

Tommy character	button number 1
Angelica character	button number 2
Chuckie character	button number 3
Lil character	button number 4
Phil character	button number 5
Reptar character	button number 6

SELECTING A GAME/NUMBER OF PLAYERS

When you are selecting a game and choosing the number of players, you will hear a Rugrats character voice each time you press one of the six character buttons.

To choose a game and number of players, press the **SELECT** button and then press the character button for the game you want to play (game numbers are listed above). For example, if you want to play **CHASER**, game #6, press the **SELECT** button and then press the number 6 button (Reptar).

NOTE: After you select a game, you must choose the number of players before you begin the game - the unit will not function properly if you choose a game and press **START** without choosing the correct number of players.

Press the **SELECT** button again (after choosing the game) and then press a character button for the number of players. For example, if there are 4 players in the game, press the **SELECT** button and then press the number 4 button (Lil).

Press the **START** button after you have selected the game number and the number of players. You will hear Angelica's voice say "I'm almost ready to start" and the game will begin.

If you have entered an incorrect button press, the unit will respond with **BEEP** tones. An incorrect button press can be the result of one of the following:

1. Choosing an incorrect number of players for the game selected
2. Pressing the **START** button before you have selected the game and number of players

If you hear the **BEEP** tones, begin again by pressing the **SELECT** button, choose the game number, press the **SELECT** button again, choose the number of players, and press **START** to begin.

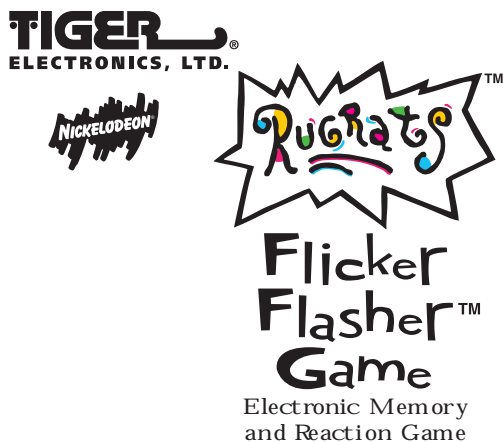
SCORING

The unit will keep count of the number of button presses while playing the **FOLLOW THE LEADER**, **CODE BUSTER** and **CHASER** games. There is no scoring in the **PASS IT FAST**, **CATCH ONE** and **LUCK OUT** games. Compete with your friends to see who can get the best score. Try to beat your own best score!

The character buttons will display your score at the end of the game. Each non-flashing, steady button represents 10 points and each flashing button represents one point for each flash. For example, if your score is 12, then one button will stay steady and one button will flash twice. If your score is 47, then four buttons will stay steady and one button will flash 7 times. If your score is 6, then one button will flash 6 times.

GETTING STARTED

1. Press the **ON** button.
2. After the introduction phrase "Come On! Let's Play," press the **SELECT** button and select a game.
3. Press the **SELECT** button again and select the number of players.
4. Press the **START** button when you are ready for the fast-action fun to begin.
5. Press the **SOUND** button at any time to switch the sound on or off.



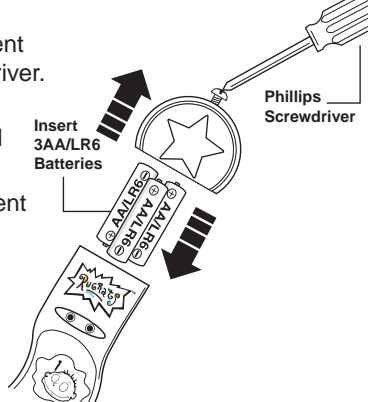
INSTRUCTIONS

The **FLICKER FLASHER GAME** contains six different action-packed games that require skill and determination to win! Compete against the **FLICKER FLASHER** or your friends by following and responding to the light and sound commands. Hold it or Pass it to a friend ... follow the flashing lights while the Rugrats music gets faster and faster, keep up or you're out of the game! Use your wits and strategy skills to out-think your opponent and stay in the game.

INSTALLING THE BATTERIES

NOTE: Battery installation should be done by an adult. Always install the batteries correctly according to the positive (+) and negative (-) signs on the batteries.

1. Open the battery compartment door using a Phillips screwdriver.
2. Insert 3 "AA"/LR 6 batteries. Be sure to match the "+" and "-" signs as shown.
3. Close the battery compartment door and replace the screw using a Phillips screwdriver.



CAUTION

To ensure proper function and avoid battery leakage:

- 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.
- 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.

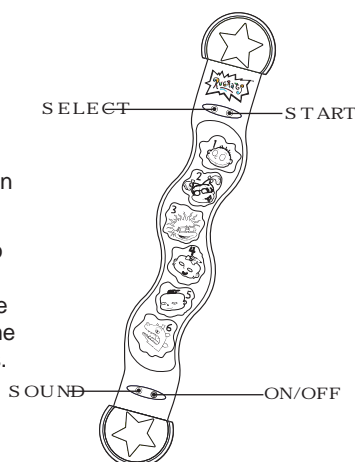
FUNCTION BUTTONS

ON/OFF button - press this button to turn **ON** the unit and to turn **OFF** the unit. Unit will shut off automatically after 3 minutes of inactivity.

