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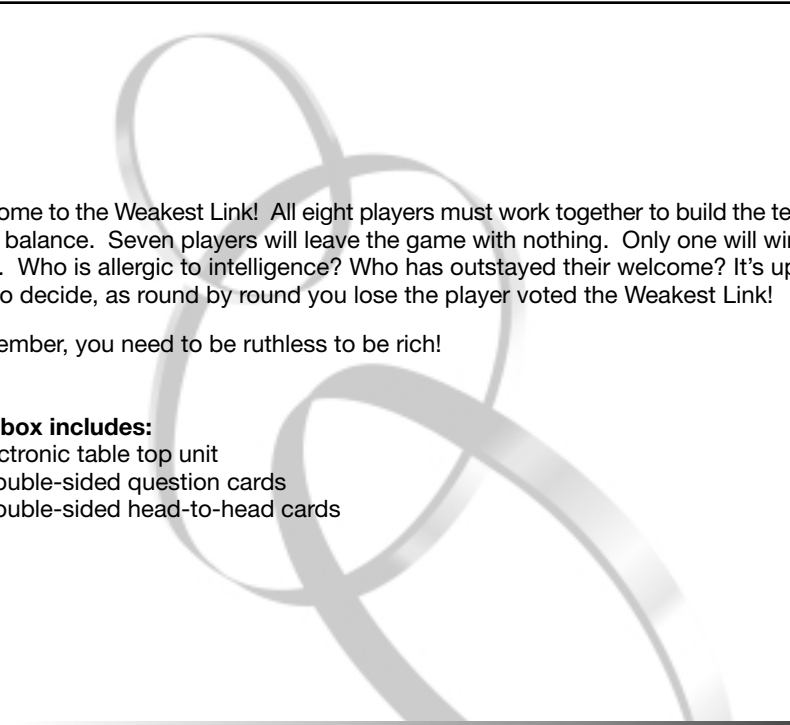
PRINTED IN CHINA



Ages 8 & up



Instructions



Welcome to the Weakest Link! All eight players must work together to build the team's bank balance. Seven players will leave the game with nothing. Only one will win the prize. Who is allergic to intelligence? Who has outstayed their welcome? It's up to you to decide, as round by round you lose the player voted the Weakest Link!

Remember, you need to be ruthless to be rich!

This box includes:

1 electronic table top unit

65 double-sided question cards

10 double-sided head-to-head cards

ABOUT THE GAME

PLAYER BUTTONS – used to identify and choose players during play and for voting

CARD CODE WINDOW – used to display the code of the question card in the unit

CARD DOOR– used to insert and remove cards

QUESTION WINDOW – used to display the question in play

ANSWER BUTTONS – used to select answers

PASS – used in place of an answer button

BANK – used to “bank” money won by answering questions correctly

START – used to confirm number of players and to resume play after Anne asks a question in the voting round or after pausing game

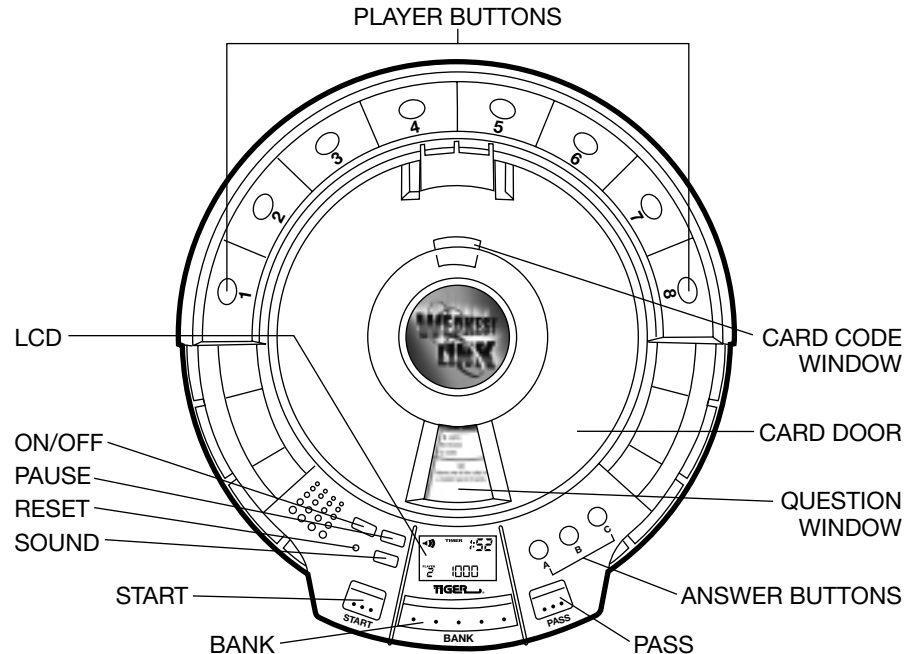
SOUND – used to toggle through three volume levels

