

The World's Greatest TV GAME SHOW™

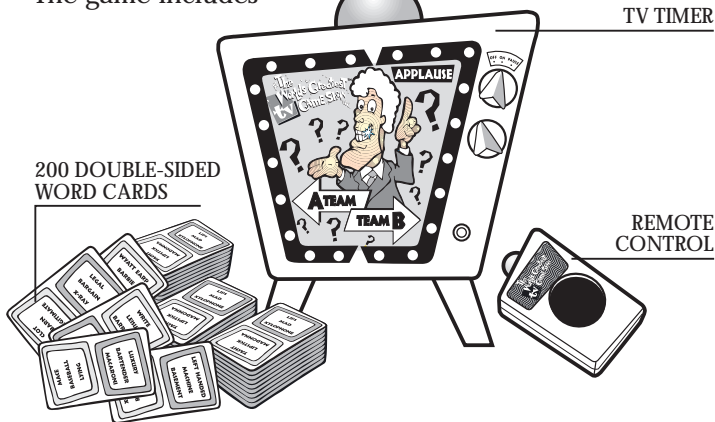
Ages 10 & up
Model 07-119

INSTRUCTIONS

Welcome to THE WORLD'S GREATEST TV GAME SHOW, the electronic word guessing game brought to you by Tiger! Before we get started, let's make sure everyone knows how to play the game!



The game includes -



LEDS
Shows how much time a team has left

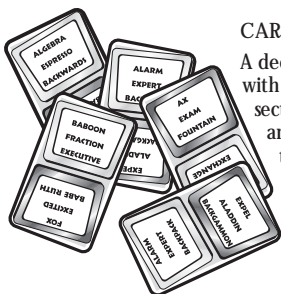
OFF/ON/PAUSE
Turns the game on and off or pauses play

TEAM INDICATOR ARROWS
Shows which team is up

IR RECEIVER
Picks up the signal from the remote control

CARDS

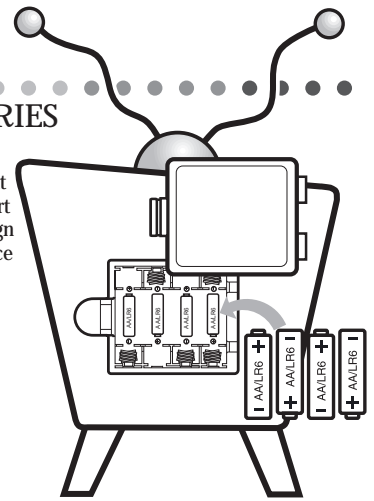
A deck of 200 double-sided word cards is included with the game. Each side of a card is divided into sections - yellow and red. Teams use the words that are surrounded by the same color as the type in their TEAM INDICATOR ARROW. In other words, Team A uses yellow and Team B uses red.



INSERTING THE BATTERIES

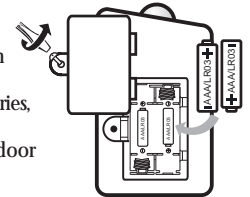
TV TIMER

Open and remove the battery compartment door located on the back of the unit. Insert four AA/LR6 batteries, being careful to align the "+" and "-" signs as indicated. Replace the battery compartment door.



REMOTE CONTROL

Using a Phillips® screwdriver, loosen the screw from the battery compartment door located on the back of the unit. Remove the battery compartment door. Insert two AAA/LR03 batteries, being careful to align the "+" and "-" signs as indicated. 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 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.

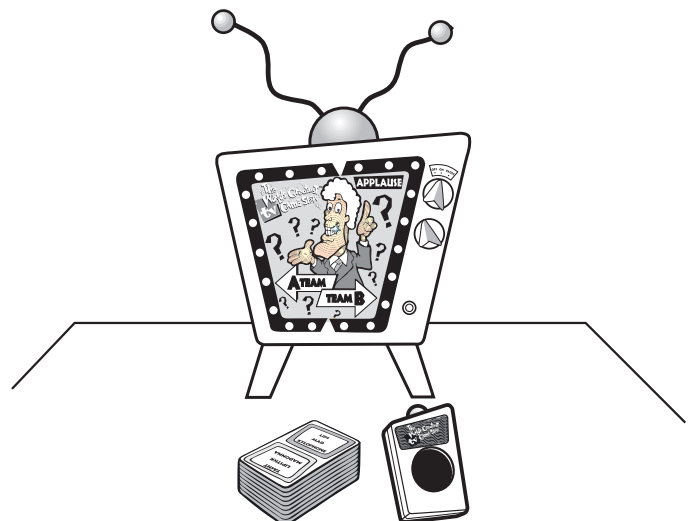
Replace with new batteries at the first sign of erratic operation.