SOUND button - press this button to turn **OFF** the sound. Press the button again to turn **ON** the sound.

SELECT button - press this button to select a game and the number of players. Press this button at any time during a game to select another game and to change the number of players.

START button - press this button to start each of the six games.



GAME DESCRIPTION

Game #1 - FOLLOW THE LEADER (1-6 players)

In one-player mode, one light is lit and then goes out. The player must press this button once. The first light will light again along with a second light. The player must press both buttons in the correct sequence to continue playing. Continue to follow the light sequence as the unit adds one more light each time you successfully follow the pattern. The player must press the buttons in the correct sequence without an error for the game to continue. If you can remember the sequence of 40 lights - you win! At the end of the game, the unit will display the total number of lights you pressed as described in the SCORING section of this manual.

For more than one player, pass the FLICKER FLASHER GAME from player to player. Player 1 presses any button and passes to the next player. Player 2 presses Player 1's button and any other button. Player 3 presses Player 1's button, then Player 2's button and any other button. Continue until someone makes an error. When someone makes an error, that player is out of the game and the game continues with the remaining players. All players must watch each move or they will not remember the sequence on their turn.

Game #2 - CODE BUSTER (1-2 players)

The object of this game is to guess the button sequence that another player or the unit has entered in the time allowed, 60 seconds. In one-player mode, the unit enters a series of three button presses and the player must solve the sequence. Player 1 must guess which button is the first button in the sequence. If you are wrong, you will get a wrong answer sound and you must try another button. If you are correct, a correct tone will be heard and you continue to guess the second button in the sequence. If you are wrong and get a wrong-answer sound, you must re-enter the correct first button and guess the second button in the sequence again. If you have solved the three-button sequence within the time allowed, the unit will display the total number of lights you pressed as described in the SCORING section of this manual. Press START to begin the next level. There is a maximum of 40 levels.

In two-player mode, Player 1 enters a series of three button presses and then presses the START button. Player 2 presses a button that they believe is the first button in the sequence. If they are correct, a correct tone will be heard and Player 2 then presses another button. If Player 2 presses an incorrect button, a wrong tune will be heard. Player 2 must press another button until the correct button is pressed. Each time you press a wrong button, you must re-enter all the correct buttons you have guessed in the sequence. If the three-button sequence is solved within the time allowed, Player 1 enters a series of four button presses and the players begin again.

Game #3 - PASS IT FAST (2-6 players)

The players sit in a circle facing each other. One player is chosen to begin and starts passing the FLICKER FLASHER GAME to his right. The Rugrats music is playing and the lights are flashing. When the music and lights stop, whoever is holding the unit is out of the game. The unit will pause for 5 seconds between each round and the music and lights will begin again. Each time a player is out, the music and lights will increase in tempo for the remaining players. Continue play until there is only one person holding the stick. That person is the winner!

Game #4 - CATCH ONE (2-6 players)

The lights and music begin and each player must put one finger on a FLASHING Rugrats character button. If you are playing with less than six players, each player must put one finger on a FLASHING Rugrats character button only. When the music and lights stop, the player with a finger on an UNLIT button is out of the game. Play continues with the remaining players, again putting one finger on a FLASHING Rugrats character button. The game is over when there is only one person left - that player is the winner!

Game #5 - LUCK OUT (2-6 players)

The lights and music begin and each player must put one finger on a FLASHING Rugrats character button. If you are playing with less than six players, each player must put one finger on a FLASHING Rugrats character button. When the music and lights stop, the player with a finger on a steady LIT button is out of the game. Play continues with the remaining players, again putting one finger on a FLASHING Rugrats character button. The game is over when there is only one person left in the game - that player is the winner!

Game #6 - CHASER (1-6 players)

In one-player mode, one Rugrats character button will light. The player must IMMEDIATELY press this Rugrats character button before the light

goes out. If the player successfully presses the correct lit button, then another button will light. The player continues to IMMEDIATELY press a lit button to stay in the game. The Rugrats music and game speed will increase as the game progresses. If the player presses a wrong button, the game is over. At the end of the game, the unit will display the total number of lights you pressed as described in the SCORING section of this manual.

For two or more players, players take turns pressing the next lit button. For example, player 1 presses the first lit button, player 2 presses the second lit button, and so on. If a player presses the wrong button, they are out of the game and the game continues with the remaining players. The last person in the game is the winner!

TROUBLESHOOTING

1. If the unit does not work, please check that the batteries have been inserted correctly.
2. If the volume is too low, please install new batteries.
3. Check the battery compartment cover to make certain it is securely shut.

If you are still having trouble after checking all of these things, please call our toll-free number at 1-800-TIGER ED and a representative will be happy to help you.

CARE AND USE/MAINTENANCE

To protect the unit, follow these instructions:

Prevent spills of food and beverage on the unit.

Do not submerge the product in water. If the product needs to be cleaned, wipe it gently with a barely damp, soft cloth.

Do not throw or kick the product, and do not push sharp objects through the speaker opening.

Do not put the unit in direct sunlight or near any source of heat.

Designed for children ages 5 and up.

Adults should examine this unit periodically. If there is any damage, this unit must not be used until the damage has been properly removed or repaired by Tiger Electronics, Inc.

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.\$14.00. 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 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.

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