

game.com™

7172201IWTIE-01
MODEL 71-722

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QUICK PLAY

This WILLIAMS ARCADE CLASSICS game.com game cartridge contains five of the most popular video games of all time. We recommend that you read through all of the instructions to get the most out of it. But, if you can't wait, here are "quick start" instructions to help you on your way.

OBJECT

All five of the games in this cartridge contain different goals, but all can be tied together with one word: SURVIVAL!

Games included:

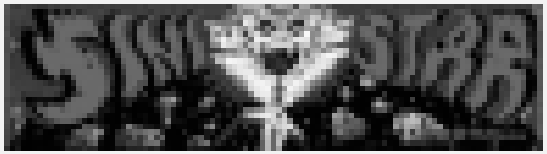


Defender


Robotron



Joust


SiniStar


Defender 2

HOW TO PLAY

Make sure your game.com system is OFF. Insert the WILLIAMS ARCADE CLASSICS cartridge into cartridge slot 1. Turn on game.com. Touch CARTRIDGE on the Main Menu Screen. After a brief animation, you will find yourself in the Williams Video Game Arcade. Here you will see five of the most intense arcade masterpieces ever to grace a game room. You may cycle through all five game selections by touching the left and right arrows that are located toward the bottom of the screen. This may also be accomplished by pressing the Directional Thumb Pad (D-Pad) left and right.

When you have decided which game you want to play, position the Black Arrow (using the D-pad or left/right arrows) located toward the top of the screen over the desired game, and then touch ENTER. Alternatively, you may simply touch the game you want to play.

You will then be taken to the game's individual Title screen. Here you may select from several different choices. You may start a One Player game or a Two Player game. You may go the game's Options screen and configure the playing preferences. Or you may Exit back to the Video Game Arcade. Either touch your selection to choose it or use the D-pad to highlight your choice and then press "A" to select it.

The Options screen consists of several choices. Here you may choose: the number of lives you will use in the game, the point value at which extra lives will be assigned, the difficulty level of the game, whether you want to restore default settings and if you wish to Exit back to the Title Screen of the game you are playing. Please note: if you don't elect the Options screen, game play will begin with the default settings.

Simply touch the option you wish to change. You may continue to touch your choice to cycle through all possible selections. When you are happy with the game setup, you may touch Exit to return to the game's Title Screen. From here, you may touch either "1 Player" or "2 Players" to begin the game.

For all 2-player games, you will need to take turns, alternating between Player 1 and Player 2. For Joust you will have the option of a 2-player simultaneous game via the compete.com cable link (available separately directly from Tiger.) In order for this to work you will need: the compete.com cable link, 2 game.coms, 2 copies of the Williams Arcade Classics game.com cartridge and a friend. Both game.coms must be turned on, and both Williams Arcade Classics cartridges must be inserted. The compete.com cable link must be connected to both game.com com ports. Both players should choose "2 Players" from the Joust Title Screen. An onscreen message will inform you who is Player 1 and who is Player 2.

For each Classic, when all of your lives are gone, the game is over. You may start over or try one of the other games.

QUICK CONTROL REFERENCE

Each game in Williams Arcade Classics makes use of the Directional Pad (D-Pad) and game.com action buttons in different ways. Here is a quick list of the games and their control settings:

DEFENDER

D-Pad Right ▶	Thrusts the Defender ship to the right
D-Pad Left ◀	Thrusts the Defender ship to the left
A button	Fires the ship's laser in the direction headed
B button	Fires the Smart Bomb
C button	Not used
D button	Escapes to Hyperspace

JOUST

D-Pad Right ▶	Moves the bird to the right
D-Pad Left ◀	Moves the bird to the left
A button	Flaps the bird's wings
B button	Flaps the bird's wings
C button	Flaps the bird's wings
D button	Flaps the bird's wings

DEFENDER 2

D-Pad Right ▶	Thrusts the Defender ship to the right
D-Pad Left ◀	Thrusts the Defender ship to the left
A button	Fires the ship's laser in the direction headed
B button	Fires the Smart Bomb
C button	Enables Inviso defense
D button	Escapes to Hyperspace

SINISTAR

D-Pad	Moves you in the desired direction
A button	Launches the Sinibomb
B button	Fires in the direction heading
C button	Not Used
D button	Not Used

ROBOTRON 2084

D-Pad	Moves you in the desired direction
A button	Fires left
B button	Fires up
C button	Fires down
D button	Fires right
A + B button	Fires up/left
B + D button	Fires up/right
A + C button	Fires down/left
C + D button	Fires down/right

INTRODUCTION

Welcome to Williams Arcade Classics. This is a collection of 5 of the greatest video games of all time on ONE cartridge!

