

Harry Potter

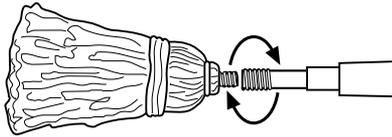
ELECTRONIC QUIDDITCH™ GAME

Item No. 36289
200101020IWTTI-02

INSTRUCTION



To insert the Super Broom, simply screw the bristles into the handle.



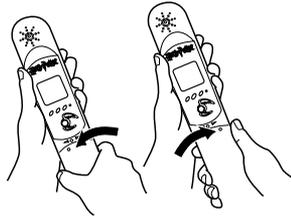
WARNING:
CHOKING HAZARD - SMALL PARTS
NOT FOR CHILDREN UNDER 3 YEARS

1 TOY MODE

When you want to just hear all the cool sounds of your game without playing Quidditch, press the **SOUND** button to enter the toy mode. You'll hear a magical sound effect!

Now turn your Super Broom **LEFT** and **RIGHT** to hear sound effects from the game!

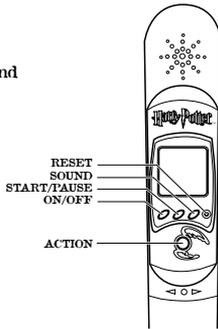
TWIST YOUR BROOM
LEFT AND RIGHT!



You can also press the **ACTION** button to **REPEAT** the sound last played.
Press the **OFF** button to exit the toy mode.
Press the **START/PAUSE** button to start the game.

2 CONTROLS

- ON/OFF** — to turn the game on and off.
- START/PAUSE** — to start a new game.
— to pause the game during play.
— to skip the opening animation and go directly to team selection.
- SOUND** — to activate the toy mode when the unit is off.
— to turn the sound on/off during game play.
- ACTION BUTTON** — to pass and shoot the Quaffle.
— to catch the Quaffle and Golden Snitch.
— to select the player on the screen.
— to confirm your team selection.

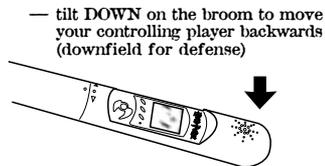
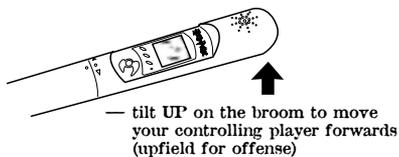


SUPER BROOM MOVES

Turn your broom **LEFT** and **RIGHT**:

- to toggle through team selection (before game begins).
- to fly your controlling player left and right (during game).

Tilt your broom **UP** and **DOWN**:



3 THE PLAYERS

There are seven players on each team:

CHASERS - 3 players on each side

The Chasers are the offensive players. They are like forwards in other sports. Their job is catch and pass the red **QUAFFLE** ball and advance the Quaffle down the field and get the Quaffle through one of the three hoops on the opponent's end of the field.

10 points are awarded every time the Quaffle goes through one of the hoops.

CHASERS ARE OFFENSIVE PLAYERS.
THEY CARRY, PASS AND SHOOT THE QUAFFLE.



BEATERS - 2 players on each side.

These are the defensive players. They carry bats that they use to knock away the **BLUDGERS**.

The Bludgers are small heavy black balls that fly around in crazy patterns and try to knock the players off their brooms. The Beaters are responsible for batting away the Bludger balls to protect their team.

The Beaters and the Bludgers are **ALWAYS CONTROLLED BY THE COMPUTER**. You never control them!



BEATERS ARE ALWAYS CONTROLLED BY THE COMPUTER. THEY CARRY BATS AND TRY AND KNOCK AWAY THE BLUDGERS.



THESE LITTLE BLACK BALLS ARE ALSO ALWAYS CONTROLLED BY THE COMPUTER. THE BLUDGER BALLS TRY AND KNOCK PLAYERS OFF THEIR BROOMS!
WATCH OUT!

KEEPER - 1 player on each side.

This is like a goalie. The Keeper flies around between the hoops and stops the other team's Chasers from scoring.

THE KEEPER IS YOUR GOALIE. MOVE YOUR KEEPER TO KEEP THE QUAFFLE OUT OF YOUR OWN HOOPS!

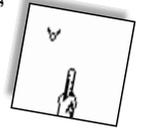


SEEKER - 1 player on each side.

The Seeker is a very important position. This player is responsible for flying high and keeping an eye out for the **GOLDEN SNITCH**. The Golden Snitch is a very small golden ball with wings that flies very fast. The Seeker has to try to spot and then catch the Golden Snitch.

The Seeker will not appear on screen until the Golden Snitch appears. When a player catches the Golden Snitch, his team scores 150 points and the game ends!

WHEN THE SEEKER CATCHES THE GOLDEN SNITCH, HIS TEAM WINS THE GAME!



4 LET'S PLAY!



Turn **ON** the game. You'll see the opening animation.

It's the "Golden Snitch" flying past the screen, then Harry Potter himself flying on his Nimbus 2000 broom in hot pursuit!



SELECT TEAM appears on screen.

The first logo appearing on screen is **GRYFFINDOR**.

