

**ELECTRONIC***Dan Marino's*  
**QUARTERBACK CHALLENGE**by **TIGER**™ Electronics**LCD VIDEO GAME****1 THE DAN MARINO QUARTERBACK CHALLENGE STORY**

Who is the greatest passer of all time? Many claim it is Dan Marino. Now, Dan Marino must compete in perhaps the greatest quarterback challenge ever devised—a challenge complete with 5 different stage levels of difficulty and 5 different accuracy games for each stage!

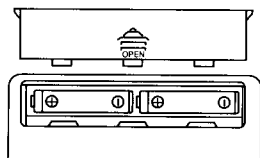
But Dan can't do it alone. It's up to you to play as Dan Marino.

**2 INSERTING THE BATTERIES**

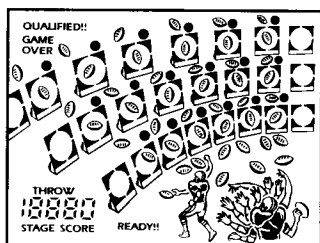
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



### 3

## CAUTION



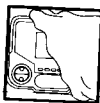
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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 ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

### 4

## THE OBJECT OF THE GAME

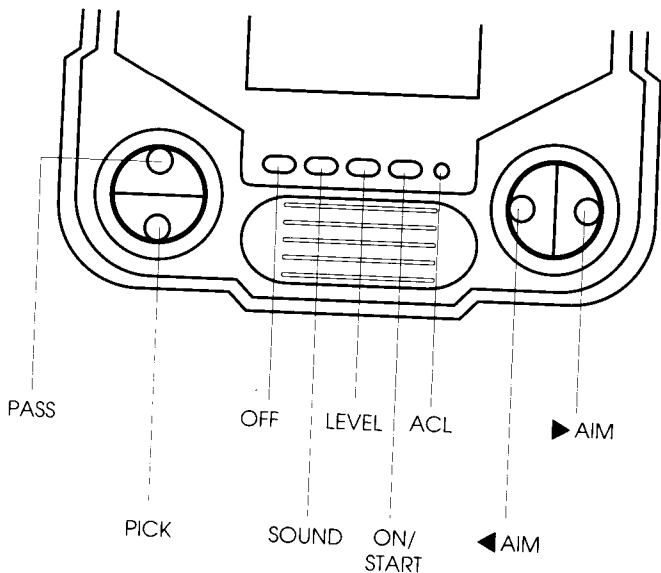
The Dan Marino Quarterback Challenge combines two of the skills that a quarterback needs most: "accuracy" and the ability to "read and recognize" his pass-catching targets.

You always play as Dan Marino. Your objective is to aim and throw the football at moving targets! For "accuracy", you have to throw at just the right moment! For "reading and recognizing", you have to choose the right targets!

You score for every target you hit! Score as many points as you can!

### 5

## CONTROL GUIDE



- ON/START — To turn on the unit.
- To start play.
- To start each stage.
- To start each game.
  
- LEVEL — To select stage of difficulty in cyclic order: STAGE 1 > STAGE 2 > STAGE 3 > STAGE 4 > STAGE 5 > STAGE 1...
  
- SOUND — To control sound: on or off.
  
- OFF — To turn off the game.
  
- PASS — To pass the football.
  
- PICK — To pick up the football.
  
- ◀AIM — To move arm left.
  
- ▶AIM — To move arm right.

## 6 FEATURES

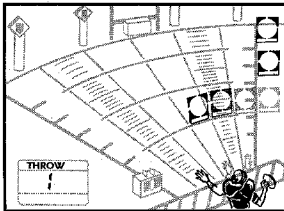
- 5 stage levels of difficulty
- 5 games per each stage level
- qualifying scores
- built-in melody
- sound on/off control
- high score retained
- built-in automatic power-off timer

## 7 GAME SUMMARY

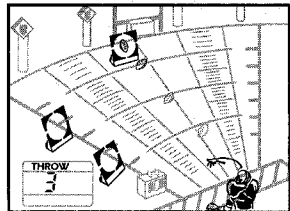
There are 5 stage levels of difficulty and each stage has 5 games. You begin by selecting a stage of difficulty.

Once you choose your level of difficulty, you play GAME 1. Then you advance to GAME 2, GAME 3, GAME 4 and GAME 5. The stage ends after GAME 5.

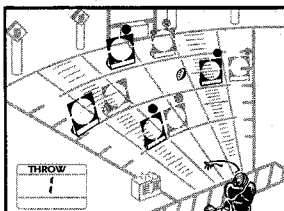
You score points for every target you hit. You need to score enough **QUALIFYING** points on that stage before you can proceed to the next stage in which targets will move at higher speed!



