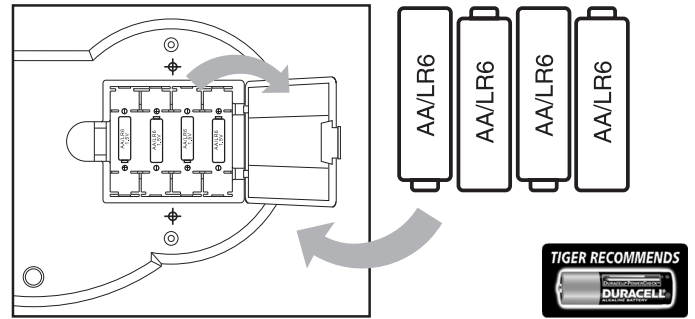


INSERTING THE BATTERIES

Open the battery compartment door located on the bottom of the unit. To open the battery compartment door, push the lever and lift. Insert four (4) "AA"/LR6 batteries, making sure to align the "+" and "-" signs. Close the battery compartment door.



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 removeable)
- 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

1. Press ON. You will hear the introduction, then the unit will begin announcing the games.
2. When you hear the game you want, press SELECT. If you do not press the button in time, don't worry. The unit will repeat the games until you make a choice.
3. After you have selected a game, the unit will begin announcing the number of players. When you hear the correct number, press SELECT. If you don't press the button in time, don't worry. The unit will repeat the numbers until you make a choice.
4. There are six games programmed into the unit. Each game will be discussed separately.
5. When you have finished playing, press OFF. The unit will shut-off automatically after two (2) minutes of non-use.

JAM SESSION (1player)

In this game, you create your own mix.

1. Choose a background track by sliding the lever to your choice. If you don't want a background track, set the slide lever to DEMO.
2. Press the musical keys in any order.
3. To hear your "mix," press SELECT.
4. When the unit finishes playing your mix, it will return to the game select menu.

PLAYBACK (1-6 players)

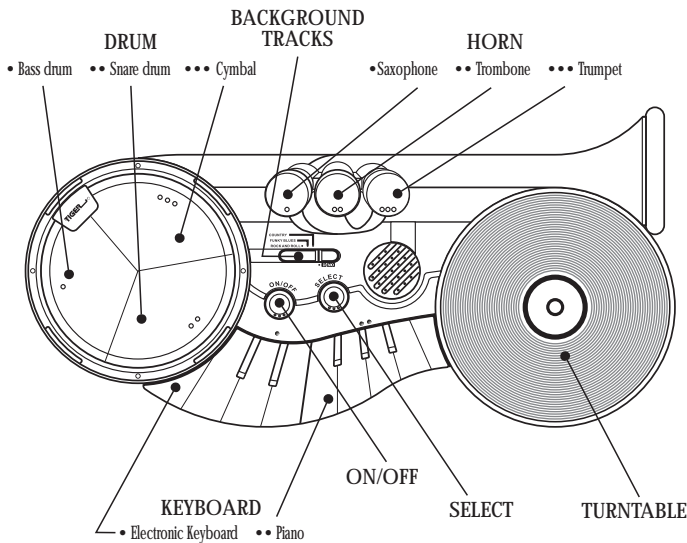
In this game, players try to recreate a sequence of musical cues.

1. Choose a background track by sliding the lever to your choice. If you don't want a background track, set the slide lever to DEMO.
2. The unit plays an initial sequence of one (1) musical cue. It builds the sequence of musical cues, one cue per round.



INSTRUCTIONS

Beat It! Repeat It! Is the electronic fast-paced, hip-hopping musical memory game for one to six players. Sometimes you'll get voice commands. Sometime you'll get musical commands. Sometimes you'll get both. Follow the sequence as it is played in each session to win! There are six different games including Jam Session, which lets you create and play your own mix.



