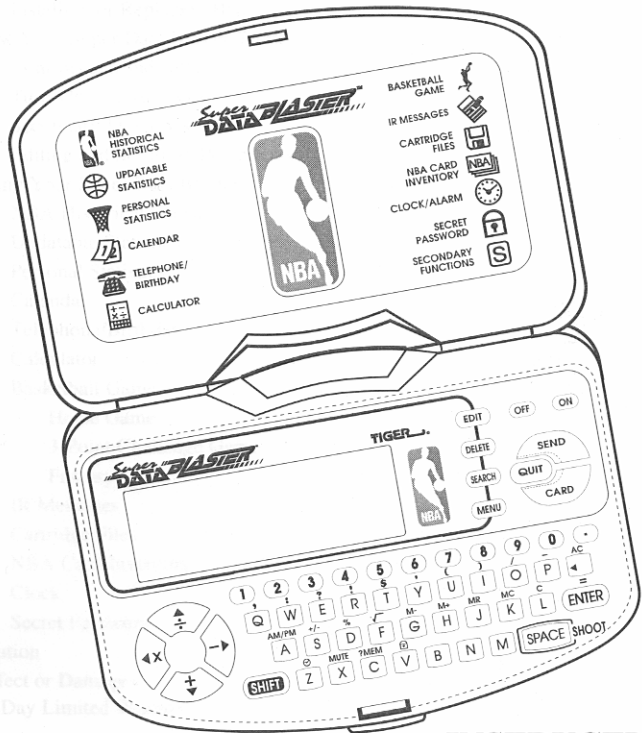


TIGER®

Model 71-013

NBA *Super DATA BLASTER*
The Basketball Organizer & Communicator



TIGER®

TM & ® are Trademarks of Tiger Electronics, Inc.

© 1995 Tiger Electronics, Inc. 980 Woodlands Parkway, Vernon Hills, Illinois 60061

Super Data Blaster is a trademark of Creative Technology Ltd. and used by Tiger Electronics, Inc. under license.

TIGER ELECTRONICS (UK)LLC.

Belvedere House, Victoria Avenue Harrogate, North Yorkshire HG1 1EL, England

The NBA and individual NBA Team identifications used on or in this product are trademarks copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1995 NBA Properties. All rights reserved.

PRINTED IN HONG KONG

710131WTIE-2

INSTRUCTIONS

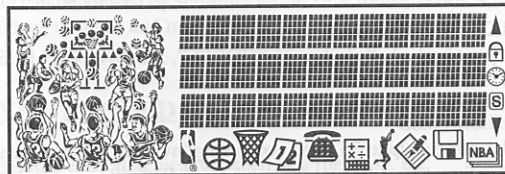
CONTENTS

Getting Your Super Data Blaster Ready	3
Icons	3
Words You Should Know	5
Installing or Replacing Batteries	7
How Your Super Data Blaster Works	10
Controls and Indicators	10
Turn-On and Turn-Off	13
Secondary Functions	14
Editing and Scrolling Procedures	14
Using Your Super Data Blaster	15
NBA Historical Statistics	17
Updatable Statistics	23
Personal Statistics	28
Calendar	31
Telephone/Birthday	34
Calculator	37
Basketball Game	41
Horse Game	41
3-Point Challenge Game	43
Fantasy Game	44
IR Messages	49
Cartridge Files	51
NBA Card Inventory	53
Clock	55
Secret Password	56
Caution	58
Defect or Damage	58
90-Day Limited Warranty	59

INTRODUCTION

- NBA Historical Statistics** A file containing the 1993-1994 and career statistics for current NBA players.
- Updatable Statistics** Track your favorite players' performances throughout the year.
- Personal Statistics** Compile and store your personal stats like the pros.
- IR Messages** You and a friend send messages back and forth, and play NBA games up to 25 feet apart.
- Calendar** Store appointments and events ... with an alarm reminder.
- Telephone/Birthday** Store names, addresses, phone numbers and birthdays.
- Calculator** Do math problems, quickly and easily.
- Basketball Games** Play "HORSE", compete in a 3-point challenge, and play fantasy basketball games.
- Cartridge Files** Unique cartridge system updates players' and teams' stat files every year.
- NBA Card Inventory** Track favorite player cards by name, manufacturer and value.
- Clock/Alarm** Correct time and date.
- Secret Password** Protect important information with a secret password.

GETTING YOUR SUPER DATA BLASTER READY



NBA HISTORICAL STATISTICS

You can study and compare 1993-94 and career performances for current NBA players.



UPDATABLE STATISTICS

Up to 40 players' files can be stored and updated at any time. The statistics are automatically updated each time new data is entered. You can even transmit these files to a friend if he has an NBA Super Data Blaster.



PERSONAL STATISTICS

You create a five year record of personal data just like the pros. Update the information, game by game. You can lock this file with a password for privacy.



CALENDAR

Keep a daily diary, each with date, time and message. You can set your alarm to remind you of these appointments, too. You can lock this file with a password for privacy.



TELEPHONE/BIRTHDAY FILE

You can store and quickly look up names, addresses and birthdays of friends. You can lock this file with a secret password for privacy.



CALCULATOR

You can make the calculations you want on the 10-function calculator using +, -, ×, ÷, √ (square root), % (percent) and C (clear entry) keys... plus complete memory function.



BASKETBALL GAME

Test your basketball skills with "HORSE", 3-POINT CHALLENGE and FANTASY GAME.



IR MESSAGES

Send messages up to 25 feet away (using invisible infrared signals) to another Super Data Blaster (or to a Casio* JD6000 or equivalent). Personal messages up to 50 characters can be sent between Tiger organizer, 28 characters when communicating with other organizers (Casio, Sega), statistics and fantasy games travel by line-of-sight at light speed. Your unit stores messages for incoming or outgoing messages.



CARTRIDGE FILES

Access the most up-to-date statistics from special cartridges. Review the data or transfer into the Updatable Statistics file. (Note: Cartridges are sold separately.)



NBA CARD INVENTORY

You can store favorite basketball cards you have or want in your collection. File holds card names, card makers and their values. You can lock this file with a password for privacy.



CLOCK

Always at your fingertips. Correct time and space for messages and an alarm remind you of dates, meetings and appointments.



SECRET PASSWORD

You can have a secret password that locks Personal Statistics, Telephone/Address, Calendar and Card Inventory files. Only by using the password can the files be unlocked.

* A trademark of Casio Computer Co., Ltd.

SECONDARY FUNCTIONS

Scroll Arrows ▲ and ▼ : Two arrows appear at right side of screen to indicate additional data can be viewed by scrolling up ▲ or scrolling down ▼ . Use ▲ (up) or ▼ (down) key, to scroll and read data.

WORDS YOU SHOULD KNOW

ACCESS: Gaining entry to a location, such as a file, icon, etc.

CARD: A basketball player card for collecting and trading.

CHARACTER: Any letter, number or punctuation character (also see letter and digit).

CURSOR: A blinking line under a space on the screen where any character is or where one can be entered.

CURSOR KEYS: ▲ , ▼ , ► , and ◀ keys move the cursor around the screen. Also called direction keys. Keys also move lines up and down on screen.

DELETE: Pressing this key removes the character or symbol above the cursor.

DELETE also erases information in file.

DIGIT: A number digit, 1, 2, 3, 4, 5, 6, 7, 8, 9, or 0

EDIT: Changing information stored in a file.

ENTER: Pressing the **ENTER** key verifies (stores) information you have put in your Super Data Blaster. **ENTER** also performs other functions.

ICON: One of 10 pictures that show you 10 files (functions) or games in your Super Data Blaster. (not including Shift - Clock, Shift-Password)

LETTER: Any letter A - Z.

MENU: Twelve icons identify the 12 main functions in your Super Data Blaster. Pressing the **MENU** key puts Menu on the screen.

MODE: This is the way your Super Data Blaster is being operated. Example: Super Data Blaster is operating in the "calculator" mode. Sometimes the word "function" is used instead of "mode."

PASSWORD: You may use up to a 4-character password to lock your Personal Statistics, Telephone/Address, Calendar and NBA Card Inventory files. Only the password (or deactivating the password) lets you enter these files.