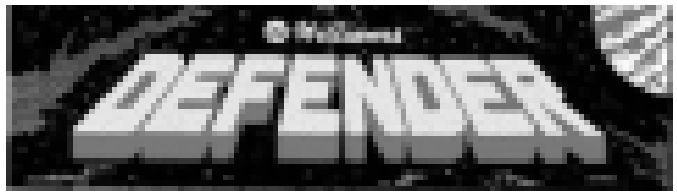
Prepare yourself to face:

DEFENDER JOUST DEFENDER 2 SINISTAR ROBOTRON

All five offer distinct challenges. And all are started in a similar fashion. (Refer to the QUICK PLAY section on page 3.)

PLAYING THE GAMES

DEFENDER



The planet is being attacked by aliens! Not only are these invaders out to destroy the planet, they also want to capture the helpless humanoids and mutate them into even more dangerous versions of themselves. Someone has to do something.

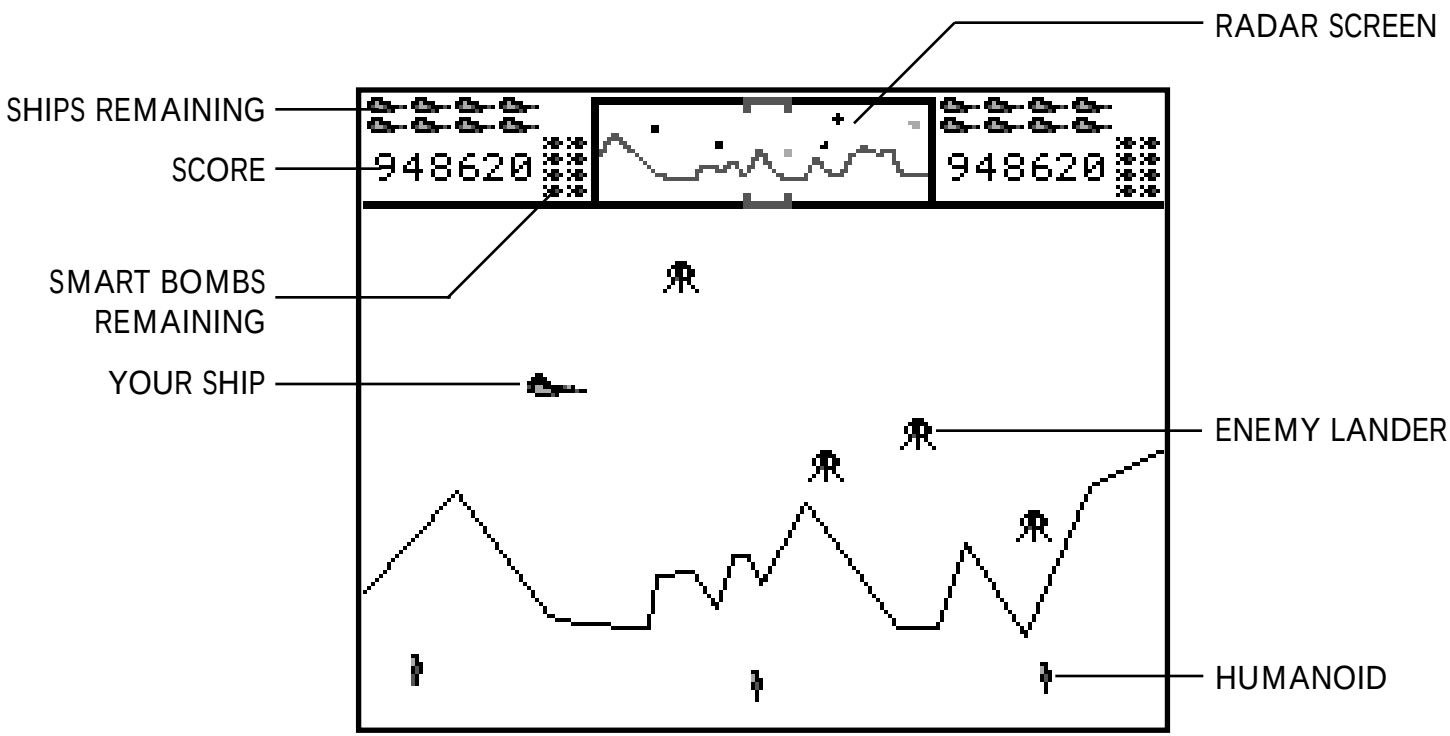
You're that someone! You are in control of the DEFENDER fighter. This advanced ship is the world's last hope. Defend on all sides from the attacks of Landers, Bombers, Pods and Mutants. Use the special Smart Bomb to destroy all enemies on screen, but remember there are a limited number of them. Press Hyperspace to escape in an emergency.

