

AGES 5+

Item No. 66985



**GI JOE**  
*A Real American Hero*

**vs. Cobra**



# Battle Planner

INSTRUCTION



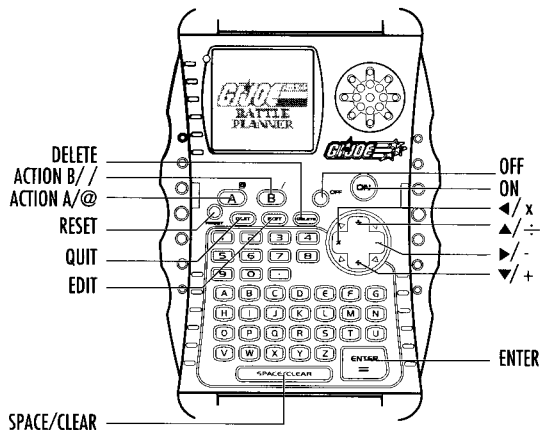
**TIGER**  
ELECTRONICS



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## THE BATTLE PLANNER OVERVIEW



## INITIAL OPERATION

The first time you turn on your GI Joe Battle Planner, you will be required to enter identifying data.



**NAME** Using the text keypad, enter your name. Press ENTER when you are finished.



**DATE/TIME** Press ▲ or ▼ on the keypad to change the highlighted number. When you have set the number, press ► to highlight the next number, and so on. Press ENTER when you are finished.



**SET ALARM TIME** Set the alarm time using the same procedure above.



**ALARM FUNCTION** To set the alarm function, press **ENTER**, then press **▲** to turn the alarm **ON**, or press **▼** to turn the alarm **OFF**. Once you have confirmed the alarm, press **ENTER**.



**SOUND FUNCTION** To set the sound function, press **ENTER**, then press **▲** to turn the sound **ON**, or press **▼** to turn the sound **OFF**. Once you have confirmed the sound function, press **ENTER**.

## THE MAIN MENU



Use the d-pad to move the cursor and select the main menu function you wish to access. Press **ENTER** to confirm.

Note that not all menu choices can show on the screen at the same time. Press **▼** to see additional choices.

At any time, you can always use the **QUIT** button to back out of the current menu and return to the **MAIN MENU**. (Sometimes you may have to press **QUIT** several times to return.)

### I. JOE ARMY



This section contains information detailing many of the heroes working within the GI JOE Army. The data found in this section is arranged alphabetically. Use the d-pad to highlight the letter of the section you wish to access, and press **ENTER**. For example, if you want to read about Duke, highlight the letter 'D' and press **ENTER**.



If you select a letter for which there is no information in the database, you will receive a notification.

You can then choose a different letter.



If you select a letter that contains data, you will see the names of all characters in that alphabetical section. Use the **▲/▼** keys to highlight the character you wish to study, and press **ENTER**. You will see that character's image. Press **◀/▶** to read that character's bio.

### II. COBRA ARMY



This section contains information detailing many of the villains working within the COBRA Army. Access the data in this section exactly as described above for the JOE ARMY. Use the d-pad to highlight the letter of the section you wish to access, and press **ENTER**.

### III. VEHICLES



This section contains information detailing many of the vehicles of the GI JOE and COBRA armies. Access the data in this section exactly as described above for the JOE ARMY. Use the d-pad to highlight the letter of the section you wish to access, and press **ENTER**.

### IV. PERSONAL NOTES



Use this section to record personal notes. Using the text keyboard, you can enter any text you like.

#### Entering A Message

On the screen you will see: **WOULD YOU LIKE TO ENTER YOUR OWN NOTES? Y/N**  
Press **Y** for yes, and a blank screen will appear with a cursor in the upper left hand corner. Now, use your keyboard to type your notes.

**IMPORTANT:** You are limited by the amount of text you can enter in the personal notes section. When you reach your text limit, a warning screen will appear telling you to delete some text. You **MUST** do so in order to save the current message you are trying to enter. For best performance in the personal notes section, always try to delete old messages before you enter new ones.



