

Welcome to Tiger's **Concentration**, an electronic game for 1, 2, or 3 players. Before you get started, there are a few things you should know about your game.

◎ ABOUT YOUR GAME UNIT

ON/OFF

- used to turn the unit on and off

LCD

- used to play game

CONTRAST WHEEL

- used to adjust the contrast level of the LCD

ARROW KEYS

- used to move cursor around the screen

RESET

- used to reset the game if the unit becomes unresponsive

ENTER

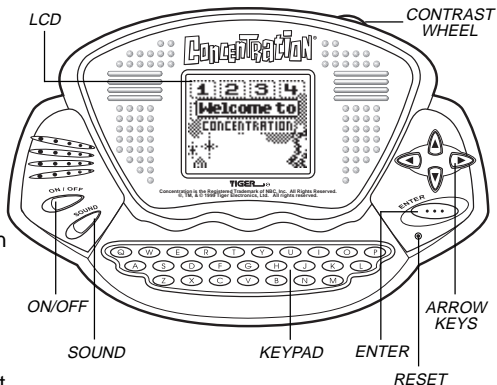
- used to confirm your choices in the unit

KEYPAD

- used to type in your solution to a puzzle; it is arranged like a standard keyboard

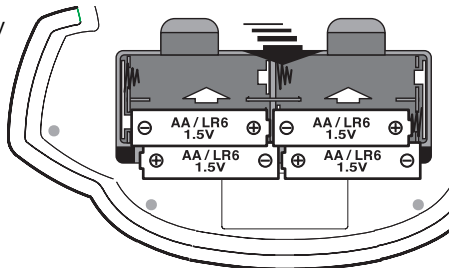
SOUND

- used to turn the sound on and off



INSERTING THE BATTERIES

To insert batteries, squeeze the tabs on battery compartment door located on the back of the unit and lift. Insert four (4) “AA” batteries, making sure to align the “+” and “-” signs. Close battery compartment door.

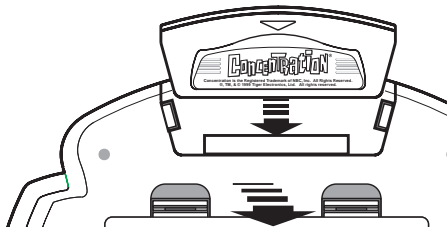


TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES
- BATTERY INSTALLATION SHOULD BE DONE BY 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
- 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

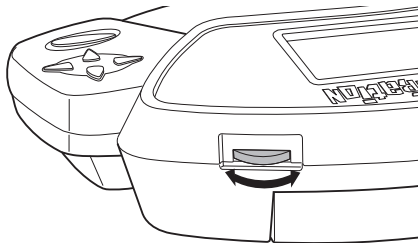
① INSERTING THE CARTRIDGE

The cartridge compartment is located on the back of the unit. Slide the cartridge into the compartment until it clicks into place. The cartridge label should be facing you.



② ADJUSTING THE CONTRAST

With the game turned on, use the **CONTRAST WHEEL** to set the contrast of the screen to a level that is comfortable.



LET'S PLAY

1. Press **ON/OFF** you will see the WELCOME screen and will hear the theme music. If you do not want to hear the entire theme, press **ENTER**.



2. The screen will display, "Number of Players?" Use the **RIGHT** or **LEFT** arrow to scroll through the number of players. When the correct number of players is showing on the screen, press **ENTER**.

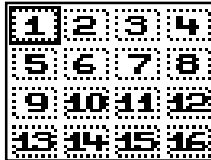


If you choose 1 PLAYER, you will be Player 1 and the computer will be Player 2.

If you choose 2 PLAYERS, you and a friend will be Player 1 and Player 2. The computer will be Player 3.

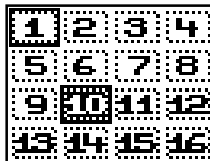
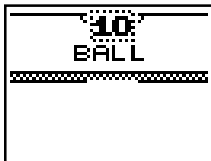
If you choose 3 PLAYERS, there will be no computer player.