You're our last line of defense. we're counting on you!

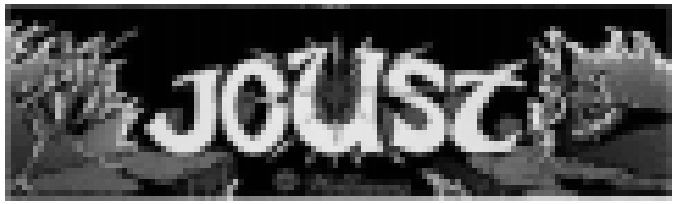
DEFENDER CONTROLS

D-Pad Right ▶	Thrusts the Defender ship to the right
D-Pad Left ◀	Thrusts the Defender ship to the left
A button	Fires the ship's laser in the direction headed
B button	Fires the Smart Bomb
C button	Not used
D button	Escapes to Hyperspace

DEFENDER SCREEN LAYOUT



JOUST



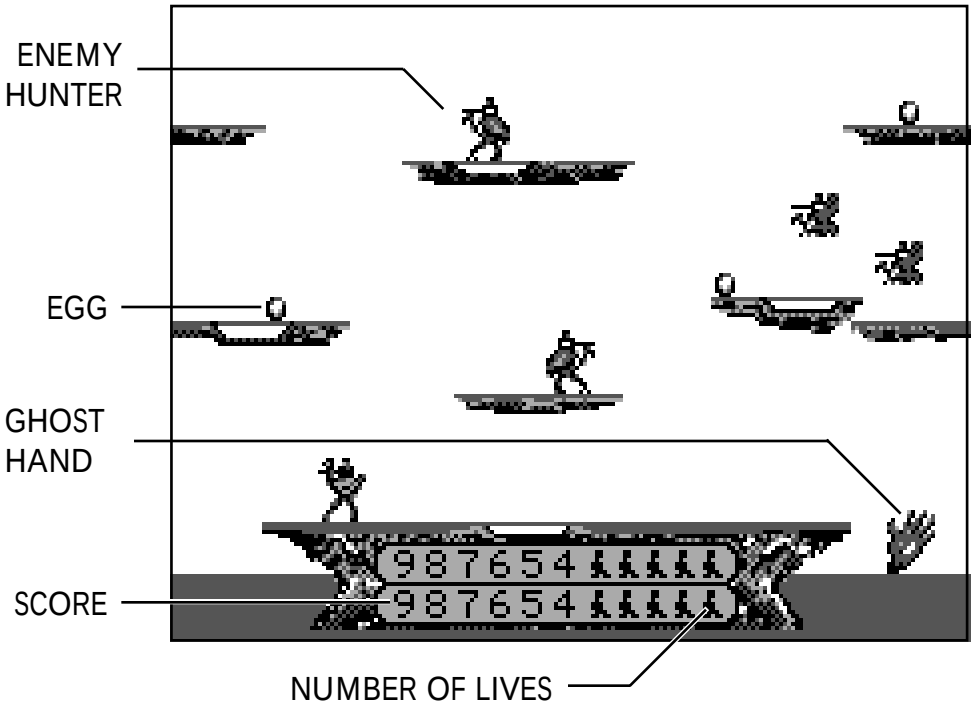
Are you ready for a game of JOUST? Fly your bird to victory in this futuristic combat challenge. Atop your winged mount you must take on all enemies. Look out for BOUNDER, HUNTER and the SHADOW LORD. If you unseat one of your enemies, remember to pick up the egg that will emerge. If you do not, the egg will hatch and the enemy will reappear wanting another crack at you. The level will be completed only when all enemies are defeated. If you take too long on a particular level, the unstoppable PTERODACTYL will appear and hunt you down. If you get too close to the Lava River, watch out for the GHOST HAND that will attempt to drag you under.