PROMPT: A question on the screen that asks you to do something.

QUIT: Stops using the file or game you are in and returns to the previous screen.

SCREEN: This is the LCD screen of your game (sometimes called the "display").

SCROLL: Moving the cursor to the right, left, up or down reveals information on the screen. Scrolling also moves lines of copy up or down on the screen.

SEARCH: Looking for words that you previously stored.

SEND: Press this key to send an IR (invisible infrared light) message to another unit.

SHIFT: Press once to use red (secondary) letters/symbols.

SHOOT: Pressing the **SHOOT** key during a game allows the player to shoot a basket.

SPACE: Pressing **SPACE** adds a space on the screen.

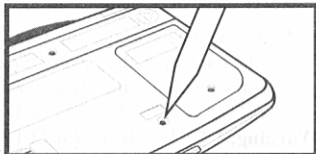
STATISTICS: A record of players' or teams' achievements, usually in numbers or percentages (%). Also called "stats."

STORE: Records information in a file (usually by pressing the **ENTER** key).

INSTALLING OR REPLACING BATTERIES

Reset Operations:

- By pressing the reset button, all data in memory can be erased. A message on screen will ask you, CLR ALL DATA 1. Yes 2.No. By pressing 1 all data will be deleted, 2 will return you to clock display screen.
- Be sure to press reset button and clear all data before you use the organizer for the **first time**.



Replacing Batteries:

This organizer is powered by two "AAA" type main batteries and a CR2032 type as back-up battery. The main batteries provide power for normal operations. The back-up battery protects data stored in memory when changing main batteries.

If the LCD display becomes dim, this means you should turn off the unit and replace the main batteries. Your organizer is protected by the back-up battery during main battery replacement.

Memory contents are lost when both the main batteries and the back-up battery are removed. Be sure always to leave one of the batteries in place to protect memory contents. If however, you remove the main batteries for any time, memory retention will depend entirely on the condition of the back-up battery in place. If memory seems corrupted, clear it by using the reset.

Warning:

DO NOT REMOVE MAIN BATTERIES IF NO BACKUP BATTERY IS IN PLACE, OTHERWISE, ALL MEMORY WILL BE LOST. WHEN BOTH MAIN AND BACKUP BATTERIES REQUIRE REPLACEMENT, FOLLOW STEPS AND REPLACE BATTERIES SEPARATELY.

Important:

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the organizer. Note the following precautions:

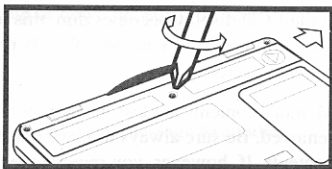
- Be sure that the positive (+) side of each battery is aligned as indicated by the engraving inside the battery compartment.
- Never leave dead batteries in the battery compartment.
- To avoid damage to the unit from leaky batteries, replace both the main batteries and the back-up battery every three years. Batteries should be replaced no matter how much you use the organizer during that time.

Warning:

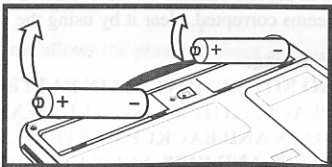
- Never try to recharge the battery supplied with the unit.
- Do not expose batteries to direct heat.
- Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

To Replace The Main Batteries:

1. Switch power off, remove the screws that hold the battery compartment cover in place, then remove the battery compartment cover. (Figure 1)



2. Replace the old battery with a fresh one.



3. Replace the main battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.
4. Replace the battery compartment cover and the screws that secure it in place.

CAUTION: BATTERIES SHOULD BE REPLACED BY ADULT.

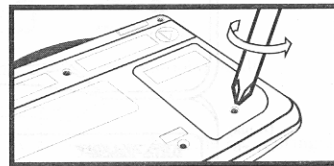
- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD (CARBON - ZINC) OR RECHARGEABLE (NICKEL - CADMIUM) BATTERIES

Warning:

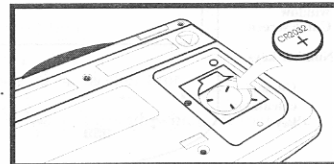
DO NOT CLOSE THE BATTERY DOOR ONCE YOU REMOVE BOTH THE MAIN BATTERIES AND BACK UP BATTERY. YOU MUST RE-PLACE MAIN BATTERIES AND BACK UP BATTERY BEFORE CLOSING BATTERY COMPARTMENT OR ALL FILES WILL BE DELETED!

To Replace the Back-Up Battery:

1. Be sure always to leave main batteries in place to protect memory contents before you replace back-up battery.
2. Remove the screw that holds the back-up battery cover in place. Remove the cover, then remove the old battery with a thin pointed, non-metallic object.



3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the organizer, making sure that its positive (+) side is facing up (so that you can see it).

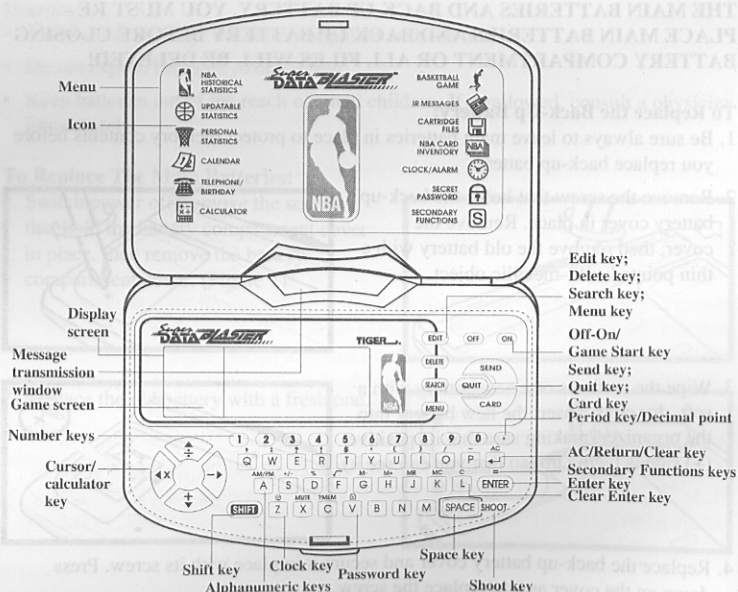


4. Replace the back-up battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.
5. Replace the battery compartment cover and the screws that secure it in place.

HOW YOUR SUPER DATA BLASTER WORKS

CONTROLS AND INDICATORS

You use controls and indicators to operate your Super Data Blaster. Note that control names appear in boldface type throughout this book. Learn to recognize all icons and keys; you will be using them often.



EDIT Key: Pressing **EDIT** starts the edit function.

DELETE key: Press **DELETE** to cancel a character above the cursor on the screen. The **DELETE** key also erases files from memory.

SEARCH Key: Pressing **SEARCH** starts the search function.

MENU Key: Pressing **MENU** returns your Super Data Blaster to Menu.

CURSOR/CALCULATOR Keys: Using the **▲**, **▼**, **▶** and **◀** keys move the cursor around the screen. Pressing **▲** key moves the cursor up one line. Pressing **▼** key moves the cursor down one line. Pressing **▶** key moves the cursor one space to the right. Pressing **◀** key moves the cursor one space to the left. Keys also move whole lines of messages up and down. Individual calculator keys (+, -, ×, and ÷ keys) are pressed to make computations.

OFF-ON/GAME START Key: Press **ON** to turn your unit "on." Press **OFF** to turn your unit "off." When first turned on, today's date, time and day appear on screen. (After it has been set the first time.)

SHIFT Key: Press **SHIFT** to use Secondary Functions (red symbols) on the keyboard, and clock and lock icons.

SHOOT Key: Pressing the **SHOOT** key causes the player to shoot the ball during a game.

MENU Key: Pressing **MENU** returns you to the Menu.

SEND Key: Pressing **SEND** transmits an IR signal to another unit.

MESSAGE TRANSMISSION WINDOW: Window through which IR messages are sent and received between units.

CARD Key: Pressing this key loads data into your unit.

SPACE Key: Pressing this key adds a space above the cursor.