RESET – used to reset the game unit

PAUSE – used to pause game play

ON/OFF – used to turn the game on and off

LCD – used to display game information



ABOUT THE LCD

The LCD will display the information you need during the game.

During a regular round

SOUND  – the selected volume level

TIMER – will count down to zero

QUESTION VALUE – the value of the current question

PLAYER NUMBER – which player should be answering

BANK VALUE – the amount of money banked during the round



At the end of a round

TOTAL – the cumulative bank total from all rounds

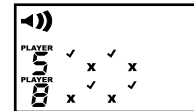


If the team reaches the \$125,000 target, the \$125,000 icon will appear on the screen.

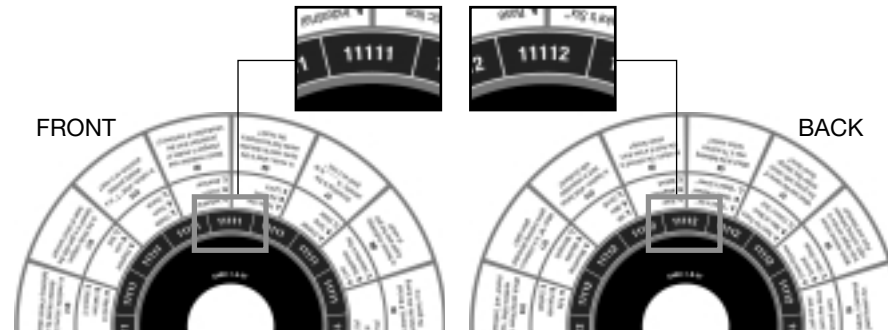


During the HEAD-TO-HEAD round

The score between the final two players will be displayed.
This screen will also be used for SUDDEN DEATH.



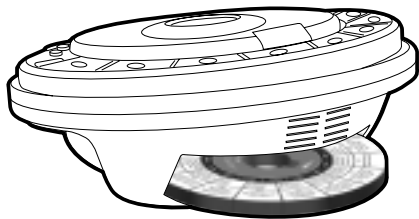
ABOUT THE CARDS



CARD CODE – used to identify the game card to the game unit

Every game card is double-sided with 15 questions on each side. The code on the front of every card is odd, the code on the back is even. When inserting a new card, it is important to always start with front facing you.

The game cards that are labeled HEAD TO HEAD are for use in the Head-to-Head and Sudden Death rounds only. They should be separated from the regular round cards before you start the game.



Game cards can be stored in the base of the unit when not being used.

OBJECT OF THE GAME

The goal of all players is to answer enough questions correctly, within the time allowed, to reach the \$125,000 target for the round. There are two ways to do this.

The fastest way to reach the \$125,000 target is to build a chain of eight (8) consecutive correct answers. However, if a player passes or answers incorrectly, the chain is broken and you lose all money in that chain.

The question values increase as follows:

\$ 1,000
\$ 2,500
\$ 5,000
\$ 10,000
\$ 25,000
\$ 50,000
\$ 75,000
\$125,000

The other way to reach the \$125,000 target is to bank smaller amounts of money during the round. When you bank your winnings, you start a new chain.

NOTE: Question values are not cumulative. If the team correctly answers three (3) consecutive questions their total is \$5,000, not \$8,500.

At the end of each round, players vote for the player whom they think is the weakest link. The player with the most votes leaves the game. The remaining players move to the next round. This is repeated until only two players remain.

The last two players participate in the “double money” round. This is played like all previous rounds, but gives the players one last chance to build the pot. All money banked by the players during the round will be doubled and added to the cumulative total.

Finally, the two players must face off in the Head-to-Head round. Alternately, each player is asked five (5) special head-to-head questions. The player with the most correct answers is the winner. If there is a tie, the game goes into Sudden Death.