When you are done typing, press the **ENTER** button. On the screen you will see: **WOULD YOU LIKE TO SAVE YOUR ENTRY? Y/N**

Press **Y** for yes, the new message will be saved and return to first message.

Press **QUIT**, you will then return to the **MAIN MENU**.

### Entering Additional Messages

From the **MAIN MENU**, highlight **PERSONAL NOTES** again and press **ENTER**.

You will see your first message. To enter another message, press the **EDIT** button.

You will receive the **Y/N** prompt. Press **Y** for yes and you will once again see the blank screen and a cursor. Type in another message and press **ENTER**.

You now have two messages in your personal notes. From the **MAIN MENU**, enter the **PERSONAL NOTES** section again. This time, you will see a **▶** arrow at the bottom right hand corner of the screen. This indicates that you have more than one entry. Press **▶** to view your second page of notes.

### Long Messages

If you enter a long message which takes up more room than one page, you will see a **▼** arrow. This indicates that you can use the **▲** and **▼** arrows to view all of the text.

### Editing Messages

Go to the message and press **DELETE**. You will see: **WOULD YOU LIKE TO EDIT THIS RECORD? Y/N**

Press **Y** for yes to edit the message. Now you can use the d-pad to move through the message. Press **DELETE** to remove characters and use the text keyboard to replace them. When you are finished editing, press **ENTER**.

### Deleting Messages

Go to the message and press **DELETE**. You will see: **WOULD YOU LIKE TO EDIT THIS RECORD? Y/N**

Press **N** for no. You will then see: **WOULD YOU LIKE TO DELETE THIS RECORD? Y/N**



Press **Y** for yes to delete the record.

## V. COMMUNICATION



Store names and phone numbers, email addresses and web addresses here.

You will see a screen that says **NAME & PHONE#**. Use the **◀** and **▶** arrows to scroll to **EMAIL ADDRESSES** and **WEB ADDRESSES**.

### Adding Names and Phone Numbers

Select this option and press **ENTER**. You will see: **WOULD YOU LIKE TO ADD NAMES AND PHONE NUMBERS? Y/N**

Press **Y** for yes.

**Name:** Type in the name (up to 17 letters) and press **ENTER**.

**Phone Number:** Type in the phone number and press **ENTER**.

You will see: **WOULD YOU LIKE TO ADD NAMES AND PHONE NUMBERS? Y/N**

Press **N** for no, and you will see: **WOULD YOU LIKE TO SAVE? Y/N**

Press **Y** for yes, and your entry is now saved.

You can enter a total of 24 names and phone numbers. Press **EDIT** to add more names and phone numbers and follow the same procedure as before.

### Edit/Delete Names and Phone Numbers

Press **DELETE** instead of **EDIT**. You will see an arrow on the screen. Move this arrow to the entry you would like to change. Once the entry is highlighted, you can:

- (1) Press **DELETE** to delete the entire entry;
- (2) Press **EDIT** to open the entry for editing. Move the cursor to the letters you want to change, press **DELETE**, then retype the new letters or numbers. Press **ENTER** when you are finished.



## Email and Web Addresses

You can enter email and web addresses in the same way described above, including editing and deleting.

**NOTE:** Use the ACTION A/@ button to get the "@" symbol for email addresses. Use the ACTION B// button to get the "/" symbol for some web addresses. Press the ▼ key for "." and the ▲ key for "\_".

## VI. SCHEDULE LIST

You can use the schedule list to leave reminders for yourself.

You will see: WOULD YOU LIKE TO ENTER REMINDER TO YOURSELF? Y/N

Press Y for yes. You will see: WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Press Y for yes. You will see:

Example: DAY: 2002-JAN-01  
TIME: 12:01AM

Use the ◀ and ▶ arrow keys to highlight each digit of the date and time, and use the number pad to enter the date and time for your reminder. Press ENTER when you are finished.

The date and time of your reminder will appear at the top of the page and you can then begin typing in a short personal note as your reminder. When you have finished, press ENTER.