QUIT Key: Press **QUIT** to go back to the original screen of the file. Press **QUIT** twice when in a file to return to Menu.



Key: Secondary Function used to set date, time and day.



Key: Secondary Function used to access the password file.

MENU: The Menu consists of the word **SELECT** and 12 icons which appear on screen. You use the Menu to enter any of 12 files they identify.

DISPLAY SCREEN: A bright LCD display for all your recorded files. Also, the game screen is on the left side of the LCD screen.

ICONS: Twelve pictures on the Menu screen. Use the cursor keys to select any icon (picture). The selected icon blinks when chosen. Icons are described on pages 4 and 5.

NUMBER 1 - 0 Keys: Pressing **1, 2, 3, 4, 5, 6, 7, 8, 9,** or **0** and period keys makes that digit or the decimal point (.) appear on the screen above the cursor.

Secondary Function Keys: Punctuation and other symbols are put on screen by pressing keys. Note that the **SHIFT** key must be pressed and released before pressing a Secondary Function key. The "S" icon appears when the **SHIFT** key has been pressed. Press **SHIFT** a second time to return to regular keyboard. "S" disappears. Secondary Functions are explained below:

Punctuation Marks

- , (comma)
- :
- ? (question mark)
- ! (exclamation point)
- \$ (dollar sign)
- ' (quotation mark)
- ((open parenthesis)
-) (closed parenthesis)
- ? **MEM** (amount of memory available)
- / (slant)
- (dash)

File Icons



← /AC (Return/All Clear) Key: Pressing this key returns the cursor to the left side of the screen. During calculator operation, "AC" clears the calculator of any computations.

TURN ON and TURN OFF

Peel the protective label from the screen.

NOTE: When unit is turned on after battery replacement:
CLR ALL DATA 1. YES 2. NO screen appears.
Press 1 to clear all data. After initial turn on, press 2.

Simply press the **ON** button to turn your game on (SELECT screen appears).
Press the **OFF** button to turn your game off.

NOTE: If no selection is made for 3 minutes, your game turns off automatically. Simply press **ON** button to turn your game back on.

SECONDARY FUNCTIONS

Secondary functions are valuable additional features. They are referred to in procedures as they are used. Secondary functions are explained in detail on page 14.

EDITING PROCEDURE

When you want to change something stored in your Super Data Blaster, use the editing procedure contained in the file you are using.

SCROLLING PROCEDURE

The message line on the LCD screen can have 12 characters. If you key in more than 12 characters, the cursor automatically moves to the next line. Scrolling up and down moves lines of data up and down on screen.

USING YOUR SUPER DATA BLASTER

Procedure:



```
01/01/95
12:00 A SUN
```

1. Press the **ON** button; press **2**. Today's date, time and day appear on screen.
(For first time turn on, 01/01/95 12:00 A SUN appears on screen.)

NOTE: When unit is turned on after battery replacement,
CLR ALL DATA 1. YES 2. NO screen appears.
Press **1** to clear all data. After initial turn on, press **2**.

2. Adjust the LCD screen contrast by using the up and down cursor keys.
Use **▲** key to increase contrast; use **▼** key to lower contrast.

3. Press **EDIT** to change the date or time.



```
CHOOSE
1. 12/24 HR
2. TIME SET
```

4. Press **1** to select 12 or 24 hour
(military time) clock.



```
CHOOSE
1. 12 HR
2. 24 HR
```

- a. Press **1** to set time in 12 hour clock (normal clock setting), or
- b. Press **2** to select 24 hour clock (0000 through 2359 hours - military time).

5. Press **ENTER**. Screen returns to date/time/day screen.

6. To change the date or time, press **EDIT**. Press **2** for TIME SET.
7. Press number keys for new month MM, day DD, and year YY.
 EXAMPLE: Type in 122495 as the cursor moves to show
 December 24, 1995. The screen reads 12/24/95.
8. Press **ENTER** for TIME change. Press number keys to change time setting.
 Press **A** once or twice to choose A (AM) or P (PM) if you use the 12 hour clock.
9. Press **ENTER**. Initial screen appears.
10. Press **MENU** to return to Menu.
11. **CHECKING MEMORY REMAINING TO STORE ADDITIONAL DATA:**
 You may wish to check your unit from time to time to see how much
 memory you have left for a file. Files not listed here do not have a memory
 check feature.

File	Action	Typical Screen
UPDATABLE, PERSONAL, IR MESSAGES/INVENTORY CALENDAR, TELEPHONE,	Press ON NAME PROMPT SCREEN, SHIFT, ?MEM	FILE REMAIN 10
	Press ENTER, SHIFT, ?MEM	MEM. REMAIN 86%

"File Remain 10" means 10 empty files are available.
 "Mem. Remain 86%" means 86% of total memory is available.

NBA HISTORICAL STATISTICS



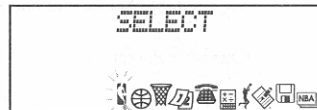
The NBA HISTORICAL STATISTICS file stores the 1993-1994 and career statistics for current NBA players. You can view them and transfer them to the Updatable Statistics file where they can be updated. Statistics in this unit are valid as of 4/24/94.

Things you can do with Historical Statistics file.

- View statistics sorted by player's name.
- View statistics by player's position.
- View statistics by NBA team.
- Send statistics to Updatable Statistics file.

Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Use cursor keys to select **NBA HISTORICAL STATISTICS** icon.
3. Press **ENTER**. Initial screen is displayed.



NAME
 POSITION
 TEAM
 TOTAL POINTS
 PTS/G (Points per Game)
 BLOCKS
 STEALS
 ASSISTS
 FIELD GOAL %
 FREE THROW %
 3 POINT %



Career Totals and 1993-1994 totals in Historical Statistics file can be viewed or changed for all categories.

CAREER TOTALS and 1993-1994 TOTALS	
Games Played	Assists
Points	Steals
Points per Game	Blocked Shots
Rebounds per Game	Championships
Field Goal %	All Star Games
Free Throw %	All Defensive Team
3 Point %	

4. **TO CHOOSE A PLAYER'S NAME:**

- a. With NAME flashing, press **ENTER**. NAME? screen appears.
- b. Type in a player's name or use ▲ and ▼ cursor keys to choose player's name.

See the table below and choose your favorite way to find a name.

Choose a Player by Name (Michael Adams for example)

Type-In	Action
1. ADAMS, MICHAEL	Press ENTER
2. ADAMS,M	Press SEARCH. When name is found, press ENTER.
3. ADAMS	Press SEARCH. When name is found, press ENTER.
4. A	Press SEARCH. When A is found, scroll to the name you want. Press ENTER.

- c. Player's name appears; press **ENTER**. The record of the chosen player is displayed.

- d. Press up or down cursor keys to view all statistics:

NAME	# OF YEARS	NOTE: Career Totals
COLLEGE	HEIGHT	and 1993-1994 Totals
TEAM	WEIGHT	(step 3) are available
POSITION	BIRTH DATE	for viewing.

- e. Press **QUIT** at any time to return to NAME? screen. Press **QUIT** again to return to initial screen.
 - f. Other players are listed alphabetically. Within a name list, use up or down keys to find another name. Press **ENTER**. Go to step "d" above to view stats.
 - g. Press **MENU** to return to Menu.
5. **TO CHOOSE A PLAYER'S POSITION ("POSITION" flashes):**
- a. With initial screen selected, scroll down to select POSITION.
 - b. Press **ENTER**.
- ```

1. GUARD
2. CENTER
3. FORWARD

```
- c. Press **1, 2, or 3**.
  - d. Use up and down cursor keys to select a player. Press **ENTER**. Scroll up and down to view player stats. Personal stats are the same as for Player's name, above.
  - e. Press **QUIT** to choose another guard, center or forward. Press **QUIT** again to return to initial screen.
  - f. Press **MENU** to return to Menu.

