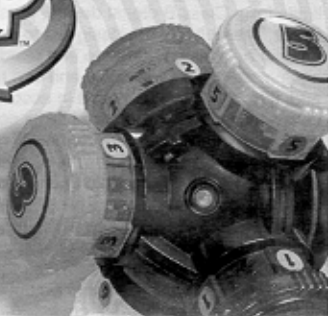


BRAIN WARP™

If you don't keep up,
you're finished!

INSTRUCTIONS

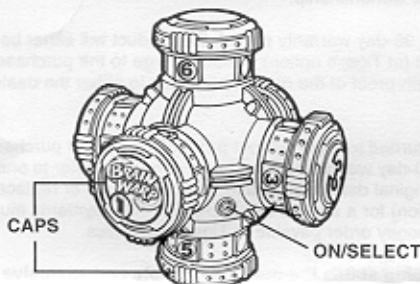
TIGER
ELECTRONICS
AGES 5+



Item No. 60998

Brain Warp™ is the fast, furious, twisting, turning, spinning, searching, electronic game for one to six players. Choose one of the six games and get ready to test your reflexes. The game calls out commands and you have to respond. It will start slow and build up speed as you play. If you don't keep up, you're finished!

"GET READY TO PLAY BRAIN WARP!"



ON/SELECT

used to turn the game on and off and to confirm game and player selections

CAPS

used to identify which game you want to play and to display color and/or number that you need to find during game

CAP 1/PURPLE

CAP 2/RED

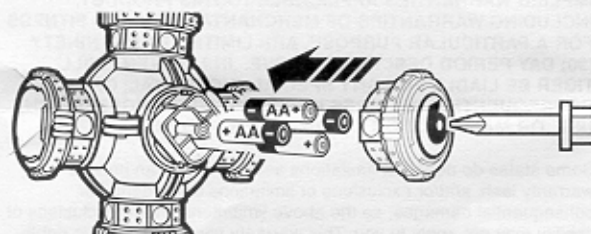
CAP 3/GREEN

CAP 4/WHITE

CAP 5/ORANGE

CAP 6/YELLOW

INSERTING THE BATTERIES



Using a Philips® screwdriver, loosen the screw in the #6/yellow cap and remove the cap. Insert four (4) AA batteries making sure to align the "+" and "-" signs as shown.

Replace the cap and tighten the screw.

CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard(carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

TO ENSURE PROPER FUNCTION:

- 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.
- The supply terminals are not to be short-circuited.
- Do not dispose of batteries in fire. Battery may explode or leak.

"FOLLOW MY COMMANDS"

Press the **ON/SELECT** button. The game will ask you to "Select game." There are six different games you can play. Each one will be explained in detail later.

Turn the game so that the **CAP** with the game number you want is facing up. Press the **ON/SELECT** button. The game will announce the game you have selected.

The game will ask you to "Select number of players."

Turn the game so that the **CAP** with the number of players you want is facing up. Press the **ON/SELECT** button. The game will announce the number of players you have selected.

The game will announce the game and the round (if applicable).

It will then announce where to start (EXAMPLE: Start on green!) Make sure that the **CAP** that matches the command is facing up.

The game will announce whose turn it is.

Turn the game to follow the commands given. If you respond correctly - have the correct cap facing up - you will hear a chime. You will be given another command. Continue this way until the round is over or you respond incorrectly. The longer you play, the faster the commands will be given.

If you respond incorrectly - take too long or have the wrong cap facing up - you will hear a "BOING" and your turn is over.

The game will announce your score and the next player.

Pass the game to the player. Press the **ON/SELECT** button to start your turn. The game will tell you where to start. Make sure that the correct cap is facing up.

NOTE: IF THE GAME STOPS IN A POSITION WHERE THE ON/SELECT BUTTON IS NOT FACING YOU, LOOK FOR THE YELLOW DOT ON THE RIB OF THE GAME. YOU WILL FIND THE BUTTON BELOW THAT DOT.

Continue this way until you hear, "This game is finished. Wanna warp again?"

"WANNA WARP AGAIN?"

If you want to start a new game, press the **ON/SELECT** button.

If you want to play the same game, you can skip the set-up steps by using the "fast start" feature. Press the **ON/SELECT** button after, "This game is finished," but before, "Wanna warp again?"

To turn off your game at any time, press and hold the **ON/SELECT** button until you hear, "This game is finished."

SCORING

You will score one point for each command you respond to correctly.

At the end of the game, the players' final scores will be announced, as well as the order in which they finished (first, second, etc).

To repeat the final scores at the end of a game, press the **ON/SELECT** button.

"SELECT GAME"

There are six different games in Brain Warp™. Each game is explained below.

GAME 1/COLORS

1 - 6 players
3 rounds of play
Game calls out one color at a time. You rotate the game after each color is announced.
Play continues until you have finished three rounds.

GAME 2/NUMBERS

1 - 6 players
3 rounds of play
Game calls out one number at a time. You rotate the game after each number is announced.
Play continues until you have finished three rounds.

GAME 3/COMBO

1 - 6 players
3 rounds of play
Game calls out one number OR color at a time. You rotate the game after each number or color is announced.
Play continues until you have finished three rounds.

GAME 4/MEMORY MATCH

1 - 6 players
3 rounds of play
Game calls out a sequence of numbers and colors. When the game says, "Start," you rotate the game to follow the sequence.
Play continues until you have finished three rounds.

GAME 5/CODE BUSTER

1 player ONLY
Unlimited number of rounds, each round is 60 seconds
Using trial and error rotation, you determine a sequence of colors chosen randomly by the game. You will be told how many colors you need to find to break the code.
You will hear a chime for a correct move or a "boing" for an incorrect move.
If you hear a "boing" you must start over at the beginning of the sequence.
If you break the code, you will a triple chime and the game will announce your score (how many colors in how many seconds).
The next round starts with a new sequence that is one color longer than the last.
Play continues until you fail to break the code.

GAME 6/PASS ATTACK

2 - 6 players
1 round with no time limit
The game tells you where to start, then players create their own sequence of colors.
Each player recreates the existing sequence, adds a color and passes the game to the next player.
If a player makes a mistake, that player is eliminated, but the remaining players keep playing.
Play continues until only one player remains.

AUTOMATIC SHUT OFF

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

CAUTION



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



Clean only with a piece of soft dry cloth.

- Prevent spills of food and beverage on the unit.
- Do not submerge the product in water.
- Do not throw or kick the product, and do not push sharp objects through the speaker openings.

FCC STATEMENT

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.

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 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.

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:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave. Pawtucket, RI 02862

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.

TIGER
ELECTRONICS

Where Technology Comes to Play!™

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