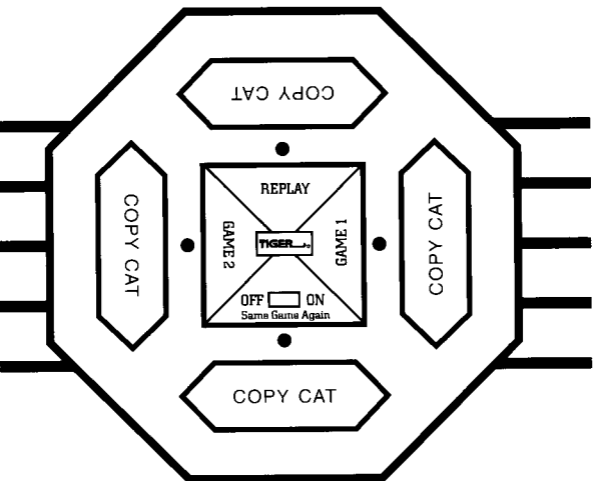


MODEL NO.: 7-522

# COPYCAT<sup>®</sup>

## INSTRUCTIONS



## INSTALLATION OF BATTERY

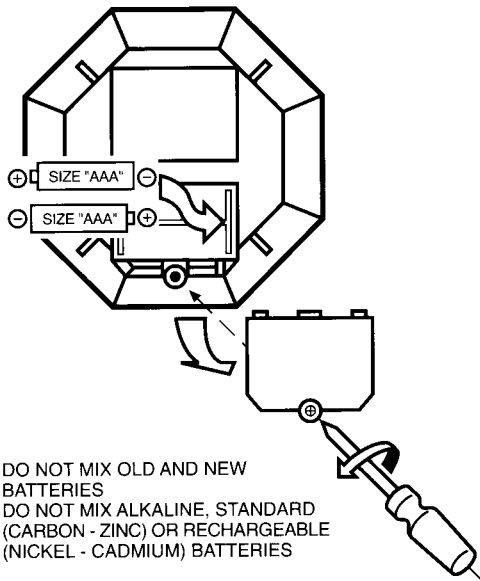
Copy Cat® uses 2 "AAA" (or 2 LR03) batteries. Alkaline batteries are recommended.

To install battery, remove screw from battery cover (see illustration), and slide the battery cover off.

When inserting battery, observe the polarity markings located inside of battery compartment.

REPLACING COVER: Replace the cover by sliding it back into place and replacing the screw.

Do not use rechargeable batteries.



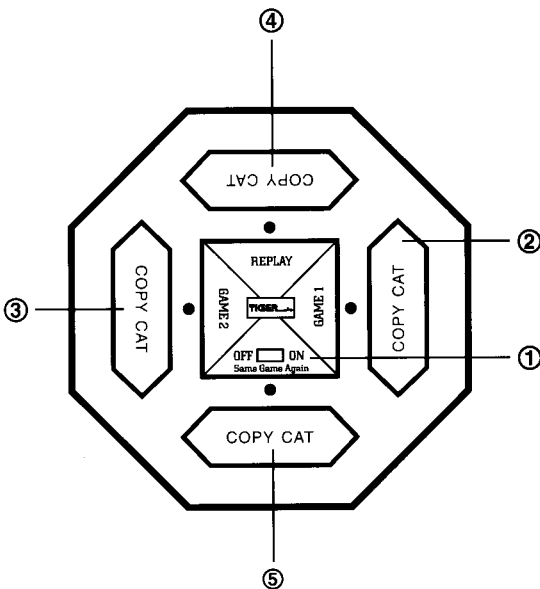
- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD (CARBON - ZINC) OR RECHARGEABLE (NICKEL - CADMIUM) BATTERIES

## OBJECT OF GAME

Challenge the computer's electronic mind by memorizing and repeating the combination of tones and lights.

## GAME 1

1. Slide the ON-OFF switch ① to "ON". The lights will blink in counter-clockwise rotation with musical tones. The game is ready to play.
2. Press the GAME 1 button ②. As soon as you release the button one of the lights will light up with its accompanying tone.
3. Press the button corresponding to the light. The computer will then repeat the same light and tone plus one more.
4. Follow the computer lights and tones by pressing the corresponding buttons.
5. This is repeated until 32 sequences are completed, or when you make a mistake. The computer buzzes when a mistake is made.
6. The computer will blink one of the levels of accomplishment depending on how many successful sequences you can follow without making a mistake.



## GAME 2

1. Slide the ON-OFF switch ① to "ON". The lights will blink in counter-clockwise rotation with musical tones. The game is ready to play.
2. Press the GAME 2 button ③. As soon as you release the button one of the lights will light up with its accompanying tone.
3. Press the button corresponding to the light AND ADD ONE OTHER BUTTON of your choice. The computer will then repeat the same lights and tones plus one more.
4. Follow the computer lights and tones by pressing the corresponding buttons. AND ADD STILL ONE MORE of your choice.
5. This is repeated until 32 sequences are completed, or when you make a mistake. The computer buzzes when a mistake is made.
6. The computer will blink one of the levels of accomplishment depending on how many successful sequences you can follow without making a mistake.

During the play, the game goes faster after the eighth, sixteenth and twenty-fourth tone sequence to give you added challenges.

If you want to know the sequence of the last game, press the REPLAY button ④ and the computer will play back the sequence you have successfully followed.

If you wish to replay the last game over again, press the SAME GAME AGAIN button ⑤. The computer will start the same last game from the first light.

## 90 Day Limited Warranty

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

© TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.

- Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package, insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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Vernon Hills, Illinois 60061, USA.

### IMPORTANT NOTICE

IF THE SOUND OR LIGHTS APPEAR TO BE MALFUNCTIONING, THIS IS THE FIRST SIGN OF BATTERY WEAR. FRESH BATTERIES SHOULD SOLVE THE PROBLEM. FOR LONGER BATTERY LIFE, USE ALKALINE BATTERIES.