6. TO CHOOSE A TEAM ("TEAM" flashes):

NOTE: Before proceeding, see chart below for a list of NBA team codes.

| Team                  | Type In | Team          | Type In | Team          | Type In |
|-----------------------|---------|---------------|---------|---------------|---------|
| Hawks                 | ATL     | Rockets       | HOU     | 76ers         | PHI     |
| Celtics               | BOS     | Pacers        | IND     | Suns          | PHO     |
| Hornets               | CHA     | LA Clippers   | LAC     | Trail Blazers | POR     |
| Bulls                 | CHI     | LA Lakers     | LAL     | Kings         | SAC     |
| Cavaliers             | CLE     | Heat          | MIA     | Spurs         | SAS     |
| Mavericks             | DAL     | Bucks         | MIL     | Super Sonics  | SEA     |
| Nuggets               | DEN     | Timber Wolves | MIN     | Jazz          | UTA     |
| Pistons               | DET     | Knicks        | NYK     | Bullets       | WAS     |
| Golden State Warriors | GSW     | Magic         | ORL     |               |         |

- With initial screen selected, scroll down to TEAM and press **ENTER**. TEAM? is prompted.
- Type in Team code (Example: CHI for Chicago). Press **ENTER**. Players are listed in alphabetical order.
- Scroll down and up the list of players. Press **ENTER** and scroll to view statistics (players are listed in alphabetical order). Career and 1993-1994 season totals are given.
- Press **QUIT** to return to TEAM? screen. Repeat steps b. and c. for other players.
- Scroll down or up to find another name. Press **ENTER** to find other stats.
- Press **QUIT** again to return to NAME, POSITION, TEAM screen.
- Press **MENU** again to return to Menu.

7. TO VIEW TOTAL POINTS, POINTS PER GAME, BLOCKS, STEALS, ASSISTS, FG %, FT %, and 3-PT %:

NOTE: Press **1**. 93-94 or **2**. CAREER. All statistics are sorted by category (games played, points, etc.). To be listed, a player must have played in 50 games. Stats are listed by '93-'94 (press **1**) or career totals (press **2**).

- With initial screen selected, scroll down and up to find the statistic you want (statistic flashes).
- Press **ENTER**.



- Press **1** or **2**. Scroll through list of players to view statistics (players with best statistics are listed first).
- Press **ENTER**. Scroll down and up to view statistics for that player.
- Press **QUIT** to return to SORT BY: screen. Repeat steps c. and d. for other players.
- Press **QUIT** once or twice to return to initial screen.
- Press **MENU** at any time to return to Menu.

## 8. TO TRANSFER STATISTICS:

- a. Select player by name; press **ENTER**.

NOTE: You cannot update the stat data in Historical file.  
To update a statistic you must transfer to UPDATABLE file.

- b. Scroll down to stat to be changed. Position stat on top line of screen.
- c. Press **EDIT**. Scroll to characters to be changed; type in changes above blinking cursor.
- d. Press **ENTER**. COPY FILE TO UPDATABLE appears. Press **ENTER** to send this file to Updatable Statistics file.

NOTE: You are also transferred to Updatable Statistics file.  
You can update statistics without affecting the Historical file.

- e. Press **MENU** at any time to return to Menu.

NOTE: If you transfer a file to the updatable statistics file using this procedure, all the stats in the file are transferred and updatable. To enter stats at the beginning of a new season, refer to the procedure for updatable stats file.

## UPDATABLE STATISTICS



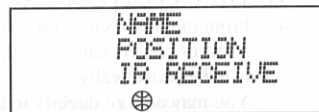
The **UPDATABLE STATISTICS** file is where you may track up to 40 players' statistics, game-by-game throughout the season. The format is the same as for the NBA Historical Statistics file, except the file automatically updates itself each time new data is entered.

Things you can do with Updatable Statistics file:

- View statistics sorted by player's name.
- View statistics by player's position.
- Change (edit) a player's statistics.
- Send and receive IR file.
- Add new record

### Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Use cursor keys to select basketball icon.
3. Press **ENTER**.



NOTE: Refer to Historical Statistics file to select a player by name.

4. **TO TRANSFER A PLAYER'S FILE TO THE UPDATABLE STATISTICS FILE:**

NOTE: Use this procedure if you want to track a player's performance for one season. Using this procedure sets the player's stats to "0" as if he has not played in a game. Other stats, NAME, etc. are retained.

- a. From the initial screen scroll down to **NAME** (NAME flashes). Press **ENTER**
- b. Using the same procedure as the **HISTORICAL STATISTICS FILE**, type in the desired player's name .
- c. The unit will search for the player in the **CARTRIDGE** (if one is plugged in) then the **HISTORICAL STATISTICS FILE** (if there is no cartridge).
- d. If the player is in either of these files, his statistics will be transferred automatically to the **UPDATABLE STATISTICS FILE**
- e. If the desired player is not found (for example Rookies), the **SELECT 1, ADD PLAYER 2, EXIT** screen appears. You may now create a completely new file for a new player. Simply select 1 and follow the prompts to enter the necessary information.

5. **TO VIEW A PLAYER BY NAME:**

- a. From initial screen scroll down to **NAME** (NAME flashes). Press **ENTER**
- b. A list of players entered in the **UPDATABLE STATISTICS FILE** are listed alphabetically
- c. You may also go directly to a player in the file by typing in the name using the same procedure as the **HISTORICAL STATISTICS FILE**.

6. **TO CHOOSE A PLAYER BY NAME:**

- a. From initial screen, scroll to **NAME** (NAME flashes). Press **ENTER**. Scroll to final name..for viewing.

NOTE: Refer to chart in Historical Statistics section and enter the name you are looking for. The unit searches for a name ... first in a cartridge (if it is plugged in)... and them in the Historical Statistics file. If a name is not found in either cartridge or file:



Press **1** and follow prompts to add a new-player/including rookies, and any other player you wish. Press **2** to exit.

- b. If name is found, Press **ENTER**. Scroll to view stats.
- c. If name is not found, type in name (Example: ARMSTRONG, BJ). Press **ENTER**.
  - (1) If name is found, Press **ENTER** to view stats.
  - (2) If name is not found, screen will show **NOT FOUND**.  
A prompt will appear
    - 1.ADD NEW PLAYER
    - 2.QUIT

NOTE: To save you time, go to Historical Statistics file and do the "UPDATE STATISTICS" procedure. You copy a complete player's file directly into the Updatable Statistics file this way. If you are in Updatable Statistics file, and transfer stats in from Cartridge or Historical Statistics, playing stats will appear by title only. You must add playing stats from beginning of season.

- d. Do this procedure again. Scroll down to view stats.
- e. Go to step 6. "TO EDIT STATS" to change statistics.
- f. Press **QUIT** once or twice to return to initial screen.
- g. Press **MENU** to return to Menu.

## 7. TO VIEW A PLAYER BY POSITION:

- From initial screen, scroll to POSITION (POSITION flashes).
- Press **ENTER**.



- Press **1**, **2**, or **3** for guard, center or forward. Press **ENTER**.
- Scroll down to name you want. Press **ENTER**.

NOTE: If "NOT FOUND" appears on screen, it means you do not have a player's stats in file for that position. To add a player by his position, go to step #4 or go to Historical Statistics file and do the "UPDATE STATISTICS" procedure. You copy a complete player's file into the Updatable Statistics file this way. All statistics are updatable.

- Do this procedure again, and scroll down to view stats.
- Go to step 7. "TO EDIT STATS" to change statistics.
- Press **QUIT** once or twice to return to initial screen.
- Press **MENU** to return to Menu.

## 8. TO EDIT STATS:

- From initial screen, scroll to EDIT (EDIT flashes).

NOTE: When changing statistics, entering a number automatically adds to a previous total. Some items are automatically updated when related statistics are changed. If stats don't change, type in 0 and press **ENTER**.

NOTE: You cannot add a player without typing in all stats (no blanks can be left) Press **QUIT** to go back. To skip a statistic, type "0" for that statistic.

- Press **ENTER**. NAME? is prompted.
- Scroll down to stat to be changed and put stat on top line of screen.
- Press **EDIT**. Key in revised stat.