You will see: WOULD YOU LIKE TO SAVE YOUR ENTRY? Y/N

Press Y for yes and your reminder is now saved and return to first reminder.

### Additional Reminders

Select SCHEDULE LIST from the MAIN MENU and press ENTER. When your current reminder appears on screen, press EDIT. Follow the instructions above to enter a new reminder.

**IMPORTANT:** You can only store 15 reminders at one time. If you exceed your text limit for reminders, you will receive a warning to delete some entries. For best performance, remember to delete old reminders to make room for new ones.



## Editing / Deleting Reminders

Select SCHEDULE LIST from the MAIN MENU and press ENTER. Press ▶ to toggle through your list of reminders. When you see the reminder you would like to delete, press the DELETE button.

You will see: WOULD YOU LIKE TO EDIT THIS RECORD? Y/N

Select Y to edit/change your reminder as above.

Select N to delete the reminder entirely.

## VII. SECURITY



This option allows you to set a password to protect your GI Joe Battle Planner from unauthorized access!

**WARNING!** IF YOU FORGET YOUR PASSWORD YOU CANNOT GET BACK INTO THE SECURITY FUNCTION TO CHANGE YOUR PASSWORD! ALL LOCKED OUT FUNCTIONS WILL BE LOST AND YOU WILL BE FORCED TO RESET THE UNIT! YOU WILL LOSE ALL YOUR PERSONAL FILES AND NOTES!

DO YOU STILL WISH TO SET THE PASSWORD? Y/N

If you are absolutely certain, press Y for yes. You will see: PLEASE ENTER YOUR PASSWORD.

Your password can be up to 8 characters long. Type it in and press ENTER. You will see: PLEASE RE-ENTER YOUR PASSWORD FOR CONFIRMATION.

Type in your password again, exactly as before, and press ENTER.

You will see: PLEASE SELECT WHICH SECTORS YOU WISH TO LOCKOUT.

Press ENTER and you will return to the MAIN MENU. Highlight a function you wish to lock and press ENTER. You will see a confirmation screen Y/N to make sure you wish to lock the function you have selected. If you select Y you will see an animation of security doors closing, and the main menu icon for your selection will be marked with a LOCK symbol. Now, anyone who wishes to access that function must provide your secret password!



You can continue to select other icons and press **ENTER** to lock them.

When you have finished locking sections, press **QUIT**. You will see: **THE FOLLOWING FUNCTIONS ARE NOW LOCKED:** followed by a list of the functions you locked.

Press **QUIT** to return to the **MAIN MENU**.

### Changing Your Password

Choose **SECURITY** from the **MAIN MENU** and press **ENTER**. You will first have to enter your current password before you are given the option to change your password to something different.

You can remove the password by just press **ENTER** for new password.

## VIII. TIME



Select the **TIME** icon from the **MAIN MENU** and press **ENTER**.

You can scroll through the time, date, and sound menus with the **▶** arrow. When you come to the function you would like to change, press **EDIT**. You can change any of this information using the same procedure listed above in the **INITIAL OPERATION** section.

Press **QUIT** to return to the **MAIN MENU**.

## IX. CALCULATOR



- Use:
- the **NUMBER** keys to enter numbers
  - the **▲** button for **DIVISION** ( $\div$ )
  - the **▼** button for **ADDITION** (+)
  - the **◀** button for **MULTIPLICATION** ( $\times$ )
  - the **▶** button for **SUBTRACTION** (-)
  - the **S** button to change sign ( $\pm$ )
  - the **ENTER** button for **EQUALS** (=)
  - the **SPACE** button for **ALL CLEAR**
  - the **C** button for **CLEAR**

## X. TRIVIA GAME

**IMPORTANT:** You may only play the trivia game **ONCE PER DAY**. After you have answered all of the questions for the day or you quit from the game, you will have to wait until the next day before you can attempt any new trivia questions.



Highlight the **TRIVIA GAME** icon from the **MAIN MENU** and press **ENTER**.

