

AGES 8 & UP
MODEL 65-156

QUIZ WIZ™
ELECTRONIC QUESTION & ANSWER GAME

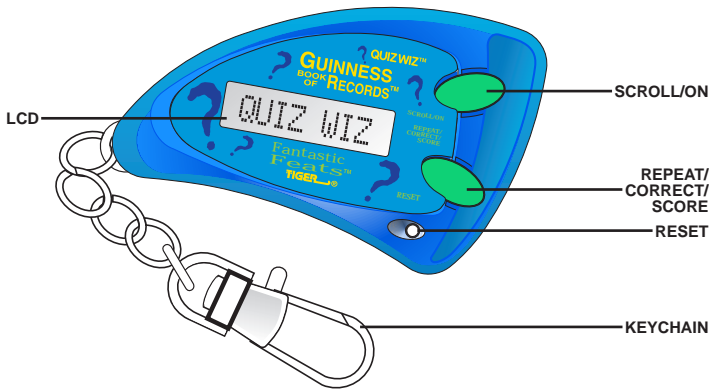


TIGER
ELECTRONICS, LTD.

INSTRUCTIONS

651560001IWTI-01

ABOUT THE UNIT



SCROLL/ON

used to turn game on and to scroll through questions and answers

REPEAT/CORRECT/SCORE

used to repeat a question, to register points for a correct answer or to display players' scores

RESET

used to reset game unit

KEYCHAIN

used to hook game to your keys or hang game from your belt loop

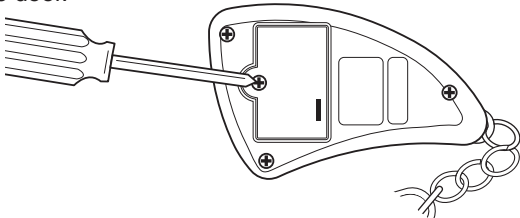
LCD

displays the questions, answers, player numbers and scores

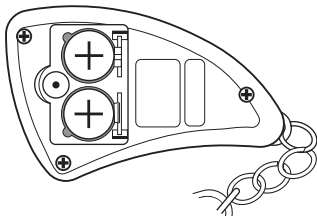
TO REPLACE BATTERIES

Your Quiz Wiz™ keychain game comes with two (2) button cell batteries. If your unit becomes unresponsive or difficult to read, the batteries may need to be replaced.

- Using a Phillips® screwdriver, remove the screw on the battery compartment door located on the back of the game, and remove the door.



- Install two (2) G13A (or LR44) batteries, making sure that the "+" side is facing you.



- Replace battery compartment door and screw.

To ensure proper function:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries
- 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
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity, and follow the toy and battery manufacturer's instruction.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Remove the batteries if you won't be using the unit for a long period of time.

LET'S PLAY

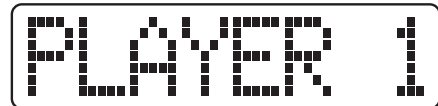
- Turn the game on by pressing **SCROLL/ON**. **QUIZ WIZ GUINNESS-Fantastic Feats** will scroll across the screen.
- The unit will prompt 1 **PLAYER**. Using **SCROLL/ON**, scroll until you reach the number of players you want-1, 2, 3, 4 or **TEAM GAME**. The unit can keep track of four (4) individual players or two (2) teams. If you have more than four players, you should divide into teams. When the proper number of players is displayed, press **REPEAT/CORRECT/SCORE**.

NOTE: If you enter the wrong number of players, you can start over by holding down **SCROLL/ON** and pressing **REPEAT/CORRECT/SCORE**. This will return you to the player prompt so that you can enter the correct choice.

- The unit will prompt **GAME 1**. Using **SCROLL/ON**, scroll until you reach the game you want to play-1, 2, 3, 4 or 5. When the proper game is displayed, press **REPEAT/CORRECT/SCORE**. The games are defined as follows:

| | |
|--------|--|
| GAME 1 | 10 questions per player/team |
| GAME 2 | 25 questions per player/team |
| GAME 3 | 50 questions per player/team |
| GAME 4 | 75 questions per player/team |
| GAME 5 | You set the number of questions per player/team. The total questions will be a multiple of 10. The maximum questions allowed per player/team in a game is 100. |

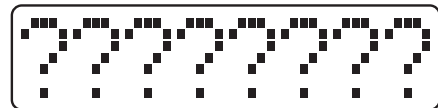
- Press **SCROLL/ON**. The unit will display the number of the player or team whose turn it is.



- Press **SCROLL/ON**. One of five category names will scroll across the screen, followed by a question from that category. The categories are as follows:

At Your Own Risk
Because It's There
The Natural Human
World Class
Guinness Grab Bag

- When the question is finished scrolling, **????????** will be displayed on the screen. If you need to read the question again, press **REPEAT/CORRECT/SCORE** at this time.



- Answer the question aloud, then press **SCROLL/ON** to see the answer.
- If you are right, press **REPEAT/CORRECT/SCORE** to register your point. The unit will display the new score of the player or team responsible for the question. (NOTE: If you do not register your points, the unit will not adjust your score.) If you are wrong, press **SCROLL/ON** to display your score.

9. The game is played in rounds, with each player or team getting a turn in order.
10. Repeat steps 4 - 8, until you have finished the game.
11. When you have finished a game, the unit will display **GAME OVER**. Press **SCROLL/ON** to see each player's/team's final score in numeric order. If you need to repeat the scores, press **REPEAT/CORRECT/SCORE**. The highest score wins the game.

BONUS QUESTION

If a player or team correctly answers five questions in a row, a **BONUS QUESTION** is awarded. After the point is registered for the fifth consecutive correct answer, the unit will scroll **BONUS QUESTION**, and then the player's or team's number. The player scrolls, answers and records points for this question the same way as for regular questions.

SCORING

For each question answered correctly, a player scores points.

- Regular questions = 1 point each
- Bonus questions = 5 points each

REMEMBER: If you do not register your points, your score will not be adjusted.

AUTOMATIC SHUT-OFF

Your unit will shut off automatically after three (3) minutes of non-use.

CAUTION



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.

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.\$5.00. 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.

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