3. Once you have entered the number of players, the screen will display ROUND ONE, then Player One, then the game board. The game board consists of 16 numbered squares. The cursor will be on square 1. You will be able to identify the location of the cursor by the solid outline of the square.



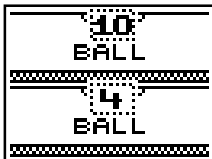
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

4. Use the **ARROW** keys, to move the cursor to the numbered square you want and press **ENTER**. The square will change to a dark background to indicate that it has been chosen. The word associated with that square will be displayed. The unit will return to the game board. Between choices, the cursor will go back to square 1 OR the first available square if square 1 has been chosen.

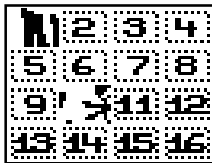


5. As in step 4, use the **ARROW** keys to choose your second numbered square.
6. After both squares have been chosen, the screen will display the two square numbers with their associated words. The squares will be displayed based on the order in which they were chosen, NOT by the square number. In other words, the first square number chosen will appear on the top, the second square number chosen will be on the bottom.

NOTE: Since you need to know which words are behind which numbers to make matches, this is an important fact to remember!



7. If the words do not match, you will hear a buzzer indicating that your turn is over. The screen will display the number of the player whose turn it is. Press "P" at any time during the game to determine whose turn it is.
8. If the words do match, you will hear a bell and the unit will display the MATCH screen. The two matching squares will disappear and part of the picture puzzle will be revealed.

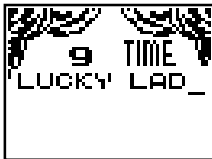


9. Because you made a match, you earn points, you keep control of the board AND you get the opportunity to solve the puzzle.

NOTE: Only the player who makes a match gets an opportunity to solve the picture puzzle.

- A) If you do not think you can solve the picture puzzle, wait for the cursor to reappear on the game board and then choose more squares.

B) If you think you can solve the picture puzzle, press **ENTER** before the cursor reappears on the game board. This will bring up the solve screen. You have 20 seconds to type in your answer using the **KEYPAD**. Once you have finished typing your guess, press **ENTER**.



If you need to view the picture puzzle again, use the **UP** and **DOWN** arrows to toggle between the puzzle screen and the solve screen. At 15 seconds on the timer, the unit will beep to warn you that have only five (5) seconds left. At 17 seconds on the timer, if you are still in the puzzle screen, the unit will automatically return to the solve screen.

If you solve the puzzle, you will see the WIN screen. The unit will display the points scored in the round and you will move to the BONUS ROUND, which will be explained later.



NOTE: You do not win additional points for solving the picture puzzle.

If you do not solve the puzzle, you will hear a buzzer and the screen will return to the game board. You maintain control of the board, and get to choose a new pair of squares. This is true whether you made an incorrect guess, or simply ran out of time.

10. If the player who makes the last match is unable to solve the picture puzzle, each remaining player is given the opportunity to solve it, in order of player number.

NOTE: THIS DOES NOT APPLY TO COMPUTER PLAYERS

11. When the entire puzzle has been revealed, the round is over. The unit will display the points earned for each player during the round. It is possible to win the round even though you were not the one to solve the picture puzzle.



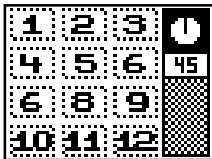
12. If no one goes to the BONUS ROUND, the unit will display ROUND TWO and the player number who starts the round. The winner of the first round starts the second round.
13. Round Two is played in the same way as Round One. Points earned in Round Two are added to the points earned in Round One.
14. When the game is over, the unit will display the total points earned by each player. The winner is the player who has the most points at the end of two rounds.
15. To play again, press **ENTER**

BONUS ROUND

The Bonus Round is an opportunity for the player who solved the picture puzzle to win additional points.



1. The screen will display the Bonus Round game board, which consists of 12 numbered squares and a 45-second timer.



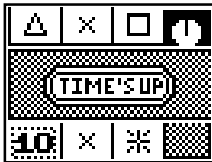
2. There are six (6) pairs of symbols hidden behind the numbers. Your goal is to match all six pairs before the timer runs out to win extra points.