You will see: **WOULD YOU LIKE TO PLAY THE G.I. JOE TRIVIA GAME? Y/N**

Press **Y** for yes. You will see how many points you will be playing for. Press **ENTER** to continue. You will see how many questions you will be asked that day. Press **ENTER** again.

You will see: **GOOD LUCK!** Press **ENTER** to see the point value of the first question. Press **ENTER** when you are ready to read the question. You will see the question, followed by four multiple choice answers. Press the number of the answer you think is correct.

You **GAIN** points for a correct answer, but you **LOSE** points for an incorrect answer!

After you have answered all the questions, press **ENTER** or **QUIT** to return to the **MAIN MENU**.

## XI. BATTLE GAME



Your GI Joe Battle Planner also contains an exciting video game where you get to play as DUKE, fighting against the evil COBRA army!

### Mission One

Your goal in this mission is to man the air defense system and shoot down the missiles that COBRA is firing at G.I. Joe Headquarters!

- Use the d-pad to aim your sights up, down, left, or right.
- Use the ACTION A button to fire.
- Use the ENTER button to pause the game. (Press ENTER again to restart the action!)



If you miss the incoming missiles, they will impact with Headquarters and you will lose a little bit of your Power meter. If you lose all your Power, you will lose a life.

### Mission Two



In this mission you take the controls of the GI Joe combat watercraft, the DEVILFISH. You will be racing down a dangerous river and defending yourself against Cobra agents riding in HYDROFOIL boats.

- Use the d-pad to move your boat left or right. Hold the ▼ button to jump farther off the ramps.
- Use the ACTION A button to fire rockets.
- Use the ENTER button to pause the game. (Press ENTER again to restart the action!)

While you are racing down the river you must watch out for several dangerous hazards. Each time you take damage, your Power meter will drop. If you lose all your Power, you lose a life.

### RIVER BANK

Be careful not to bump the sides of the river bank, this will damage your boat.

### COBRA HYDROFOILS

The enemy Cobra craft will try to bump you into the river bank. They can also shoot rockets at you!

### BEACHES

Sometimes your Devilfish boat will be heading directly for a beach! Aim for the ramp in the missile to jump safely over the beach and continue on your way.

### COBRA SUBMARINE (BOSS)

At the end of this mission you will confront the mission Boss, a Cobra Submarine. Use your rockets to defend against the torpedos, or quickly move out of the way. You must shoot the enemy Submarine when it is surfacing. If it sinks under the water, you cannot harm it!

### Mission Three



You've almost completed your mission, Duke! This time you're going up against the dangerous COBRA MAMBA Helicopter. You will see Duke standing on top of a building. You need to move fast to avoid the Mamba's deadly rockets, and to fire your own weapons in defense!

- Use the d-pad to move Duke up, down, left, or right.
- Use the ACTION B button to toggle ROCKET AIMING MODE.
- Use the ACTION A button to fire rockets.
- Use the ENTER button to pause the game. (Press ENTER again to restart the action!)

If you are close enough to the Mamba helicopter for your HEAT SEEKING ROCKETS to lock on, you can press ACTION B to enter ROCKET AIMING MODE. Use the d-pad to aim the crosshairs and lock onto your target! When you have a lock, use the ACTION A button to start firing!

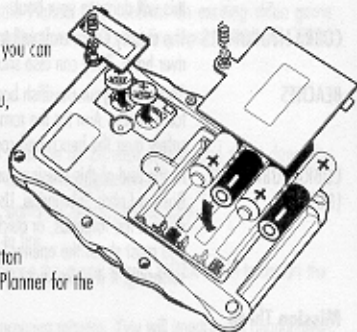
If the helicopter starts firing at you, or if it flies out of your ROCKET AIMING VIEW, press the ACTION B button again to return to the overhead view. Now you can use the d-pad to move Duke around again.

## INSETING OR REMOVING BATTERIES

### Reset Operations:

By pressing the reset button, you can delete all the data previously entered. A screen will ask you, DATA FOUND! KEEP RECORD Y/N. By pressing Y(yes) will return to initial screen, By pressing N(no) will delete all data.

