



BRAIN SHIFT™

INSTRUCTION MANUAL

BRAIN SHIFT

Okay, listen up! Get your brain in gear and let's play Brain Shift!

OBJECT

Using the stick shift, correctly follow Brain Shift's voice and sound commands. Be the only player to successfully complete the pattern and you win the game. Better be fast and follow the flash. If you take a wrong turn, you will certainly crash! So start your engine and listen up. Get your brain in gear and let's play Brain Shift.

GAME

Four steering wheels anchor the Brain Shift game, with one wheel designated for each player. In the center of the game sits the stick shift, surrounded by six color (and numbered) lights: (1) red; (2) green; (3) yellow; (4) blue; (5) orange; and (6) white. During a game, players will shift to each of these lights according to the prescribed pattern. The stick shift is also used to select a game and the number of shifters (players).

Two small, black buttons are located at the base of the stick shift. The "on/off" button is pressed to start and/or turn off Brain Shift. You can also press this button to repeat the current Brain Shift game. Each game ends with the phrase "this game is over." To repeat a game, you must press the "on/off" button before you hear "this game is over" for a second time. If you hear "this game is over" a second time, Brain Shift will automatically shut off. The second button ("pause game") is pressed when players wish to pause the current game or resume play.

QUICK PLAY

In a hurry to get started? Then the Quick Play instructions below are for you! If you have any questions, you'll find the answer in the detailed instructions. So listen up, get your brain in gear, and get going--you're ready to play Brain Shift!

Using the stick shift, correctly follow Brain Shift's voice and sound commands. Be the only player to successfully complete the pattern and you win the game.

Game 1 - Stick Shift (1-4 players)

The game begins by asking players to shift to one of the six colors (red, green, yellow, blue, orange, or white). Brain Shift will call out a player, followed by a color. The selected player must then shift to that color. As players complete the patterns, additional colors will be added and the time allowed for shifting will decrease.

Game 2 - Memory Shift (2-4 players)

Brain Shift will call out a player, followed by a sequence of colors. The player must memorize the colors then quickly shift to each color in exact order. Players will be "called" in numerical playing order (Player 1 begins, followed by Player 2, and so forth).

Game 3 - Who Shifts It (2-4 players)

Game 3 is the same as Game 2 with one difference--players are selected at random. Brain Shift will call out a sequence of colors and then select the player.

Game 4 - Ear Shift (1-4 players)

Brain Shift associates a unique sound to each of the six color lights. Instead of telling players to shift to a specific color, Brain Shift will emit the unique sound. Players must remember where the sound is located and shift to that color. You also have to remember the sequence of the sounds. For each new sound, you must first shift, in correct order, to the previous sounds before shifting to the new sound.

Game 5 - Secret Shift (1 player only)

Brain Shift only gives you the first color. It's up to you to figure out the remaining pattern. You must guess what the next color may be. If you guess right, you will hear the "shifting gears" sound and can move on to guess the next color. If you select an incorrect color, you will hear the "raspberry" sound and will have to start from the beginning, shifting back to the first color. You only have 60 seconds to complete the secret code.

Game 6 - Shift Around (2-4 players)

Brain Shift will get you started, but your fellow players will keep you going! Each player must shift through the established sequence, then add a new color of their choice to extend the pattern.

SELECTING A GAME

Players can choose from a menu of six exciting games.

- Game 1 - Stick Shift (1-4 players)
- Game 2 - Memory Shift (2-4 players)
- Game 3 - Who Shifts (2-4 players)
- Game 4 - Ear Shift (1-4 players)
- Game 5 - Secret Shift (1 player only)
- Game 6 - Shift Around (2-4 players)

As soon as Brain Shift is turned on, you will be prompted to select your game. Notice how the number of allowable players changes from game to game. Be sure to keep that in mind when you make your selection. Get started by shifting to the numbered light that corresponds to the game you wish to play. For example, if you want to play Who Shifts (Game 3), move the stick shift to the yellow light (#3). So rev up your engine and start a game--find out if your shifting skills will bring you fame!

