



TIGER
ELECTRONICS, LTD.
Model 65-125
Ages 7 & up

MATCH 4

INSTRUCTION

651250001IWTIE-01

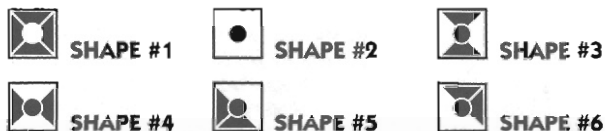
HAS THE COMPUTER MET ITS "MATCH?"

Has the computer met its match? It's time to test yourself and find out! Match 4 is the fast-moving memory game you'll find on a keychain! The game has four rows with five squares in each row. The computer will randomly place five different shapes in each row!

You've got to match identical shapes in the least possible number of moves!

OBJECT OF THE GAME

There are 6 possible shapes to match. Here they are:



In each level of play, you are trying to match identical shapes in the various rows in a minimum number of moves.. There are 3 levels.

In level 1, you are looking to match PAIRS. Match all five pairs in the first two rows.

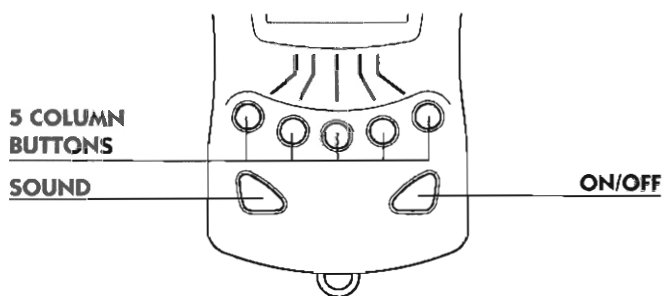
In level 2, you are looking to match TRIPLES. Match all five triples in the first three rows.

In level 3, it's MATCH 4 time! You are looking to match FOUR OF THE IDENTICAL shape. Match all five "FOUR OF THE SAME SHAPES" in the four rows.

You WIN the game if you can MATCH 4 in the highest level of play!

KEY TO GAME

Here's your keychain's keypad:



- ON/OFF** — to turn on the unit.
- to turn off the unit.
- SOUND** — to control sound: on or off.
- 5 COLUMN BUTTONS** — to reveal the shape in the active row
- RESET** — to reset the unit if your game malfunctions. (RESET button is on the back of the game unit)

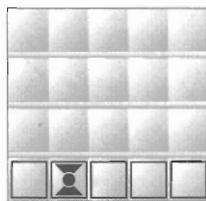
LET'S PLAY

FIRST LEVEL: TWO ROWS FIND FIVE PAIRS IN 18 MOVES OR LESS!

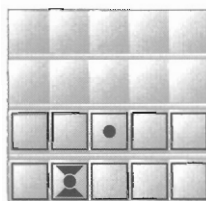
Match 4 is a one player game: you vs. the computer. The game starts with the first two rows. The first row with its 5 squares will light up. Select a square by pressing the corresponding button. The lit shape of the square will be revealed.

Now you can press any of the 5 buttons and your press will reveal the lit shape of the corresponding shape in the SECOND ROW. You are trying to find the same shape on the two rows in sequence.

If you are successful and find a MATCHING PAIR of the same shapes in sequence, the two squares will go off the board. You have to reveal five PAIRS of identical shapes in 18 moves or less in order to step up to the next level! If you're successful, you'll hear a "winning tone" and on you go to level two!



THE GAME STARTS ON THE FIRST LEVEL, WHICH IS A TWO ROW GAME. AFTER YOU SELECT A LOCATION IN THE FIRST ROW, THE COMPUTER WILL AUTOMATICALLY PLACE YOU ON THE SECOND ROW.

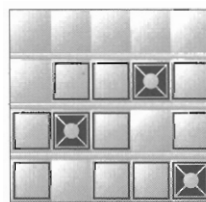


YOU CAN PRESS ANY OF THE 5 BUTTONS. THIS WILL REVEAL THE LIT SHAPE OF THE CORRESPONDING SQUARE IN THE SECOND ROW. YOU ARE TRYING TO FIND THE SAME SHAPE ON THE SECOND ROW THAT YOU FOUND IN THE FIRST ROW. THE PAIRS MUST BE MATCHED "IN SEQUENCE" "IN SEQUENCE" MEANS WITH TWO CONSECUTIVE BUTTON PASSES!

SECOND LEVEL: THREE ROWS FIND FIVE TRIPLES IN 27 MOVES OR LESS!

Now you have to reveal TRIPLE identical shapes, one on each of the first three rows! You have to reveal the five Triple identical shapes in 27 moves or less. If you're successful, you'll hear a "winning tone" and on you go to level three!

If you fail to match triples on the SECOND LEVEL within the minimum moves, you get ONE MORE CHANCE to replay this level. But if you fail again, you automatically go back to the FIRST LEVEL!

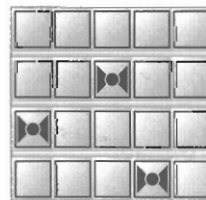


IN LEVEL 2, YOU HAVE TO REVEAL TRIPLE IDENTICAL SHAPES, ONE IN EACH OF THE THREE ROWS. YOU HAVE TO REVEAL THREE IDENTICAL SHAPES WITH THREE CONSECUTIVE BUTTON PUSHES TO MAKE EACH MATCH!

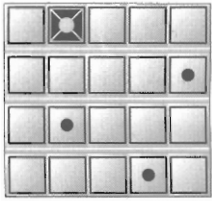
THIRD LEVEL: ALL FOUR ROWS FIND "FOUR IDENTICAL SHAPES" — ONE IN EACH OF THE FIVE ROWS — IN 36 MOVES OR LESS!

Now you have to reveal FOUR identical shapes, one on each of the four rows! You have to reveal the five "four of the same shape" in 36 moves or less. If you're successful, you'll hear a "winning tone" and you will WIN the game!

If you fail to "Match 4" on the final level within the minimum moves, you get ONE MORE CHANCE to replay this level. But if you fail again, you automatically go back to the SECOND LEVEL!

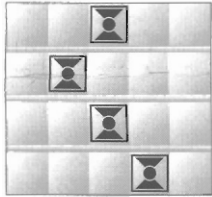


IN THE LAST LEVEL, YOU HAVE TO MATCH FOUR IDENTICAL SHAPES IN A ROW, ONE IN EACH ROW, IN FOUR CONSECUTIVE BUTTON PASSES. IT'S MATCH 4!



IF YOU FAIL ON THE FINAL LEVEL, YOU ARE ALLOWED TO TRY AGAIN. FAIL A SECOND TIME — AND YOU AUTOMATICALLY RETURN TO THE SECOND LEVEL. TRY TO WORK YOUR WAY BACK UP TO THE FINAL LEVEL!

When you solve the final level in the minimum number of moves, you WIN the game. You will see a game winning animation on screen — and hear a game winning sound!



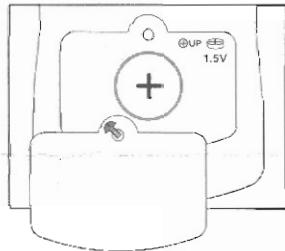
YOU WIN!

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 1xG13A OR LR44 battery or equivalent (battery included) as shown.

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 (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



CAUTION/DEFECT OR DAMAGE

CAUTION



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



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



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth

Replace batteries at the first sign of erratic operation.

If a part of your MATCH KEYCHAIN 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 Electronics, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

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

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. \$6.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

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

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

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS 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.

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