Enter the most dangerous and difficult tournament ever. And remember: It's not only your honor at stake; it's your life! Time to JOUST!

JOUST CONROLS

D-Pad Right ▶	Moves the bird to the right
D-Pad Left ◀	Moves the bird to the left
A button	Flaps the bird's wings
B button	Flaps the bird's wings
C button	Flaps the bird's wings
D button	Flaps the bird's wings

JOUST SCREEN LAYOUT



NOTE: Joust contains a special head-to-head mode which allows two game.com systems to be liked together via the special compete.com cable for simultaneous two-player play (please see additional information on p. 5). To order this cable, please use the convenient order form at the back of this manual.

DEFENDER 2 (STARGATE)



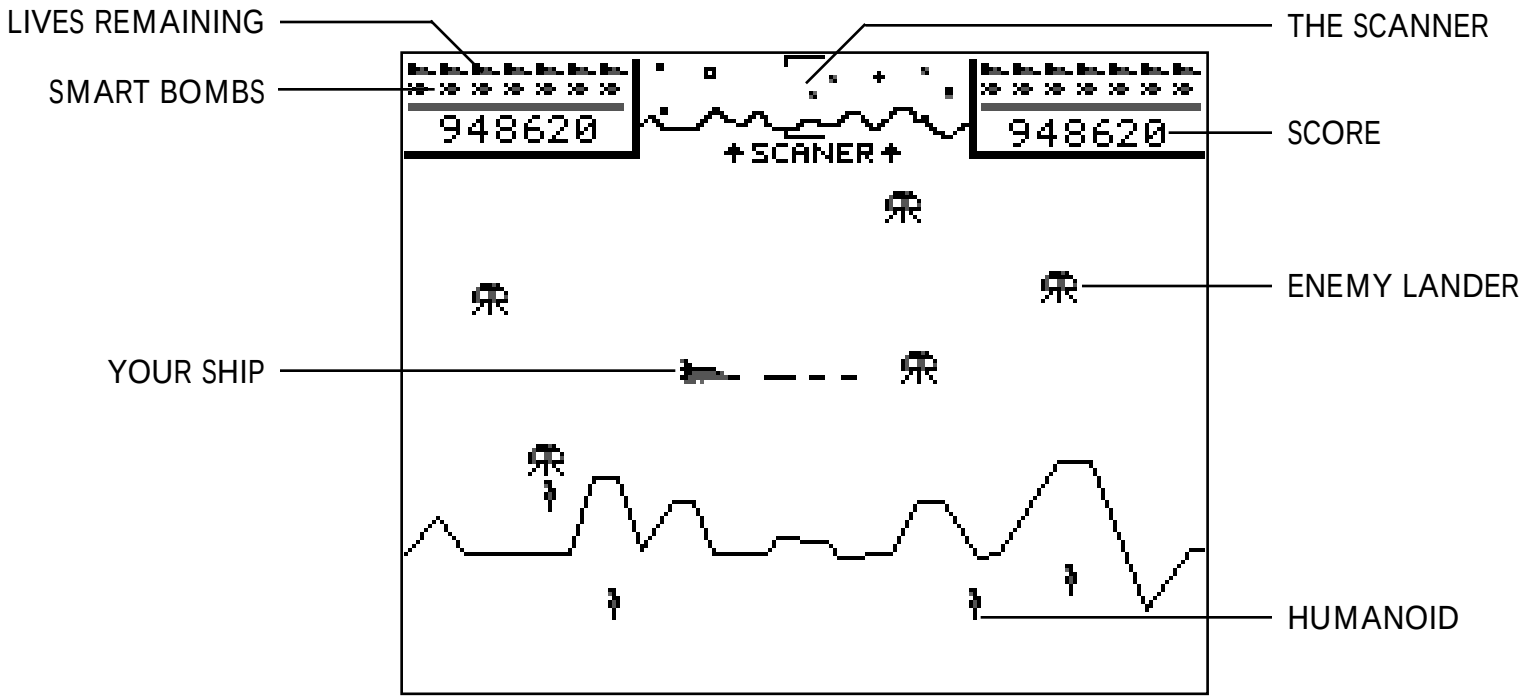
The aliens are back -- and bent on accomplishing their planet-destroying mission. Again, the world's defense falls on you and your DEFENDER ship. You still have Smart Bombs and hyperspace at your disposal. This time, however, your ship sports a new weapon: the INVISO power. Go invisible to trick your enemies. Save as many humanoids as possible, eliminating MUNCHIES, DYNAMOS and BOMBERS as you go. Also, look for the STARGATE. This portal will allow your ship to zoom to a section of the planet farther away, a distinct strategic advantage.