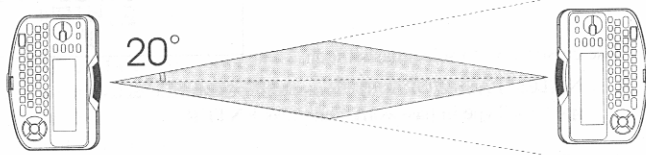
- Press **ENTER** to store each change. Select stats and key in additional changes.
- Press **QUIT** until NAME? screen appears.
- Press **MENU** to return to Menu.

## 9. TO IR RECEIVE:

- Select IR RECEIVE from initial screen. Press **ENTER**.
- ⦿ RECEIVE ⦿ appears on screen. (Sender chooses Updatable Statistics file he will send you.)

NOTE: See diagram to point Super Data Blasters at each other. You can send up to 25 feet away. When the sender presses the **SEND** key, your file is automatically updated.

- When you receive a file, it appears on your screen.
- Press **QUIT** to return to initial screen.
- Press **MENU** to return to Menu.



## 10. TO IR SEND:

- On initial screen, Press **1**.
- Scroll down to any player. Press **ENTER**.
- The player's file appears. Line up the Super Data Blasters and press **SEND**. The player's file appears on the receiver's screen.
- Scroll down and up to view the just received statistics.
- Press **QUIT** to return to initial screen.
- Press **MENU** to return to Menu.

NOTE: For IR file transmitting, both units must be NBA Super Data Blasters.

## PERSONAL STATISTICS



In this file you store up to five sets of personal data (one year each) in the same format as the Updatable Statistics file. If you want this file to be lockable, refer to SECRET PASSWORD for instructions. This file allows you to create your own statistical file just like the NBA players in the Historical Statistics file.

Things you can do with Personal Statistics file.

- Add a record to file.
- View an added record.
- Edit a record.

### Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.



2. Use cursor keys to select basket icon.

NOTE: **PASSWORD?** is prompted if password is active.  
Type in password, and press **ENTER**.

3. Press **ENTER**.



NOTE: Pressing **1** lets you add a record. Pressing **2** lets you view records. Type in new name you want (Example: JONES, JEFF). Typing in an update stat automatically changes the existing stat.

NOTE: If "NOT FOUND" appears on screen, no stats are stored. Go to step 4 to add a record.

### 4. TO ADD A RECORD:

- a. Press **1**. **NAME?** appears. Type in name. Press **ENTER**.
- b. Scroll down and type in stats as follows:

|                   |                 |                        |
|-------------------|-----------------|------------------------|
| YEAR?             | PTS.            | BLK? (blocks)          |
| TEAM?             | REBOUNDS?       | CHAMP?                 |
| 1. GUARD          | FG MADE?        | (championships played) |
| 2. CENTER         | FG ATTEMPT?     | ALL-STAR?              |
| 3. FORWARD        | FT MADE?        | (All-star games)       |
| YEAR PLAYED       | FT ATTEMPT?     | ALL-DEF?               |
| HT?               | 3 PT MADE?      | (All -Defensive team)  |
| WT?               | 3 PT ATTEMPT?   | SELECT                 |
| BIRTH MMDDYY      | AST? (assists)  | 1. ADD RECORD          |
| G? (Games played) | STEAL? (steals) | 2. VIEW                |

- c. Type in stats and press **ENTER** after each one. Scroll down to view new stats.
- d. Press **QUIT** to return to initial screen.
- e. Press **MENU** to return to Menu.

### 5. TO VIEW A RECORD:

- a. From initial screen, press **2** and press **ENTER**. A year appears on screen. Scroll up or down to view previous records. Press **ENTER**.
- b. Scroll down and view a record.
- c. Press **QUIT** to return to initial screen.
- d. Press **MENU** to return to Menu.



6. **TO EDIT:**

- a. Choose the record to edit, scroll to the data to be changed (position stat to be changed on top line of screen).
- b. Press **EDIT**. Type in the new data for the stat you want; press **ENTER**. New stat is displayed (some stats are increased as new numbers are entered).
- c. Scroll to other stats and make changes.
- d. Press **ENTER** to store each item of new data.
- e. Press **QUIT** to return to initial screen.
- f. Press **MENU** to return to Menu.

7. If you want to lock this file, refer to **SECRET PASSWORD** on page 56.

8. Press **MENU** to return to Menu.

**NOTE:** A new year number must be entered to create a new file. Otherwise, the stats previously entered will be erased.

## CALENDAR



This is your calendar with room for date, time and messages for each day. If you want this file to be lockable, refer to **SECRET PASSWORD** for instructions.

### Procedure:

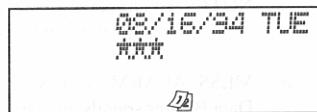
1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Use cursor keys to select **CALENDAR** icon. Press **ENTER**.



**NOTE:** **PASSWORD?** is prompted if password is active. Type in password, and press **ENTER**.

3. Month, day, year and day of week appear on initial screen. Scroll down or up to find other dates. To check a date, press **SEARCH**, key in a new date, and press **ENTER**.

**NOTE:** Three stars (\*\*\*) on screen tell you there is a message stored for this date. (Fig.a)



To read a message, locate date with \*\*\*; Press **ENTER**.  
Scroll up and down to read message

Fig.a

### 4. **TO STORE A NEW DATE, MESSAGE, AND ALARM TIME:**

- a. From initial screen, press **ENTER**. (Fig.b)

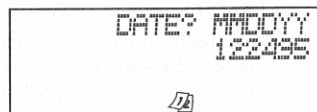


Fig.b

- b. Type the date (for example: 122495 for MMDDYY for December 24, 1995) and press **ENTER**. Date, day and MESSAGE? prompt appear on screen. (Fig. c)

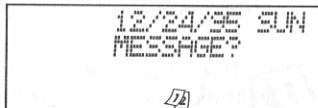


Fig. c

- c. Type characters, and press **ENTER** to store the message. Type NBA FINALS (Fig. d) press **ENTER**. Message is stored, and TIME? is prompted. (Fig.e)

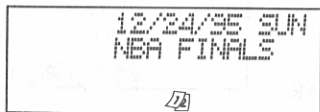


Fig. d



Fig.e

- d. Key in 01:30. Press **A** once or twice to select AM or PM (key in 1330 if 24 hr. lock is used). Press **ENTER**. (Fig.f)

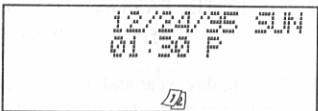


Fig.f

NOTE: A second message can be stored; see step 5.

NOTE: To correct a wrong letter, position cursor under wrong letter, and type in correct letter.

- e. MESS. ALARM 1. ON, 2. OFF is prompted. If alarm is "on," Super Data Blaster sounds an alarm on the day and time you select.

NOTE: Press **ENTER** or **QUIT** to turn off the alarm when it sounds.

- f. Press **1** to select ON. Press **2** to select OFF. Initial screen returns. Press **ENTER**.

- g. To check any date, scroll to that date or press **SEARCH**. Key in date (example: 122495). Press **ENTER**. **\*\*\*** appears on screen.

Press **ENTER**. (Fig. g) appears. "bell" symbol indicates that alarm is "on."

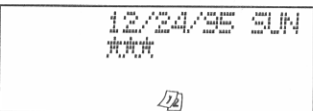


Fig. g

- h. Press **QUIT** to return to initial screen.  
i. Press **MENU** to return to Menu.

5. **TO STORE A SECOND MESSAGE FOR ANY DATE:**

- Go to the next date. Press **ENTER**.
- Change the date on the screen to the date where you want to store the second message.
- Key in message; press **ENTER** to store it.
- Also key in time you want for alarm. Press **ENTER**.
- Perform steps 4e and 4f to set alarm.
- Scroll down to read the message.
- Go to original date to check the storage of both messages.

NOTE: Additional messages can be stored using step 5.

- If you want to lock this file, refer to SECRET PASSWORD on page 56.
- Press **MENU** to return to Menu.

## TELEPHONE/BIRTHDAY



You can store and quickly look up names, addresses and birthdays of friends and relatives. If you want this file to be lockable, refer to SECRET PASSWORD for instructions.

### Procedure:

1. Press **ON** and **ENTER** (or Press **MENU** if you are using another file) to access Menu.



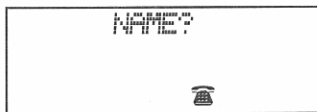
2. Use cursor keys to select TELEPHONE icon.