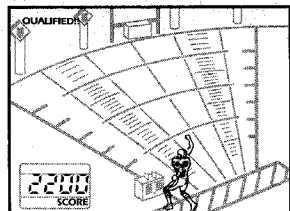
PRESS THE PICK BUTTON TO PICK UP A BALL BEFORE EACH THROW... THEN PRESS THE LEFT AND RIGHT BUTTONS TO MOVE YOUR ARM TO SET UP THE RELEASE POINT OF EACH PASS! YOU WANT TO LINE UP EACH PASS SO THAT YOU CAN HIT THE MOVING TARGETS!



YOU SCORE POINTS EACH TIME YOU HIT A TARGET WITH A PASS!



GAME 5 TESTS YOUR ABILITY TO "READ AND RECOGNIZE"! ONLY THROW THE FOOTBALL AT A TARGET MARKED WITH A FLAG!



SCORE ENOUGH POINTS TO QUALIFY FOR A HIGHER STAGE LEVEL!

PRESS THE ON/START BUTTON TO TURN ON THE UNIT.

You'll hear an "On" beep and the default game is displayed ("1-1").

"1-1" stands for GAME 1-STAGE 1.

PRESS THE LEVEL BUTTON TO SELECT YOUR DESIRED STAGE LEVEL OF DIFFICULTY.

The higher the level of difficulty, the faster the game plays!

THEN PRESS THE ON/START BUTTON AGAIN TO START THE SELECTED STAGE LEVEL FROM GAME 1!

For each stage level, there are 5 games. You are given 3 total throws for each game. The 5 games are:

### **GAME 1**

There are 3 targets:

(1 SHORT RANGE, 1 MID RANGE, and 1 LONG RANGE BOMB) The targets will move across the field from LEFT TO RIGHT. Targets will appear one after another in a SEQUENTIAL PATTERN...first the SHORT RANGE, then the MID RANGE, and finally the LONG RANGE!

### **GAME 2**

Similar to game 1 except TARGETS MOVE FROM RIGHT TO LEFT!

### **GAME 3**

There are still 3 targets, but:

TARGETS MOVE IN RANDOM SEQUENCE (Short/Mid/Long range) and... TARGETS MOVE FROM LEFT TO RIGHT OR FROM RIGHT TO LEFT!

### **GAME 4**

All 3 targets (Short/Mid/Long range) appear in ANY PATTERN...and TARGETS MOVE AT THE SAME TIME!

### **GAME 5**

There are 4 targets... ALL TARGETS MOVE ON SCREEN AT THE SAME TIME... however...ONLY 3 TARGETS HAVE FLAGS!

HITTING THE TARGET WITHOUT THE FLAG SCORES NO POINTS—SO YOU MUST "READ AND RECOGNIZE" WHICH TARGETS HAVE FLAGS!

You always play as Dan Marino! Your objective is to aim at the moving targets and to pass the football at just the right moment to hit the target! In game 5, you also have to "read and recognize" the targets that have flags!

Use your control buttons to compete in the quarterback challenge. First you PICK up a football, then you aim it LEFT or RIGHT, and then you PASS it!

PICK - TO PICK UP EACH FOOTBALL BEFORE PASSING.

◀AIM - TO MOVE YOUR ARM LEFT (to line up the pass in a level plane that will correspond with the moving targets).

▶AIM - TO MOVE YOUR ARM RIGHT (to line up the pass in a level plane that will correspond with the moving targets).

PASS - TO PASS THE FOOTBALL.

### SCORING:

You score points each time you hit a target with a pass!

The further away the target, the more points you score:

SHORT RANGE TARGET      100 POINTS

MID RANGE TARGET        200 POINTS

LONG RANGE TARGET      300 POINTS

You have to score enough points in order to advance to the next stage (where targets move at higher speeds).

### QUALIFYING SCORES:

STAGE 1                    1000 POINTS

STAGE 2                    2000 POINTS

STAGE 3                    2500 POINTS

STAGE 4                    3000 POINTS

Your score of a stage is displayed after the 3 throws of each game. Then the game pauses and the next game number of that stage is displayed.

PRESS THE ON/START BUTTON TO START THE NEXT GAME OF THE STAGE.

If you've scored enough points (QUALIFIED) after 5 games, the game also pauses and the next STAGE NUMBER is displayed.

AFTER QUALIFYING, PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU'RE READY.

The game is over if have not qualified in any stage. The game is also over if you have completed stage 5!

Your accumulated score is displayed after a GAME OVER.

PRESS THE LEVEL BUTTON TO SELECT A STAGE OF DIFFICULTY... OR PRESS THE ON/START BUTTON TO START THE GAME FROM GAME 1- STAGE 1.

PRESS THE SOUND BUTTON TO PLAY IN SILENCE.

PRESS IT AGAIN TO REGAIN ALL THE SOUNDS OF THE PLAYING FIELD.

PRESS THE OFF BUTTON WHEN YOU'RE FINISHED PLAYING.

But don't worry if you forget—the game automatically shuts itself off after about 3 minutes of non-action.

## 9 DEFECT OR DAMAGE

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

TIGER ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

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

## 10 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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