3. Matches are made by using the **ARROW** and **ENTER** keys, just like in Round 1 and Round 2.
4. If you match all six pairs, you win the **BONUS ROUND** and earn extra points. These points are added to your cumulative score.



5. If you don't match all six pairs, you will hear the buzzer and see TIME'S UP on the screen. When the timer runs down to 5 seconds, the unit will beep to indicate that you are almost out of time. If time runs out, you do not win any extra points.



SCORING

There are two ways to score points. The first way is to make matches during regular rounds of play. The second way is to win the Bonus Round. You do NOT win points for solving the picture puzzle.

In Round One, each match is worth 100 points.

The Bonus Round for Round One is worth 1000 points.

In Round Two, each match is worth 200 points.

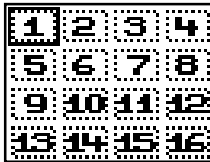
The Bonus Round for Round Two is worth 2000 points.

You can check your score whenever your player number is displayed on the screen by pressing **ENTER**.

◎ COUNTDOWN (TIE BREAKER) ROUND

If there is a tie in points between any players, a Tie Breaker Round is played to determine the winner. Only the players with tied scores will participate in this round.

NOTE: If there is a tie between a human player and the computer player, the WIN goes to the human player, and NO COUNTDOWN ROUND is played.



1. The unit will display the player number whose turn it is, then the 16-square game board.
2. The round begins the same as Round One and Round Two. Players try to make matches and solve the picture puzzle.
3. Once four (4) matches have been made, if the picture puzzle has not been solved, the unit will start revealing the picture puzzle. Every three seconds, one square will be revealed. As soon as a player thinks he can solve the picture puzzle, he presses **ENTER**.
4. The player numbers of the participating players will be displayed in sequence on the screen. When the player sees his player number he presses **ENTER**.

5. The unit displays the solve screen. The player uses the **KEYPAD** to type the solution to the picture puzzle. After the solution is typed, press **ENTER**.
6. If the player guessed correctly, he wins.
7. If he guessed incorrectly, he is out of the round. Play continues for the other participating players.
8. If the picture puzzle is completely revealed and no one has guessed correctly, the unit will display the answer and start another **COUNTDOWN ROUND**.
9. Play will continue until someone solves the picture puzzle.

AUTOMATIC SHUT OFF

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

RESETTING YOUR GAME

If your game unit starts behaving erratically and/or becomes unresponsive, press the **RESET** button.

CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



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



*Do not use a pencil or pin to press the **RESET** button. Use a ball-point pen.*



Clean only with a piece of soft dry cloth.

90-DAY 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.\$19.00. 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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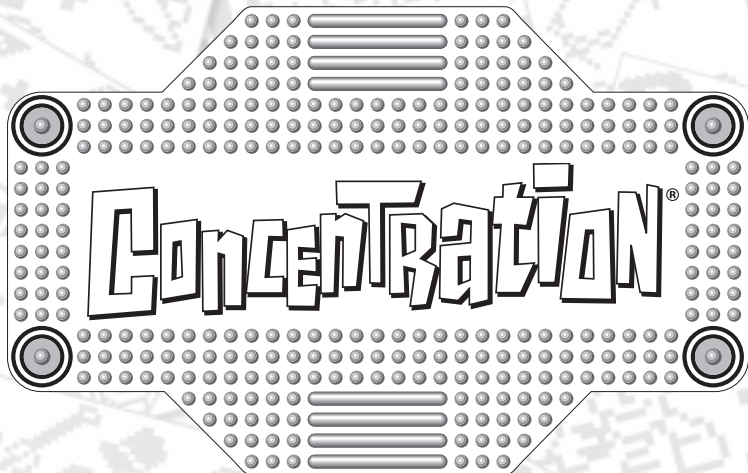
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For Ages 8 and up

MODEL 07-116



INSTRUCTION MANUAL