In the Sudden Death round, each player is asked one question. As long as both players answer correctly, or incorrectly, the game continues. As soon as one player answers correctly and one answers incorrectly, the game is over.

BANKING

Only money that is “banked” is added to the cumulative total. How and when a player can bank will be explained later.

VIRTUAL PLAYERS (VPs)

The game unit always follows the eight-player format of the television show. Often, there will not be eight human players available, so the remaining player positions will be filled with virtual players. The VPs will answer questions, bank and vote just like the human players. A VP's knowledge and characteristics will be decided randomly at the beginning of the game.

Virtual player knowledge

VPs will have varying levels of intelligence:
High knowledge level

Average knowledge level
Low knowledge level

The VPs will maintain their set levels of knowledge during a game. This will allow human players to identify the VPs not worth keeping. Those that are useless should be voted out.

Virtual player characteristics

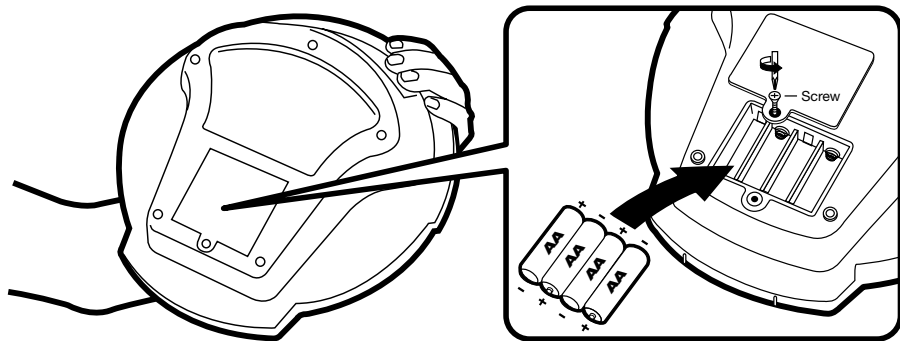
A player's character is an important factor in the Weakest Link. Voting decisions are not based solely on the performance of the other players, but involve personal motivation – Is a player “ruthless”? Does he carry a grudge against another player from round to round? Therefore, characteristics have been created for the VPs.

Ruthless – Tends to vote out the strongest link, sees this person as a personal threat
Logical – Tends to vote out the weakest link based on statistical data
Indecisive – Will randomly select a player regardless of current or previous performance

During the game, the actions of the VPs are automatic. They will have a voice; you will hear them answering questions, banking and giving reasons why they voted for other players. Remember, they may be only virtual players, but they CAN vote for YOU as the weakest link!

INSERTING THE BATTERIES

Hold the unit as shown.



Using a Philips® screwdriver, remove the screw on the battery compartment door and remove the door.

Insert four (4) AA/LR6 batteries, making sure to align the "+" and "-" signs. Replace the battery compartment door and screw.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery insertion 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

The unit requires 4 X AA/LR6 batteries (not included)

CAUTION: Batteries should be replaced by an adult.

DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.



“LET’S PLAY THE WEAKEST LINK!”

Each game has six (6) regular rounds, one (1) Double Money round and one (1) Head-to-Head round.

The regular rounds are fast paced question and answer rounds. The goal of each round is to reach the \$125,000 target before the timer runs out. At the end of each regular round, one player is voted off and 10 seconds are subtracted from the clock.

Round 1	2 minutes 30 seconds	8 players
Round 2	2 minutes 20 seconds	7 players
Round 3	2 minutes 10 seconds	6 players
Round 4	2 minutes	5 players
Round 5	1 minute 50 seconds	4 players
Round 6	1 minute 40 seconds	3 players

The last two players play the Double Money Round. This is also a fast paced question and answer round. At the end of this round, all money banked in the round is DOUBLED before it is added to the prize total, no one is voted off and no time is subtracted from the timer.

Double Money Round	1 minute 30 seconds	2 players
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The last two players also play the Head-to-Head round. Players take turns answering five questions each. There is no timer. The player who answers the most questions correctly is the winner.

Turn on the game by pressing **ON/OFF**.

You can adjust the volume control by pressing the **SOUND** button. There are three volume levels. They are indicated on the LCD by the speaker icon.