Defend well; a world hangs in the balance!

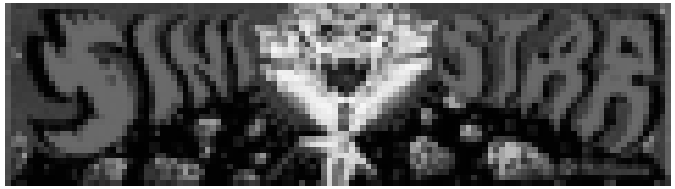
DEFENDER 2 CONTROLS

D-Pad Right ▶	Thrusts the Defender ship to the right
D-Pad Left ◀	Thrusts the Defender ship to the left
A button	Fires the ship's laser in the direction headed
B button	Fires the Smart Bomb
C button	Enables Inviso defense
D button	Escapes to Hyperspace

DEFENDER 2 SCREEN LAYOUT



SINISTAR



In a far-off galaxy a dark force is growing: the SiniStar! Your goal is to kill this evil entity. To accomplish this feat you must mine crystals from the nearby asteroids. Fire into these desolate space rocks to find the crystals that will fly out of them. Every crystal you collect will be turned into a Sinibomb. The Sinibomb is the only weapon known that can destroy the SiniStar.

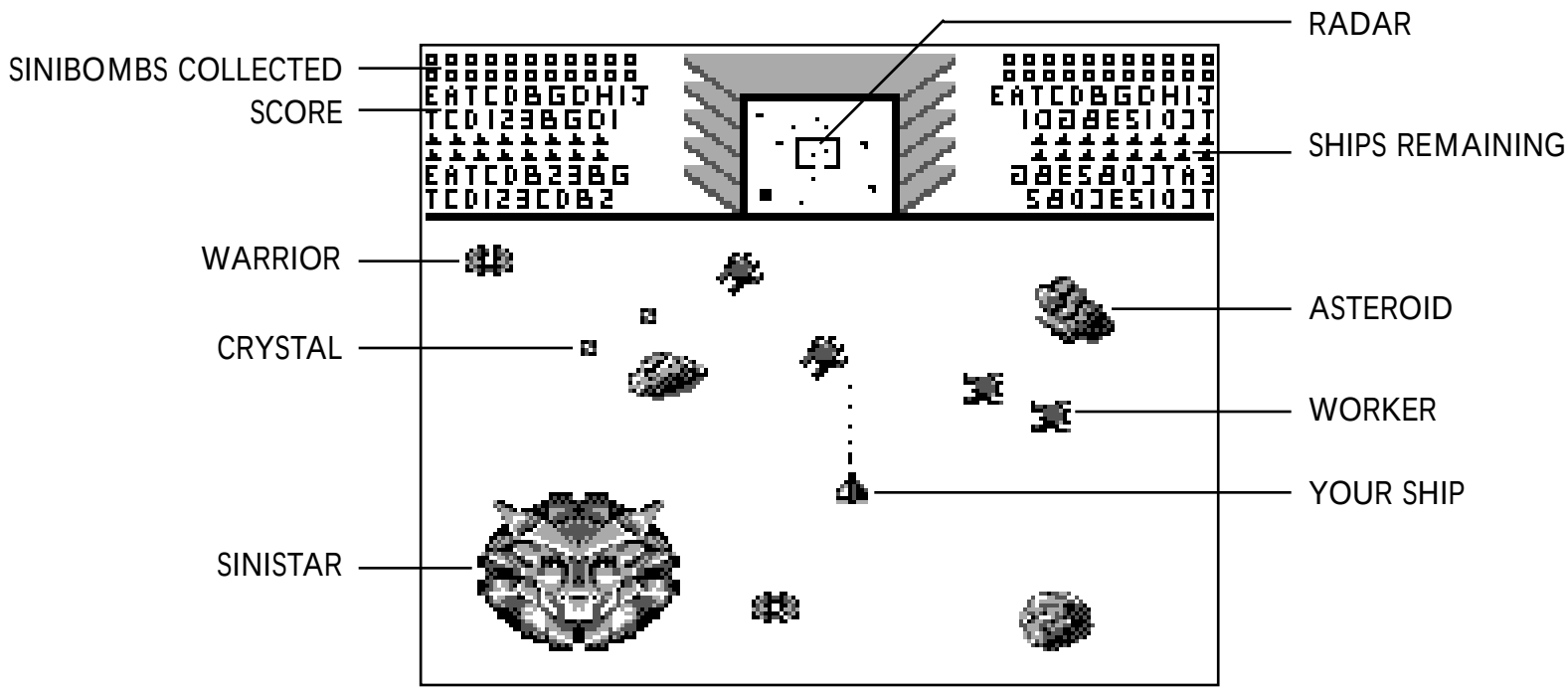
Killing the SiniStar won't be easy. Worker drones will be sent out to steal your crystals, and Hunter drones will attempt to destroy you. Shoot or avoid these pests so you can concentrate on your real goal: the annihilation of the SiniStar. Each Simibomb will destroy one piece of the SiniStar. Make sure you have more Sinibombs than the SiniStar has pieces.

"Beware, I LIVE!"

SINISTAR CONTROLS

D-Pad	Moves you in the desired direction
A button	Launches the Sinibomb
B button	Fires in the direction heading
C button	Not Used
D button	Not Used

SINISTAR SCREEN LAYOUT



ROBOTRON



Inspired by the never-ending quest for progress, in 2084 humans perfect the ROBOTRON: A robot species so advanced that humans are inferior to their own creation. Guided by their infallible logic, the Robotron conclude: "The Human Race is inefficient, and therefore must be destroyed."