NUMBER OF SHIFTERS (aka Players)

The number of allowable shifters changes from game to game but never exceeds four. As soon as you have selected your game, Brain Shift will prompt you for the number of shifters. Move the stick shift to the numbered light that corresponds to the number of shifters participating in the game. For example, if two shifters are playing, shift to the green light (#2). Brain Shift will confirm the number of players selected, "Okay, 2 Shifters!"

TO BEGIN PLAY

Place Brain Shift on a flat surface and hold on to your steering wheel. This will keep the game stable during play.

Press the "on/off" button to begin the Brain Shift challenge. You will be prompted to "choose your game"--shift to the number that matches the game you wish to play. Brain Shift will confirm the game and then ask you to select the number of shifters--shift again to the number that matches the number of shifters. Once the shifters are confirmed, the Brain Shift race begins! Watch out for the "crash" and "raspberry" sounds! If you hear them, you have made a wrong turn or are "shifting" too slow!

Are you ready to play? Better be sure, better be quick, better be ready to shift the stick!

Game 1 - Stick Shift (1-4 players)

"Okay, you shift what I call!" The game begins by asking players to shift to one of the six colors (red, green, yellow, blue, orange, or white). Brain Shift will call out a player, followed by a color. The selected player must then shift to that color. If all players successfully shift their one-color pattern, Brain Shift will add a second color. If all players successfully shift their two-color pattern, Brain Shift will add a third color, and so forth. As colors are added, the time allowed between shifts will decrease.

Example: "Player 1--shift red." [Player 1 shifts to red.] "Shift green." [Player 1 shifts to green.] "Player 2--shift yellow." [Player 2 shifts to yellow.] "Shift blue." [Player 2 shifts to blue.]

If you shift to the wrong color, or if you are not fast enough, you crash! If all players "crash," then the pattern is repeated and you get another chance! You are "out" if any player that follows you successfully completes that pattern. The game continues until only one player has successfully completed the full pattern. Brain Shift will confirm which players are "out," and which player won. Brain Shift will also tell the winner how many successful shifts they made, followed by "this game is over!"

Game 2 - Memory Shift (2-4 players)

"Remember the pattern--then shift it!" Now that you have the basics, Brain Shift will begin to test your memory. Brain Shift will call out a player, followed by a sequence of colors. The player must memorize the colors then quickly shift to each color in exact order. Players will be "called" in numerical playing order (Player 1 begins, followed by Player 2, and so forth).

Example: "Player 1--shift red, yellow, white, white. Shift!" [Player 1 shifts to red, then yellow, then white, and then white.] "Player 2--shift green, orange, green, red. Shift!" [Player 2 shifts to green, then orange, then green, and then red.]

Shift to the wrong color, or shift too slow, and you crash! Just as in Game 1, you are called "out" if any player that follows you successfully completes that pattern. The game continues until only one player has successfully completed the full pattern.

Game 3 - Who Shifts It (2-4 players)

"Remember the pattern--then shift it!" Game 3 is the same as Game 2 with one difference--players are selected at random. Brain Shift will call out a sequence of colors and then select the player. You cannot be sleepy when you play Who Shifts It because you never know when it will be your turn!

Example: "Shift red, yellow, white, white. Shift!" [Player 2 shifts to red, then yellow, then white, and then white.] "Shift green, orange, green, red. Shift!" [Player 1 shifts to green, then orange, then green, and then red.]

You win if you are the only player who can successfully complete the pattern! Be ready to respond or be ready to crash!

Game 4 - Ear Shift (1-4 players)

"Look and listen! Remember the location of the six sounds. Shift all six and win!" Just when you think you are a master Brain Shifter, along comes Ear Shift. The game begins by quickly associating a unique sound to each of the six color lights. The sounds include a beep, a hom, a siren, a crash, a speedway, and a screech. Pay attention! Brain Shift only goes through the sound assignments once-as each sound is heard, the corresponding color light will flash. Instead of telling players to shift to a specific color, Brain Shift will emit the unique sound. Players must remember where the sound is located and shift to that color. But that's not all! You also have to remember the sequence of the sounds. For each new sound, you must first shift, in correct order, to the previous sounds before shifting to the new sound.