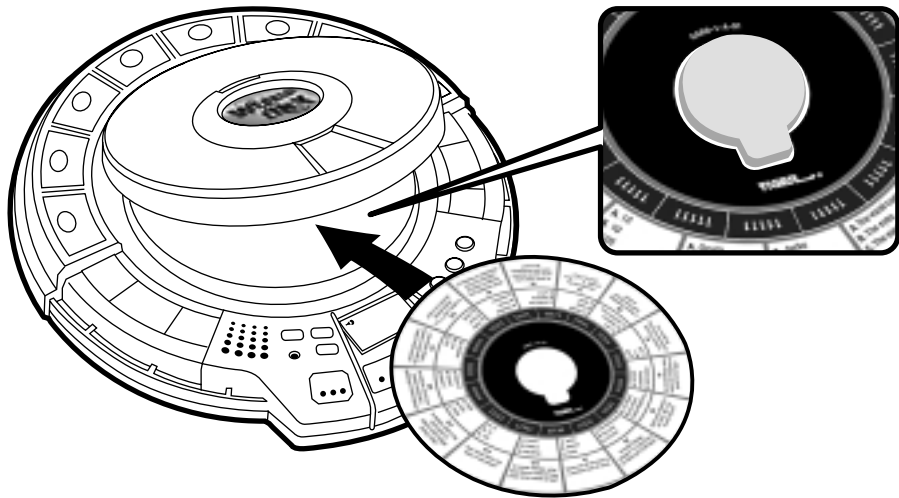
One line represents the lowest volume; three lines represent the highest. Each time you press the **SOUND** button, the unit will scroll to the next level.



After welcoming you to the game, Anne will ask the players to press a number button. Players can choose any number; they do not have to be consecutive. However, there can be only one player per player number. Virtual players will assume the positions that are not chosen. Once all players have chosen a player number, press **START**.

“INSERT A CARD AND ENTER THE CODE”

Choose any card from the regular game cards. Raise the card door and insert the card, making sure that the cutout in the center of the card fits over the tab in the unit.



NOTE: ALWAYS INSERT A NEW CARD SO THAT THE ODD NUMBERED CODE SHOWS THROUGH THE CARD CODE WINDOW

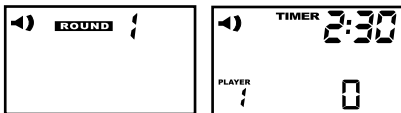
Close the card door. The card code will be displayed through the card code window. Enter the card code using the player buttons. Anne will call out the numbers as you enter them.

If the card code you entered is invalid (EX - you have placed the new card upside down or you have used a Head-To-Head card) Anne will again ask you to insert a card and enter the code. Make any corrections you need to make and re-enter the code.

If you accidentally enter a valid card code that does not match the card you have put into the game, press **PAUSE**. Remove the card that is in the game. Find the card that matches the code you entered and insert it into the game. Press **START** to re-start game play.

“START THE CLOCK”

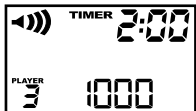
Anne will start the first round. The LCD will display the round number and the timer.



Player 1 will always start Round 1. In later rounds, the first player will be the strongest link from the previous round. If question one is not displayed in the question window, the unit will rotate the card until it is. When it is showing, the game will begin and the timer will start counting down.

Read the question and answer displayed in the question window. Press **A**, **B** or **C** to answer. Anne will announce if the answer was correct or incorrect.

If the answer is correct, the team is awarded the value of the question.



The next player is announced. He has two options.

- 1 – Press **BANK** and safeguard the money **before** the wheel turns to reveal the next question
- 2 – Do **not** press **BANK** and try to increase the money chain by taking the risk that he will answer the next question correctly.

If the answer is incorrect, the money chain is broken. The next player is announced and a new money chain starts at \$0.

BANKING

Only money that is “banked” is added to the cumulative total. On each turn, there is a pause between when Anne announces the next player’s number and when the new question is revealed. During this time, the player should press the **BANK** button to add all money currently in the chain to the round total. When a player banks, the chain starts over at \$0.

The LCD will display the value of the current question and also the round total. The round total is all money that has been banked in the round. In the example shown, the value of the current question is \$2500. The team has banked \$4500 for the round.



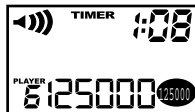
Players take turns answering questions and banking money until the timer runs out, ending the round.

CHANGING THE QUESTION CARD

During a round, it is likely that you will use all the questions on one or both sides of the game card. The unit will recognize when this happens. Anne will stop the clock so that the card can be turned or replaced. Once this is done correctly, the clock will restart and the round will continue.