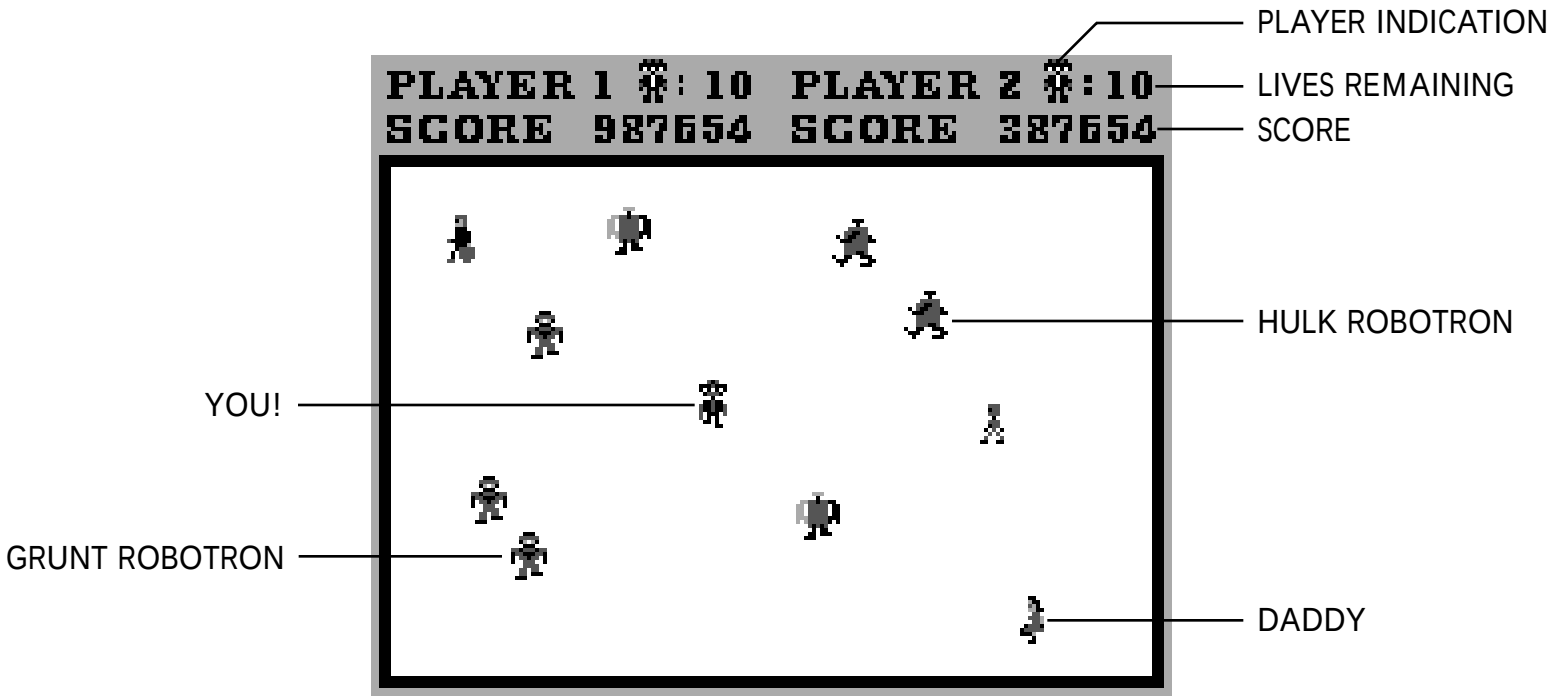
You are Humankind's last hope. Due to a genetic engineering error, you possess superhuman power. Your mission is to stop the ROBOTRON and save the last human family.

GRUNT ROBOTRON will seek to destroy you, while HULK ROBOTRON will seek the last human family. Many other types of ROBOTRON will be programmed to eliminate you as you progress in your missions. As you struggle to save humanity remember to avoid all objects in your path. Good luck!

ROBOTRON CONTROLS

D-Pad	Moves you in the desired direction
A button	Fires left
B button	Fires up
C button	Fires down
D button	Fires right
A + B button	Fires up/left
B + D button	Fires up/right
A + C button	Fires down/left
C + D button	Fires down/right

ROBOTRON SCREEN LAYOUT



DEFECTIVE CARTS

If you find that your new ARCADE CLASSIC **game.com** cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:

TIGER ELECTRONICS REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

90 DAY LIMITED WARRANTY

Tiger Electronics, Inc. (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 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. $10. Payments must be by check or money order payable to Tiger Electronics, Inc.

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 Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l 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.

WARRANTY

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE SHALL BEBINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY OR 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.

If your product is not working properly, or if you have any questions and/or comments, please call us toll-free at 1-888-TIGR-SOS, and a service representative will be happy to help you.

compete.com ORDER FORM

If you don't own the compete.com cable required for the 2-Player, head-to-head action in this cartridge, you can order it directly from Tiger. You may order by phone, fax, or regular mail. Call us toll-free at 1-888-TIGR-SOS from 8:30 a.m. to 5:00 p.m. central time; fax us at 847-913-8118; or mail this completed form to: Tiger Consumer Sales, 980 Woodlands Parkway, Vernon Hills, IL 60061.

If you would like a catalog of Tiger's other products, please send a self-addressed, large envelope with prepaid postage of 64 cents to: Tiger Catalog, 980 Woodlands Parkway, Vernon Hills, IL 60061.

Be sure to visit our web site at www.tigertoys.com!

ITEM	TITLE	PRICE	QTY	TOTAL
71-783-00	compete.com CABLE	$14.95		
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			Add $5.00 for shipping and handling	
			Illinois residents add 6.5% sales tax	
			TOTAL	

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