- ON/OFF** - used to turn the game unit on and off
- SELECT** - used to select the game and the number of players
- BACKGROUND TRACKS** - used to choose a background track for your game - Rock, Funk or Country
- DRUM** - used to play percussion sounds, divided into three sounds
 - Bass drum
 - Snare drum
 - Cymbal
- HORN** - used to play horn sounds, each button represents a different instrument
 - Saxophone
 - Trombone
 - Trumpet
- TURNTABLE** - used to play the "scratch"
- KEYBOARD** - used to play keyboard sounds, divided into two sounds
 - Electronic Keyboard
 - Piano

3. Players recreate the sequence by pressing the correct instrument button or twisting the turntable in the correct order. In each round, players get three (3) chances to recreate the sequence.
4. If a player is unable to recreate the sequence, he is eliminated.
5. Play continues until all players are eliminated, or until there are 10 sounds in the sequence.
6. The DJ will announce the winner(s) at the end of the game.

VOICEOVER (1-6 players)

In this game, players try to create a musical sequence based on voice commands.

1. Choose a background track by sliding the lever to your choice. If you don't want a background track, set the slide lever to DEMO.
2. The unit plays an initial sequence of one (1) voice command. It builds a sequence of voice commands, one command per round.
3. Players create a musical sequence by pressing the buttons that match the voice commands, in the correct order. In each round, players get three (3) chances to create the sequence.
4. If a player is unable to create the sequence, he is eliminated.
5. Play continues until all players are eliminated, or until there are 10 sounds in the sequence.
6. The DJ will announce the winner(s) at the end of the game.

TOP TEN (1-6 players)

In this game, players try to recreate a sequence of musical cues.

1. Choose a background track by sliding the lever to your choice. If you don't want a background track, set the slide lever to DEMO.
2. The unit plays an initial sequence consisting of six (6) musical cues. It adds to the sequence with one cue per round.
3. Players recreate the sequence by pressing the correct instrument button or twisting the turntable in the correct order. In each round, each player gets three (3) chances to recreate the sequence.
4. If a player is unable to recreate the sequence, he is eliminated.
5. Play continues until all players are eliminated, or until there are 10 sounds in the sequence.
6. The DJ will announce the winner(s) at the end of the game.

STUDIO MIX (2-6 players)

In this game, players build the musical sequence themselves.

1. Choose a background track by sliding the lever to your choice. If you don't want a background track, set the slide lever to DEMO.
2. Player 1 presses any musical button or twists the turntable.
3. Player 2 repeats that sound and adds one by pressing any musical button or twisting the turntable.
4. The next player repeats those two sounds, in the correct order, and adds one.
5. In each round, each player gets two (2) chances to recreate the sequence.
6. If a player is unable to recreate the sequence, he is eliminated.
7. Play continues until all but one player is eliminated.
8. The final player must recreate the entire sequence to be declared the winner.

MIXMASTER (1-6 players)

In this game, players recreate a musical sequence based on musical cues and voice commands. Plus, to make it even MORE challenging, the background track can change at any time during the game.

1. In this game, the unit chooses the background track for you. However, if you do not want ANY background track, set the pointer to DEMO.
2. The unit plays an initial sequence of one (1) musical cue or voice command. It builds a sequence of musical cues/voice commands, one per round.
3. Players recreate a musical sequence by pressing the buttons that match the musical cues/voice commands in the correct order. In each round, players get three (3) chances to create the sequence.
4. If a player is unable to create the sequence, he is eliminated.
5. Play continues until all players but one are eliminated, or until there are 20 sounds in the sequence.
6. In a multi-player game, the last player to correctly recreate a sequence is the winner. In a single player game, if you correctly recreate the 20 sound sequence, you win.
7. The DJ will announce the winner(s) at the end of the game.

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.\$17.00. 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.

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

TIGER
ELECTRONICS, LTD.

©, TM, & © 1999 Tiger Electronics, Ltd. All rights reserved.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

©, TM, & © 1999 Tiger Electronics UK Ltd. All rights reserved.
Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire HG1 1EL, England.
www.tigertoys.com