YOUR POWERS ARE NOW MINE!" and the game is over.

When you WIN a round by completing enough patterns, the evil wizard will sound a little upset and say something like: "I'VE JUST BEGUN!" He will then launch into more commands.

Whenever you make 3 misses and the game ends, the announcer will tell you how many rounds you were able to complete. Then start a new game!

Win 8 rounds and you WIN the game!

Pressing the magic buttons as they light up is really easy. But tilting the wand UP ("Levirosa!") or DOWN ("Winguardium!") is a little more difficult.

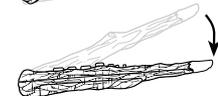
Here's how to tilt the wand:



To tilt the wand correctly, always begin by holding the wand in a neutral, which is about 10° tilted up. Then when the wizard asks you to move the wand up or down, always do so with the star buttons facing up as shown in the illustrations below.



When the evil wizard's spell calls for UP ("Levirosa!"), gently tilt the end of the wand up.



If you hear the announcer repeat your move (the announcer will either say "UP!" or "LEVIOSA!" as you do the move correctly), immediately return the wand to its neutral position.



If the evil wizard's spell calls for DOWN ("Winguardium!"), gently tilt the end of the wand down.



If you hear the announcer repeat your move (the announcer will either say "DOWN!" or "WINGUARDIUM!" as you do the move correctly), immediately return the wand to its neutral position.

As you get better at repeating the evil wizard's commands, commands will become longer and the time you are given to make your moves gets shorter!

In the first few spell patterns (in both GAMES 1 AND 2), the evil wizard will not only say "WINGUARDIUM!" and "LEVIOSA!" but he will also say "DOWN!" and "UP!". This is to help you learn these moves.

As you move into later rounds of play, he will just say "WINGUARDIUM!" or "LEVIOSA!" without saying "DOWN!" or "UP!"

Only the finest wizards from Hogwarts™ are skilled enough to complete all 8 rounds. How well do you stack up against that kind of competition? Time and your ability will ultimately tell all!

GAME 2 (TWO WIZARDS ARE BETTER THAN ONE!)

Unlike Game 1, which is a 1 player game, in Game 2, you can play either a 1 or 2 player game.

From the ON position, toggle the SELECT button to GAME 2.

Press START to confirm GAME 2 and the announcer will ask how many wizards (players).

Press the SELECT button and the announcer will say "TWO WIZARD GAME". If you want to play with a friend (2 player game), this is for you! Press START to begin two wizard game.

Or...press the SELECT button again and toggle to the 1 player 1 wizard game and then press START to just play by yourself against the evil wizard!

2 WIZARD GAME

Decide between you and your friend, which of you will be Wizard 1 and which of you will be Wizard 2.

The announcer will say, "WIZARD 1, PRESS START!"

Then wizard 1 (you or your friend) will press START and the evil wizard will do a spell command on the wand. Wizard 1 must complete it.

For example, the opening command Wizard 1 might be given is:

- the evil wizard saying "LEVIOSA! UP!"
- the evil wizard saying "WINGUARDIUM! DOWN!"
- the GREEN button lighting up.

As with Game 1, when a player does a spell pattern correctly, you will hear the electric energy sound effect and the wand will light up!

After Wizard 1 takes his/her turn, then Wizard 1's turn is over and the announcer will say, "WIZARD 2, PRESS START!"

The evil wizard will now do a spell command of the same length (but a different spell!) for Wizard 2.

The opening spell command for Wizard 2 to do could be:

- the RED button lighting up.
- the PURPLE button lighting up.
- the evil wizard saying "LEVIOSA! UP!"

Wizard 2 must then try to copy that spell exactly.

WHEN BOTH WIZARDS COMPLETE A SPELL

If BOTH wizards do the spell correctly, the game advances to another round.

In a new round, the evil wizard will give each player the same spell from the previous round - but will add one additional command!

So if Wizard 1 did the first spell correctly, he would be given the opening command again, **PLUS ONE MORE COMMAND**:

- the evil wizard saying "LEVIOSA! UP!"
- the evil wizard saying "WINGUARDIUM! DOWN!"
- the GREEN button lighting up.
- ...the evil wizard adds one additional command, such as: the BLUE button lighting up.

In this round, there are four commands instead of three - with the first three commands being the same as Wizard 1's first spell.

Likewise for Wizard 2, a player will be given an opening spell **PLUS ONE**:

- the RED button lighting up.
- the PURPLE button lighting up.
- the evil wizard saying "LEVIOSA! UP!"
- ...the evil wizard will add one additional command, such as: the PURPLE button lighting up.

WHEN ONLY 1 WIZARD COMPLETES A SPELL

When only 1 of the 2 wizards is able to complete a spell correctly, the wizard who completed the spell correctly wins the game! The announcer will say, for example, **WIZARD 1, YOU'RE OUT. WIZARD 2, YOU COMPLETED** (the correct number) **SPELL COMMANDS!**

WHEN NEITHER WIZARD COMPLETES A SPELL CORRECTLY

When neither wizard completes a spell correctly, the round will be played over - and each player will get another chance with the **SAME** spell pattern.