3. Press **ENTER**.

NOTE: PASSWORD? is prompted if password is active.  
Type in password, and press **ENTER**.

NOTE: To look up names and numbers, go to step 9.

4. NAME? is prompted



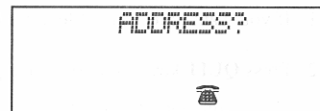
Type in your name (or JEFF JONES for example) up to 15 characters.  
Press **ENTER**.



5. NUMBER? is prompted. Type in the phone number for the name. (Example: 758-913-8100 980)  
Press **ENTER**.



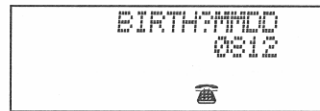
6. ADDRESS? is prompted. Type in address characters. (Example: WOODLANDS PARKWAY VERNON HILLS). Press **ENTER**.



7. BIRTH? MMDD is prompted. Type in 0812 for month and day, for example. Press **ENTER**.



8. Screen returns to NAME? prompt. Go back to step 4 to enter another telephone/birthday entry.



9. **LOOKING UP NAMES AND NUMBERS:**

- a. Select initial screen.
- b. Press **Down** arrow key to view first record.
- c. Down again to view its data.
- d. Scroll down to view next record.
- e. Scroll Up arrow to view previous record.
- f. If it meets the end of memory, a NOT FOUND will be displayed.
- g. Press **QUIT** to return to NAME? screen. Press **QUIT** to return to Menu.

10. **TO EDIT** (To edit, all data must be reentered or it will be erased):

- a. Select initial screen. Scroll to the record.
- b. Press **EDIT** to edit name. Key in changes. Press **ENTER**. NUMBER? appears.
- c. Key in phone number or press edit to edit old number. Press **ENTER**. ADDRESS? appears.
- d. Key in address or press edit to edit old address. Press **ENTER**. BIRTH? appears.
- e. Key in birthday. Press **ENTER**. Screen returns to NAME?
- f. Press **MENU** to return to Menu.

11. If you want to lock this file, refer to SECRET PASSWORD on page 56.
12. Press **QUIT** key; initial screen appears.
13. Press **MENU** to return to Menu.

## CALCULATOR



Super Data Blaster includes a calculator for you to add, subtract, multiply and divide quickly and easily. Also, you can compute  $\sqrt{\quad}$  (square root), % (percentage), and use a constant factor K.

### Calculator Keys

|                    |                                   |                          |
|--------------------|-----------------------------------|--------------------------|
| % (percent sign)   | $\sqrt{\quad}$ (square root sign) | M-(subtract from memory) |
| M+ (add to memory) | MR (memory reset)                 | MC (memory clear)        |
| = (equal sign)     | AC (all clear)                    | C (clear entry)          |

### Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** if you are using another file) to access Menu.
2. Use cursor keys to select **CALCULATOR** icon.
3. Press **ENTER**. "0" appears on screen.
4. Do addition, subtraction, multiplication, division, square root, percentage, with or without memory storage.



**NOTE:** Use the decimal point key to enter a decimal point in any computation.

**Addition:** Press 2, press + (plus sign), press 3, press =. The sum is 5.

$$2 + 3 = 5$$

Press **AC** to clear the screen at any time.

**Subtraction:** Press **8**, press **-** (minus sign), press **6**, press **=**. The difference is **2**.

$$8 - 6 = 2$$

Press **AC** to clear the screen at any time.

**Multiplication:** Press **4**, press **X** (times sign), press **5**, press **=**. The product is **20**.

$$4 \times 5 = 20$$

Press **AC** to clear the screen at any time.

**Division:** Press **2** and **0**, press **÷** (division sign), press **5**, press **=**. The dividend is **4**.

$$20 \div 5 = 4$$

Press **AC** to clear the screen at any time.

#### Using the "K" constant:

Press **78** and press **-** (minus).

Press **-** (minus) again.

Press **100** and **=** (equal).

Press **10** and **=** again.

Press **AC** at any time to clear screen.

Minus sign appears above **78** on screen.

**K** sign appears on screen.

Answer **22** appears on screen.

Answer **- 68** appears on screen.

**0** appears on screen.

#### Finding Square Root $\sqrt{\phantom{x}}$ :

Press **169**.

Press  $\sqrt{\phantom{x}}$

Press **AC** at any time to clear the screen

#### Finding Percentage (%)

To find **70%** of **200**, press **200** and then **X** (times).

Then press **70** and **%**.

#### Using Calculator Memory:

Press **123.45**, then press **M+**.

To use memory, press **55 X 22**, enter, then press **M+**.

Press **MR** to check the memory.

Press **MC** to clear the memory.

Now press **MR**.

**169** appears on screen.  
Answer **13** appears on screen. **13** is the square root of **169**.  
**0** appears on screen.

**X** and **200** appear on screen.  
Answer **140** appears on screen.

**M** and **123.45** appear on screen.  
The product **1210** appears on screen

Result **1333.45** appears on screen.  
**1333.45** appears on screen.  
The result is **0** which appears on screen.

### Using the 'C' (clear entry) Key:

If you want to enter  $18 \div 12$  and you put in  $18 \div 13$ , 0 is displayed on screen while calculator is awaiting a new input.

press C.

Press 12.

Press =.

12 appears on screen.

Result 1.5 appears on screen.

Press 3333 X (times sign).

Press = to multiply 3333 X 3333.

Result 11108889 appears on screen.

The result is overflow of memory and ERROR appears on screen.

Press X (times sign), and, = again.

Press AC to clear the screen.

## BASKETBALL GAME



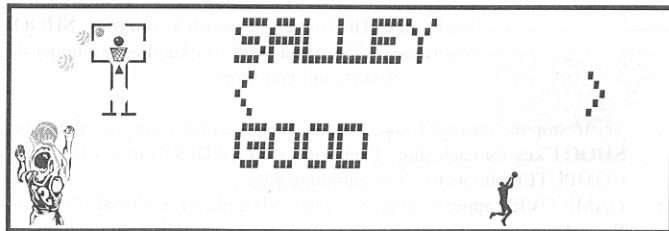
You can practice and play games over and over with many variations. To improve your playing skills, you can:

- play a game of HORSE
- compete in a 3-POINT contest
- play the FANTASY Game

### Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
  2. Use cursor keys to select player icon.
  3. Press **ENTER**. Initial screen appears:
- 
4. See steps below to play games.

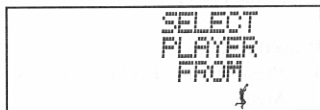
### PLAYING THE H-O-R-S-E GAME:



NOTE: Your NBA player plays against the Super Data Blaster COMPUTER. Your player's name is on screen when he is shooting; "COMPUTER" is on screen during its turn.

NOTE: Your NBA player shoots first. If he makes a basket, computer must shoot and score. If computer misses, it gets a letter (H for instance). If computer makes a shot and you miss, you get a letter. The first to get five letters (H-O-R-S-E) loses.

- a. Press **1**.



- b. Press **ENTER**.



- c. Scroll to choose a file. Press **ENTER**. NAME? appears.  
 d. Scroll down to choose a player. Press **ENTER**. Your player's name appears on screen during his turn.

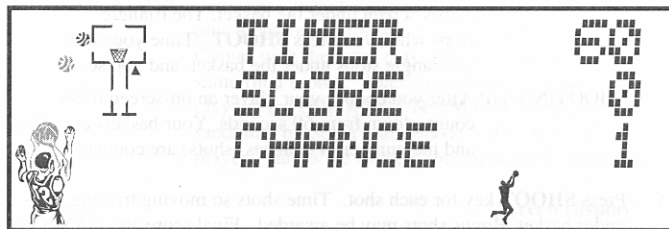
SHOOTING TIP: During the game, small triangles move across screen under



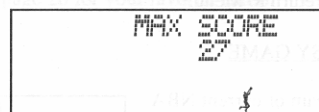
the basket. The triangle stops when you press **SHOOT** and release. Time your shot so triangle stops under the basket, and you score!