Example: Sound assignments: Beep (red light flashes); siren (green light flashes); screech (yellow light flashes); hom (blue light flashes); speedway (orange light flashes); crash (white light flashes). Play begins: "(Beep sound). [Player 1 shifts to red.]" (Speedway sound). [Player 1 shifts to red, then shifts to orange.] "(Hom sound). [Player 1 shifts to red, then shifts to orange, and then shifts to blue.]

If you shift correctly, the sound is repeated and another sound is added. If you are wrong, you'll hear the "raspberry" and your turn will be over. The game continues until one player can successfully shift to all six sounds.

Game 5 - Secret Shift (1 player only)

"Find the secret shift pattern. You have 60 seconds to shift it or you crash!" In Secret Shift, Brain Shift only gives you the first color. It's up to you to figure out the remaining pattern. You do this through trial and error, guessing what the next color may be. If you guess right, you will hear the "shifting gears" sound and can move on to guess the next color. If you select an incorrect color, you will hear the "raspberry" sound and will have to start from the beginning, shifting back to the first color.

Example: "Start on yellow." [Player 1 shifts to yellow, then to red.] "(Raspberry sound)." [Player 1 shifts back to yellow, then to green.] "(Shifting gears sound)." [Player 1 then shifts to blue.] "(Raspberry sound)." [Player 1 shifts back to yellow, then green, and then to red.] "(Shifting gears sound)." [Player 1 then shifts to blue.] "(Shifting gears sound)." [Player 1 then shifts to white.] "(Raspberry sound)." [Player 1 shifts back to yellow, then green, then red, then blue, and then to blue again.] "You completed 5 shifts in 39 seconds."

The first secret code has 5 shifts. If you can successfully discover the pattern within 60 seconds, you move on to a 6-shift pattern, then a 7-shift pattern, and so on. While this is a game for only one player at a time, you can repeat the game and take turns as Player 1. See who can complete the most shifts in the shortest amount of time!

Game 6 - Shift Around (2-4 players)

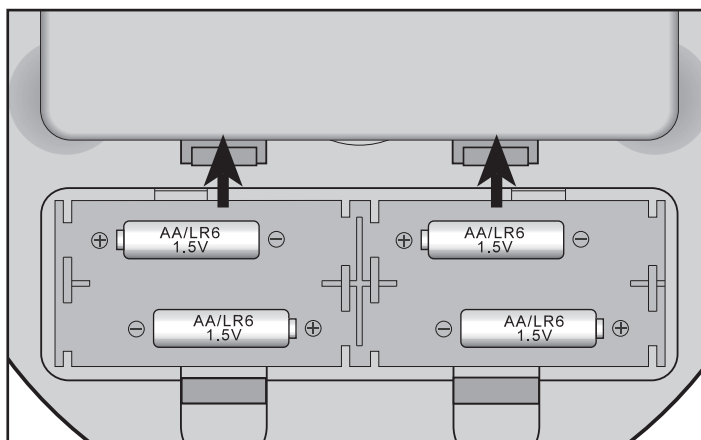
"Repeat all shifts and add one more. The survivor wins!" Brain Shift will get you started, but your fellow players will keep you going! Each player must shift through the established sequence, then add a new color of their choice to extend the pattern.

Example: "Start on yellow. Player 1 your turn." [Player 1 shifts to yellow, then adds blue by shifting to blue.] [Player 2 shifts to yellow, then blue, and then shifts to green.] [Player 3 shifts to yellow, then blue, then green, and then shifts to yellow.] [Player 4 shifts to yellow, then blue, then green, then yellow, and then shifts to white.] [Player 1 shifts to yellow, then blue, then green, then yellow, then white, and then shifts to white again.]

Make a wrong turn and you are out! To win, you must be the only player who successfully completes the entire pattern! Brain Shift will tell the winner how many successful shifts they made, followed by "this game is over!"

INSERTING / REPLACING BATTERIES:

Brain Shift requires 4 "AA" or "LR6" batteries (not included). Only adults should install batteries. Never mix new and old batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. To insert batteries, push the battery door on the bottom of the game and remove the back cover. Insert the batteries, making sure to align "+" and "-" polarities.



TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by 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.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (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.\$12.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

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, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 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.

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