ENDING A ROUND

If the team reaches their \$125,000 target, the round will end immediately, even if there is still time on the timer.



In all cases, when the timer reaches zero, the round will end. The banked total for the round and the accumulated total for the game will be shown on the screen.



“IT’S TIME TO SECRETLY VOTE OFF THE WEAKEST LINK!”

At the end of each round, Anne will ask each active player to secretly vote off the Weakest Link.

Who has been getting too many wrong? Who hasn’t been banking any money? Who has been hesitating and using up time? Who voted for you in the last round? These are just some of the questions you should ask yourself when you are making your decision.

When it is time to vote, the LED in the player buttons will be lit to identify players that are still in the game. To cast your vote, press the player button that corresponds to your choice. VPs will cast votes automatically. Players can not vote for themselves.

NOTE: It is important to keep your vote secret. If the other players see how you vote, it may influence their decisions.

“WHY PLAYER 3?”

Once all the votes have been cast, Anne will reveal who voted for whom. She will also ask two random players why they voted the way they did. Just like on TV, players have to explain their actions. To continue the game, press **START**.

VPs will sometimes be asked to explain their votes. Listen carefully to the reasons they give. It may help you determine their personality characteristics.

“YOU ARE THE WEAKEST LINK! GOOD BYE!”

The Weakest Link is the player that received the most votes. Anne will announce that player and the number of votes the player received. Then, the player will be dismissed with Anne’s famous line, “You are the weakest link. Good bye!”

TIE VOTES

If two or more players received the same number of votes, the strongest link from the round gets to break the tie.

Anne will reveal the strongest link from the round. That player presses the player button of one of the players involved in the tie to cast the deciding vote. If the strongest link is a virtual player, the vote will be cast automatically.

The strongest link can vote for any player involved in the tie and is not bound by the previous vote. **EXAMPLE:** Player 1 and Player 2 each received two votes. Player 3 is revealed as the strongest link. Player 3 originally voted for Player 1, but now votes for Player 2 instead.

If the tie is between the strongest link and another player, the tie goes to the strongest link since no player can vote himself off. Anne will announce the other player as the weakest link.

DOUBLE MONEY ROUND

After six rounds of play, there will be only two players left in the game. These two players have one last chance to increase the prize total. In this round, all money banked will be doubled before it is added to the total. If they manage to reach the \$125,000 target within the 1 minute 30 second time limit, the amount will be doubled, and \$250,000 will be added to their prize total.

There is no vote held at the end of this round. Both players move to the Head-to-Head Round to determine the winner of the game.

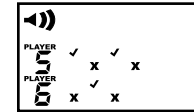
HEAD-TO-HEAD ROUND

In this round, the final two players take turns answering five (5) questions each.

The strongest link from the last round has the choice of who will start this round. To make your choice, press your, or your opponent's, player button.

You will be instructed to replace the question card in the game with a special HEAD-TO-HEAD question card. These cards have different colors and the words HEAD TO HEAD are printed in the center of the card. Insert the card and enter the code. The card will rotate to a random starting point on the card.

In turn, players answer the questions. The LCD will display a "✓" for each correct answer and an "X" for each incorrect answer.



The player with the most correct answers after five questions each is the winner. If at any point it becomes statistically impossible for one player to tie or win, the game will end and the player with the most correct answers will be declared the winner.

EXAMPLE: Player 1 has two correct and two incorrect answers. Player 3 has one correct and three incorrect answers. If Player 1 answers the fifth question correctly, it becomes impossible for Player 3 to tie or win. Player 3 will not be given a question to answer. The game is over.

If there is a tie in the Head-to-Head Round, the players go to SUDDEN DEATH.

SUDDEN DEATH

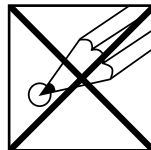
In this round, each player is asked one question. If one player answers correctly and the other answers incorrectly, the game is over. The player that answered correctly is the winner.

However, if both players answer correctly, or both answer incorrectly, the sudden death will continue.

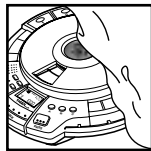
CAUTION



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.



Clean only with a piece of soft dry cloth.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.

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 material 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 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 \$22.00. Payment 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 products 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 users authority to operate the equipment.

NOTE: This equipment has been tested found to comply with the limits for a Class B 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 needed.
- Consult the dealer or an experienced radio/TV technician for help.