Be sure to press the reset button before you use GI Joe Battle Planner for the first time.



### Replacing Batteries:

This GI Joe Battle Planner is powered by two button-cell batteries type "G13A" or "LR44" and 4 "AAA" or "LR03" batteries. The 4 "AAA" or "LR03" batteries are the main batteries and the 2 "G13A" or "LR44" batteries are the back-up batteries. The main batteries provide power for normal operations. The back-up batteries protect data stored in memory when changing the main batteries.

**IMPORTANT:** Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the GI Joe Battle Planner. Note the following precautions:

- Never leave dead batteries in the battery compartment.
- To avoid damage to the unit from leaky batteries, replace both the main battery and the back-up battery every three years. Batteries should be replaced no matter how much you use the diary during that time.

### WARNING:

- Never try to recharge the batteries supplied with GI Joe Battle Planner.
- Do not expose batteries to direct heat.
- Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

### To Replace The Main Battery:

1. Switch power off, loose the screw that holds the battery compartment cover in place, then remove the battery compartment cover.
2. Remove the old battery.

**WARNING:** DO NOT CLOSE THE BATTERY DOOR ONCE YOU REMOVE THE MAIN BATTERY. YOU MUST REPLACE MAIN BATTERY BEFORE CLOSING BATTERY COMPARTMENT OR ALL FILES WILL BE DELETED!

3. Insert the new battery into the GI Joe Battle Planner, making sure to align "+" and "-" as shown.
4. Replace the battery compartment cover and the screws that secure it in place.

### To Replace the Back-Up Battery:

1. Be sure always to leave main battery in place to protect memory contents before you replace back-up battery.
2. Loase the screw that holds the back-up battery cover in place. Remove the cover.
3. Then remove the old battery with a thin pointed, non metallic object.
4. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the GI Joe Battle Planner, making sure that its positive (+) side is facing up (so that you can see it).
5. Replace the battery compartment cover and the screws that secure it in place.



## CAUTION

- 1) As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
- 3) Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

## 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 game before being charged. (if removable)
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Do not dispose of batteries in fire. Battery may explode or leak.

## DEFECT OR DAMAGE

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 Electronics  
Consumer Service  
980 Woodlands Parkway  
Vernon Hills, IL 60061  
(800)844-3733

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.

**CAUTION:** Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

If the LCD display becomes dim, this means you should turn off the GI Joe Battle Planner and replace the main batteries. Your GI Joe Battle Planner is protected by the back-up batteries during main battery replacement.

Memory contents are lost when the back-up batteries are removed or need to be replaced. Be sure to always leave the back-up batteries in place to protect memory contents when you are changing the main batteries. However, when you remove the main batteries at any time, memory retention will depend entirely on the condition of the back-up batteries in place. If back-up batteries are not in place, memory contents are likely to be damaged. If memory seems corrupted, clear it using the reset.

Normally the back-up batteries can support over 180 days of data back up, even when no main batteries have been installed. However, in order to guarantee your data is stored, never leave the unit without main batteries for a whole day. Otherwise, you could lose your data. For regular maintenance, please exchange the back-up batteries once a year.

## 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.\$15.99. 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:

Hasbro Inc.  
Consumer Returns A-847  
1027 Newport Ave.  
Pawtucket, RI 02862

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](http://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<sub>®</sub>

## ELECTRONICS

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**GLIDE**™ is the code name for America's daring, highly trained special mission force. Its purpose: to defend human freedom against **Cobra**™, a ruthless terrorist organization determined to rule the world.

The **GLIDE**™ team is made up experts in different disciplines, and they fight for freedom wherever there's trouble - on the land, on the sea or in the air. Led by **DUKE**™, the courageous Sergeant, the **GLIDE**™ team must be ever vigilant to stop the evil plans of **COBRA COMMANDER**™ and his forces.

**GLIDE**™ - the Real American Hero!™