- e. Try to stop the moving triangle under the basket for your player, and press **SHOOT** key for each shot. Each shot is scored GOOD or a MISS. COMPUTER shoots its shots automatically.  
 f. GAME OVER appears on screen when NBA player or COMPUTER wins.  
 g. Press **1** to play another game. You can choose any NBA player to play.  
 h. Press **MENU** to return to Menu.

### PLAYING THE 3-POINT SHOOTOUT:

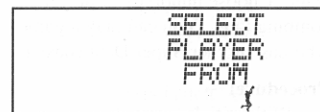


You control an NBA player in a 3-point basket shooting contest. You shoot continuously to make as many 3-point baskets as possible during a time countdown.

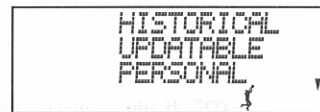


#### **Procedure:**

- a. With initial screen showing, press **2**. Maximum previous score shows on screen.  
 b. Press **ENTER**.



- c. Press **ENTER**.



- d. Scroll to a file; press **ENTER**.

- e. NAME? appears. Scroll down to choose your player, and press **ENTER**.

**SHOOTING TIP:** During the game, small triangles move across screen under the basket. The triangle stops when you press **SHOOT**. Time your shot so triangle stops under the basket, and you score!

**SHOOTING TIP:** After you choose your player an on-screen timer counts down from 60 seconds. Your baskets are tallied, and the number of chances (shots) are counted.

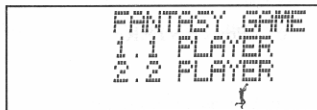
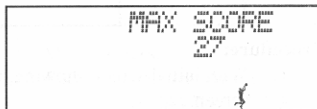
- f. Press **SHOOT** key for each shot. Time shots so moving triangle stops under basket. Bonus shots may be awarded. Final score and **GAME OVER** appear on screen, and highest scores are retained.
- g. Press **2** to play another game.
- h. Press **MENU** to return to Menu.

### PLAYING THE FANTASY GAME

Make your own fantasy team of current NBA "greats" and Super Data Blaster chooses an opposing team. Your teams clash and the best team wins! Play as many games as you want. Choose hundreds of player combinations. You can play a game by yourself, or you can play against a friend who has another Super Data Blaster.

#### **Procedure:**

1. With initial screen showing, press **3**.



**NOTE:** If you are playing the game yourself, Select **1**.  
If you are going to play someone with another Super Data Blaster, select **2**.

2. Typical games are shown below:

### PLAYING A 1-PLAYER GAME:

**GAME NOTES:** Games are played using all players' statistics... plus a random factor which affects final scores. Games with the same players will not have the same final scores. When you choose all your players, the **OPPOSING TEAM** is selected randomly by Super Data Blaster. As opposing players' names are chosen, they appear on screen.

| Step | Action                                                                                            | Screen Display                                   |
|------|---------------------------------------------------------------------------------------------------|--------------------------------------------------|
| a.   | Press <b>1</b> for one player                                                                     | TEAM?                                            |
| b.   | Type in CHI for Chicago Bulls (or the code on page 20 for your favorite team). Press <b>ENTER</b> | SELECT 1ST<br>GUARD FROM                         |
| c.   | Press <b>ENTER</b>                                                                                | HISTORICAL<br>UPDATABLE<br>PERSONAL<br>CARTRIDGE |
| d.   | Cursor to HISTORICAL (or other file). Press <b>ENTER</b>                                          | NAME?                                            |
| e.   | Cursor down to ABDUL-RAUF, MAHMOUD (or other player). Press <b>ENTER</b>                          | SELECT 2ND<br>GUARD FROM                         |
| f.   | Press <b>ENTER</b>                                                                                | HISTORICAL<br>UPDATABLE<br>PERSONAL<br>CARTRIDGE |
| g.   | Cursor to HISTORICAL (or other file). Press <b>ENTER</b>                                          | NAME?                                            |
| h.   | Cursor down to ADAMS, MICHAEL (or another player). Press <b>ENTER</b>                             | SELECT<br>CENTER<br>FROM                         |



- i. Press **ENTER**
- j. Cursor to HISTORICAL (or other file). Press **ENTER**
- k. Cursor down to ALEXANDER, VICTOR (or other player). Press **ENTER**
- l. Press **ENTER**
- m. Cursor down to HISTORICAL (or other file). Press **ENTER**
- n. Cursor down to ABDELNABY, ALAA. Press **ENTER**
- o. Press **ENTER**
- p. Cursor down to ADDISON, RAFAEL (or other player). Press **ENTER**
- q. Press **ENTER**    **Super Data**  
 Press **ENTER**    **Blaster**  
 Press **ENTER**    **chooses**            Typical  
 Press **ENTER**    **opposing**            Players  
 Press **ENTER**    **team**
- r. Press **ENTER**  
**TYPICAL**            **081-073\***            **081-093**  
**FINAL**              **BULLS**                **COMPUTER**  
**SCORES**            **WIN!**                 **WIN!**

HISTORICAL  
 UPDATABLE  
 PERSONAL  
 CARTRIDGE  
 NAME?

SELECT  
 1ST FORWARD  
 FROM

HISTORICAL  
 UPDATABLE  
 PERSONAL  
 CARTRIDGE  
 NAME?

SELECT  
 2ND FORWARD  
 FROM

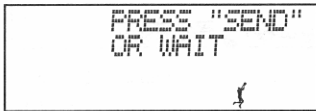
HISTORICAL  
 UPDATABLE  
 PERSONAL  
 CARTRIDGE  
 OPP. TEAM

HOUSTON, ALLAN  
 STRICKLAND, ROD  
 SCHAYES, DAN  
 MAJERLE, DAN  
 ROYAL, DONALD

- \* Final game scores vary due to unpredictable factors added to each game.
- NOTE: Press **QUIT** to play another game, or press **MENU** to return to Menu.
- NOTE: You can play the game with another unit via IR remote control.

**PLAYING FANTASY GAME BY REMOTE CONTROL (2 PLAYERS):**

- a. With initial screen showing, press **3**.
- b. Press **2** to choose 2 PLAYERS. TEAM? is prompted.
- c. Key in a 3-letter code for your favorite team. Press **ENTER**.
- d. Select five players, and press **ENTER** after each selection.



NOTE: See diagram to line up sending and receiving Super Data Blasters. Receiving unit must also be set to Fantasy Game, IR RECEIVE mode.

- e. If you are a receiver, wait for the other unit to send. If you are a sender, Press **SEND**.
- f. Receiving unit shows game score on screen. Receiving player announces final score.

NOTE: If sender sees COMM ERROR on screen, he presses **QUIT**, line up units and presses **SEND** again.

- g. Press **QUIT** to return to FANTASY GAME, 1 PLAYER, 2 PLAYER screen. Play another game!
- h. Press **MENU** to return to Menu.



## IR MESSAGES



The IR MESSAGES mode uses invisible infrared (IR) light waves to send and receive messages to nearby Super Data Blasters and Casio JD6000 or equivalent units. You can send or receive messages or records up to 50 characters long between units. For Casio JD6000 and similar units, messages up to 28 characters can be sent and received. Messages are sent by line-of-sight for up to 25 feet. Ten messages can be stored for future transmission.

### Procedure:

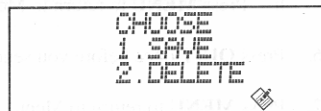
1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Use direction keys to select IR MESSAGES icon.
3. Press **ENTER**. Initial screen appears.



NOTE: Press **1** to send to any Tiger unit; press **2** to send to a compatible infrared message diary.

NOTE: You can send a message to another Tiger Super Data Blaster or to a Casio (JD6000 or equivalent) unit. If you send to another Tiger unit, you can send up to 50 characters (including spaces). If you send to a Casio unit, you can send up to 28 characters (including spaces).

4. **TO SEND A MESSAGE:**
  - a. With initial screen, press **1**. MESSAGE? is prompted.
  - b. You can send two types of messages (pre-stored or newly created):
    - (1). Type in message.  
Press **ENTER**.