OBJECT OF THE GAME

Based on the clues you give, get your teammates to guess the words on the cards before the timer runs out. Be the first team to score 12 points, and you win!

ARE YOU READY?

1. Divide the players into two teams. Decide who is Team A (YELLOW) and who is Team B (RED).
2. Each team should choose a clue-giver for the team. This person will give the clues for the entire game.
3. Set the TV TIMER on the table between the teams. Place the remote so that the clear, red dome is facing the TV TIMER. It can be placed up to six (6) feet from the timer, but should be in a place where both clue-givers can reach it easily.
4. Place the double-sided word cards in a place where both clue-givers can reach them easily.



LET'S PLAY!

1. Turn on the TV TIMER by turning the pointer on the knob to ON.
2. You will hear the theme music, and the host will welcome you to the game. Then, the host will say, "Team A, you're first. Grab a card, then press the button when you are ready to start." The TEAM ARROW INDICATOR for Team A will be lit.
3. Clue-giver A takes the card on the top of the pile, then presses the big yellow button on the remote control.
4. The LED at the bottom of the TV TIMER on the TEAM A side will start flashing and you will hear the timer beeping. One by one, as a team uses up its time, the LEDs will turn off. When all the lights have turned off, the team is out of time.
5. Using words, sounds, hand signals, physical stunts, fill-in-the-blank phrases, clue-giver A tries to get TEAM A (the yellow team) to correctly guess the three things surrounded by the YELLOW frame on the word card.
6. As soon as TEAM A correctly guesses all three things, the clue-giver presses the button on the remote control to activate the timer for TEAM B and hands the card to the clue-giver for TEAM B (the red team). The TEAM ARROW INDICATOR for Team B will be lit.
7. As the LEDs flash and the timer beeps, clue-giver B does whatever it takes to get TEAM B to correctly guess the three things surrounded by the RED frame on the word card. As soon as they guess them all, clue-giver B presses the button on the remote control to re-activate the timer for TEAM A.
8. When you finish with one side of the card, turn it over. Play continues in this manner until one team runs out of time. If you use all the words on a card, and there is still time on the timer, grab the next card on the pile.
9. When a team runs out of time on the TV TIMER, the round ends.
10. The host will announce the score of each team and then announce which team starts the next round.
11. A game consists of as many rounds as it takes for one team to score 12 points. The first team to score 12 points is the winner.
12. To start a new game, turn the TV TIMER off, then on.

GIVING CLUES

A clue-giver may gesture, make sound effects, do physical stunts, and say any words or phrases necessary - EXCEPT FOR THE ACTUAL WORD OR PART OF THE WORD BEING GUESSED - to get his team to guess the words on the cards. In other words, if the word being guessed is OUTSIDE, the clue THE OPPOSITE OF INSIDE is not allowed.

NOTE: The clue-givers monitor each other. If an illegal clue is given, the offender must start a new card at that point. So, if on the third word of a card, the clue-giver for TEAM A uses an illegal clue, he must pick up a new card immediately. TEAM A must now guess ALL THREE OF THE NEW WORDS, before pressing the button on the remote control.

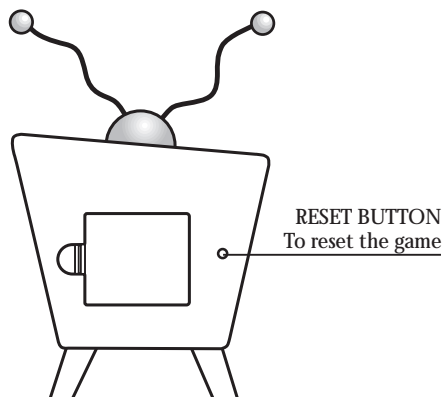
SCORING

Team scores are calculated and announced at the end of each round. The host will first announce the points scored in the round. Then, he will announce the cumulative points for each team. One point is awarded for each LED that a team has lit when the other team runs out of time - five LEDs equals five points. Only one team per round will win points.

The first team to win 12 points, wins the game.

RESET

If your TV TIMER behaves erratically or becomes unresponsive, use a ball point pen to press the reset button located on the back of the unit.



DEFECT OR DAMAGE

If a part of your product is damaged or something has been left out, DO NOT RETURN THE PRODUCT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your product, product's model number, and briefly tell us the problem. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.

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 \$18.00. 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 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 user's authority to operate the equipment.

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

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