WHEN BOTH WIZARDS COMPLETE A SPELL CORRECTLY

The evil wizard will repeat the last spell completed for each wizard - **PLUS ONE** additional command. So, each wizard's spell gets longer and longer - and the game goes on and on until there is a winner!

1 WIZARD GAME

If you select a 1 wizard game, it's just **YOU** against the evil wizard!

Press **START** and hear a spell command. If you miss, you're out and the game is over.

If you match the spell command exactly, the evil wizard will repeat the spell pattern and **ADD ONE MORE** command to the spell!

See how many spell commands you can complete!

GAME 3 TWO WANDS ARE BETTER THAN ONE!

Game 3 is the most magical of all because it is played with **TWO WANDS!**

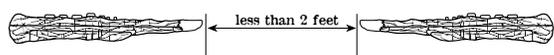
It is a two players, two wands game!

Each player must have a wand! Each player turns **ON** his/her wand and uses the **SELECT** button to select **GAME 3**.

After each player selects **GAME 3**, each player must also press the **START** button of their own wand!

In this game, the magic of IR takes over! Players are actually transmitting spells from one wand to the other! To send spell commands from one wand to the other, the players must point the tip of both wands at each other. The two wands must be less than two feet apart for the magic to work and for you to send your commands to the second wand - and for the second wand to send a spell back to your wand!

FOR BEST GAME PERFORMANCE, PLAY INDOOR AND AWAY FROM WINDOWS.



One of the two players tries to complete a spell three commands long (you and your friend decide which of you will create the first spell pattern) and presses the **SEND** button on their wand.

If both players try to send a spell at the same time, the first player to press the **SEND** button will have their spell sent.

So let's say that Wizard 1 (you) goes first. Do a three pattern command on your wand and press the **SEND** button. For example you could do:

- press the BLUE button
- tilt the wand upward and hear the announcer say "LEVIOSA!"
- press the GREEN button
- ...then press the **SEND** button!

After 1 player sends a spell, the other wand will have registered it! Wizard 2 must, then repeat the spell command with a wand - and **ADD ONE MORE** command and then press **SEND**.

So Wizard 2 must:

- press the BLUE button.
- tilt the wand upward and hear the announcer say "LEVIOSA!"
- press the GREEN button.

...Then Wizard 2 will hear the electric energy sound effect and see the tip of their wand light up!

...Now Wizard 2 must add an **ADDITIONAL COMMAND!** For example, Wizard 2, could choose to press the **PURPLE** button.

...Then after completing the spell of Wizard 1 and adding **ONE COMMAND** of his own, Wizard 2 presses the **SEND** button!

IMPORTANT!!! BEFORE YOU OR YOUR FRIEND ADD A COMMAND: WAIT UNTIL YOU HEAR THE ELECTRIC ENERGY SOUND EFFECT AND SEE THE TIP OF THE WAND LIGHT UP. YOU WILL THEN KNOW THAT YOU HAVE MATCHED THE OTHER PLAYER'S SPELL CORRECTLY!

DO NOT ADD ONE MORE COMMAND UNTIL YOU HEAR THE ELECTRIC ENERGY SOUND AND SEE THE WAND TIP LIGHT UP. ONLY THEN WILL YOU KNOW THAT YOU HAVE DONE YOUR FRIEND'S SPELL CORRECTLY -- AND ONLY THEN SHOULD YOU ADD AN ADDITIONAL COMMAND TO THE PATTERN!

Wizard 1 must now complete the spell which is four commands long:

- press the BLUE button.
- tilt the wand upward and hear the announcer say "LEVIOSA!"
- press the GREEN button.
- press the PURPLE button.

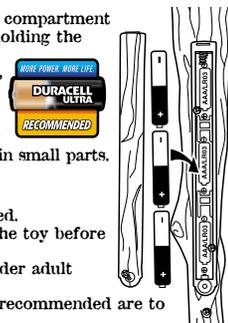
After you complete this four command spell, wait until you hear the electric energy sound effect and see the tip of your wand light up - then **ADD ONE MORE COMMAND** and press the **SEND** button!

By passing the commands back and forth from Wizard 1 to Wizard 2 and adding a single command the spells become longer and longer. The first player to "miss" (unable to complete the pattern) is out. The other player (Wizard) is the **WINNING WIZARD!**

Now **THAT'S** magic!

5 INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screws holding the battery door onto the back of the unit and remove the door.) Insert **3AAA/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 :

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

DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

6 CAUTION / DEFECT OR DAMAGE



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



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.

7 90-DAY LIMITED WARRANTY

Tiger Electronics (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.\$12.5. Payments must be by check or money order payable to Tiger Electronics.

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.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions :

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

TIGER
ELECTRONICS

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Belvedere House, Victoria Avenue, Harrogate,
North Yorkshire HG1 1EL, United Kingdom.
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Printed in China



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