(2). Press **1** to save message. MESSAGE? is prompted. Press **2** to delete message. You can store up to 10 messages ahead of time to send.

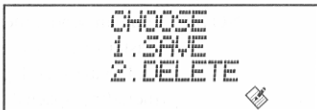
- c. When message is on screen, aim the window at the other unit. Be sure to hold unit still.
- d. Press **SEND**. Message is sent to receiver.

NOTE: If message is not received and acknowledge is not returned, the words "COMM ERROR" appear on screen. Press **QUIT** to start again.

- e. Press **SEND** again to retransmit message or record.
- f. At the receiving unit, the message appears on screen. Scroll down to view message.
- g. Press **ENTER**. CHOOSE 1. SAVE, 2. DELETE screen appears.
- h. Press **1** and **ENTER** to save message. MESSAGE? appears. Scroll down to view message.
- i. Go to step "b" above to send another message.
- j. Press **MENU** to return to Menu.

5. **TO RECEIVE A MESSAGE:**

- a. Go to MESSAGE? screen and wait for message.
- b. \*\* RECEIVED \*\* appears on screen with the received message under it.
- c. To save message, press **ENTER**.



- d. Press **1** and **ENTER**.
- e. MESSAGE? is prompted. Scroll down to message.
- f. To delete message, press **DELETE**.
- g. Go to step "b" above to receive another message.
- h. Press **MENU** to return to Menu.

6. Press **QUIT** once before you send the next message.

7. Press **MENU** to return to Menu.

## CARTRIDGE FILES

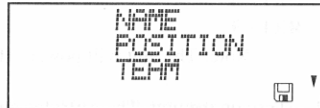


A unique cartridge system contains accurate information to up-date career and yearly total stats. Each season you can easily load statistics from these pre-programmed cartridges into your Super Data Blaster. You can even send them via IR message mode to another unit.

NOTE: Do not insert cartridge unless unit is OFF.

### Procedure:

1. Insert cartridge into right side of unit.
2. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
3. Use direction keys to select the cartridge icon or press **CARD** key.
4. Press **ENTER**. If selecting the menu icon. (If you press **CARD** you do not need to Press **ENTER**.)
5. The screen will then display 1.Name 2.Position 3.Team. Use the arrow keys to choose and Press **ENTER**.



6. You may now view or load a record into Updatable Statistics file.
  - a. To view a record, refer to NBA Historical Statistics file for procedure.

NOTE: When playing the fantasy game, plug in the cartridge and you are able to use the CARTRIDGE file to play a game. NO VALID CARTRIDGE appears on screen if no cartridge is plugged in.

- b. To load into Updatable Statistics file:
- (1) Choose a record (as in Historical Statistics file)
  - (2) Press **EDIT**. Press **ENTER**.

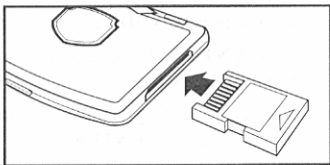


(3) Press **ENTER** or **QUIT**. You are now in the Updatable Statistics file with the new record.

7. Additional cartridges can be accessed by removing the cartridge and plugging in a different one. Then repeat the procedure starting at step 1.
8. Press **MENU** to return to Menu.

#### Cartridge expansion card:

1. Insert the cartridge card into the slot and push it in. The label shows face up toward the keyboard.



Note: The unit will power off automatic during cartridge insertion.

2. Turn on the unit. The cartridge data can now be accessed by either selecting the cartridge icon at MENU mode or by pressing the cartridge key.

## NBA CARD INVENTORY



You can store a list of your favorite basketball cards with card names, card makers and values. If you want this file to be lockable, refer to SECRET PASSWORD for instructions.

#### Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** if you are using another file) to access Menu.
2. Use direction keys to select the card file icon. Press **ENTER**.



NOTE: PASSWORD? is prompted if password is active. Type in password and press **ENTER**.

| Prompt                                                                                | Type In                                      | Press Key    |
|---------------------------------------------------------------------------------------|----------------------------------------------|--------------|
| CARD NAME?                                                                            | Up to 15 characters                          | <b>ENTER</b> |
| MFGR?                                                                                 | Card manufacturer name (up to 10 characters) | <b>ENTER</b> |
| VALUE?                                                                                | Up to \$9999                                 | <b>ENTER</b> |
| CHOOSE 1. WANT,                                                                       | 1 or 2                                       | <b>ENTER</b> |
| 2. HAVE                                                                               |                                              |              |
| 3. Screen returns to CARD NAME? screen. Store additional card information as desired. |                                              |              |
| NOTE: To view, press down key to see card name, mfg., value, and want/have.           |                                              |              |
| 4. Press <b>QUIT</b> to return to CARD NAME?                                          |                                              |              |

5. **TO EDIT:**

- a. Access card file and scroll down to desired card.
- b. Press **EDIT**. Put data for change on top line of screen.
- c. Type in changed data; press **ENTER**.
- d. Press **QUIT** to return to CARD NAME? screen.

6. If you want to lock this file, refer to SECRET PASSWORD on page 56.

7. Press **MENU** to return to Menu.

## CLOCK



This shows the current time in regular or 24-hour display. Once the clock is set, the time is displayed. You can check the correct time whenever you wish.

### Procedure:

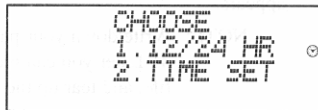
1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access the Menu.



2. To edit, press **SHIFT** and clock icon keys. Initial screen appears, showing current date, time and day.

### 3. **TO EDIT:**

- a. Press **EDIT**. Screen shows:



NOTE: Pressing "1" selects 12/24 hour display. Go to step 4.  
Pressing "2" sets the time. Go to step 5.

### 4. **TO CHOOSE 12 OR 24 HOUR DISPLAY:**

- a. Pressing **1** or **2** chooses 12 or 24 hour display.
- b. Press **1**. Initial screen shows 12 hour time, or press **2**. Initial screen shows 24 hour time.

### 5. **TO SET TIME:**

- a. Press **2**. DATE? MMDDYY appears on screen.
- b. Key in digits for month, day, and year. Press **ENTER**.

NOTE: If you key in a wrong digit, use cursor keys to select the digit and retype it correctly.

- c. TIME? HHMM appears.
- d. Key in four digits for correct hour and minute.
- e. Repeatedly press "A" to select A (AM) or P (PM).
- f. Press **ENTER**. Initial screen appears with new time.

6. Press **MENU** to return to Menu.

## SECRET PASSWORD



You can lock certain files by using up to a 4-letter secret password. No one can open these files unless they use the secret password. The files that can be locked are Personal Statistics, Telephone/Birthday, Calendar, and Card Inventory. All other files cannot be locked.

### Procedure:

1. Press **ON** and **ENTER** (or press **MENU** if you are using another file) to access Menu.
2. Press **SHIFT**, then press key with the lock icon above it. The **PASSWORD?** prompt appears.



**NOTE:** Write down your password now so you won't forget it. Later you can hide the password in an unlockable file, and tear up the password written on paper.

3. Enter any combination of up to four letters and numbers. Digits appear as four stars (\*\*\*\*) on screen (Your actual password will not appear).
4. Press **ENTER**.  
**NOTE:** If incorrect password is typed in, **INVALID** appears on screen. Press **ENTER** to return to initial screen.
5. If no password was previously stored, **RETYPE** is prompted.
6. Type in password again to verify. While typing in the password, (\*\*\*\*) appear. Press **ENTER**.

7. Successful password entry prompts:

1. **ON** Press **1** to activate password.
2. **OFF** Press **2** if you don't want the password. Unit returns to Menu.
3. **EDIT** Press **3** to change password. Press **ENTER**. Go to step 4.

**IMPORTANT NOTE:** Remember your password! Write it down if you need to. If you forget your password, you will be locked out of very important files. The only way to reenter these files is to press the reset button on the bottom of the unit with the tip of a pen. Be careful! This procedure deletes **all** files from your unit.

8. Press **MENU** to return to Menu.

## 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.

Replace batteries at the first sign of erratic operation.

Do not use a pencil or a pin to press the reset switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

## 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 the problem is. 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, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.