Turn your Super Broom **LEFT** or **RIGHT** to select which house you want to play for.

By turning the broom **LEFT** or **RIGHT**, you will toggle through the logos of the various houses:



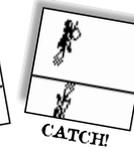
Press the **ACTION BUTTON** to confirm your house (team) and the computer will pick a house for you to play against and the Quidditch game will begin!

As you play games against the various schools, you will see that each team has its particular strength when the computer controls it!

Press the **ACTION BUTTON** to make pass, catch and shoot the Quaffle!



PASS!



CATCH!



SHOOT!

You can also use the **ACTION BUTTON** to switch control of your player.

You always play as the dark, solid players and are always trying to move **UP** FIELD.

The computer always plays as the light players and is always trying to move **DOWN** FIELD.

The little dark balls are the bludgers. Get hit by them and you are temporarily stunned and lose control of the Quaffle (if you had possession of it).

The flashing player is the player you are controlling.

CHASER STRATEGY

When play begins, one of your Chasers will be holding the Quaffle. You need to move the Quaffle up the field and score! You have three Chasers; each one can pass and catch the Quaffle.

Usually two Chasers will be lined up side by side. The third Chaser will either be slightly in front of the other two or right behind them. That way, you can either pass the ball back and forth and when a defensive player comes at you, you can throw the Quaffle to your third Chaser!

Turn your broom **LEFT** or **RIGHT** or lift your broom **UP** or **DOWN** while holding the Quaffle. Your Chaser will move on the field in the direction you choose (**LEFT**, **RIGHT**, **UPFIELD** or **DOWNFIELD**).

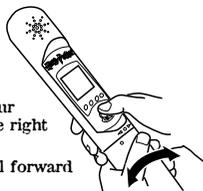
Hold the **ACTION BUTTON** and turn your broom **LEFT** or **RIGHT** to select your shot direction. Then release the **ACTION BUTTON** to shoot to the opponent player's hoops!

If you turn your broom to the **LEFT**, you will shoot the Quaffle ball to the left side of the 3 hoops. If you turn your broom to the **RIGHT**, you will shoot the Quaffle ball to the right side of the 3 hoops.

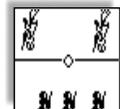
If you don't turn the broom, you will shoot the Quaffle ball forward toward the center of the hoops.

If you don't choose a direction when you press the **ACTION BUTTON** for shooting, you will automatically just shoot the Quaffle ball forward and straight.

The other strategy to remember with your Chasers, is to try and avoid the Bludgers so you don't get stunned by them!



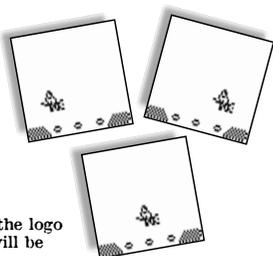
OUT OF BOUNDS



If you take a shot and you miss the hoops and the Quaffle goes out of bounds, the other side will automatically take possession of the Quaffle back at the middle of the field.

KEEPER STRATEGY

When you are controlling the Keeper, turn your broom to make him move left and right to block the Quaffle. After the Keeper makes a successful save, he will throw the ball to one of his teammates!



SCORING

When a team scores a goal, the screen will show the logo of the team that scored and then the new score will be displayed.

SEEKER STRATEGY

The Golden Snitch will appear randomly during play.

When it appears, no matter what is happening, the view switches to the Seeker and you will automatically be controlling your Seeker player.

You will see the Golden Snitch flying in front of you.

It will move in a crazy fashion left, right, up and down. Sometimes it moves fast, sometimes it moves slow.

As the Seeker, you must move your broom **LEFT**, **RIGHT**, **UP** and **DOWN** to try and chase the Snitch. You want to line up the Snitch in the center of the screen. When the Snitch is right in the center of the screen and close to you (the Golden Snitch will change to a larger size), press the **ACTION BUTTON** very quickly to catch the Snitch.

It is a difficult thing to do!

When you are unable to catch the Snitch, it will fly off screen and the view of the game will return to normal up and down field Chaser play.

Sometimes, you will see the opponent Seeker fly by!

Sometimes, you will see a Bludger flying on screen towards you. **GET OUT OF THE WAY!**

If the Bludger hits you, you will lose your chance to catch the Snitch!

Remember, the game will not end until the Seeker on one of the teams catches the Snitch!



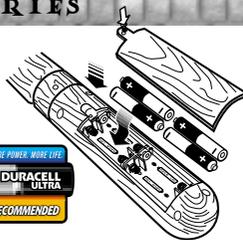
INSTANT REPLAYS

Really good plays deserve to be seen again! You'll see instant replays for goals scored, saves made, when a regular player is hit by a Bludger, when a Seeker is hit by a Bludger, and when a Seeker catches the Golden Snitch to win the game.



6 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 4AA/LR6 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.

7 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.

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.

8 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.\$21.5. 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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5 SCORING

10 POINTS each time you score a "goal" by getting the Quaffle into one of the opponent's hoops.

150 POINTS when you catch the Golden Snitch, this ends the game, and the team with the most points wins!