

Game BALLS™

FISHING

INSTRUCTION



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Study the 3 lights in the lake. These lights show your fish swimming in the water. Press the button that corresponds to the location of the fish...



...then shake your GameBall again to hook your prize!



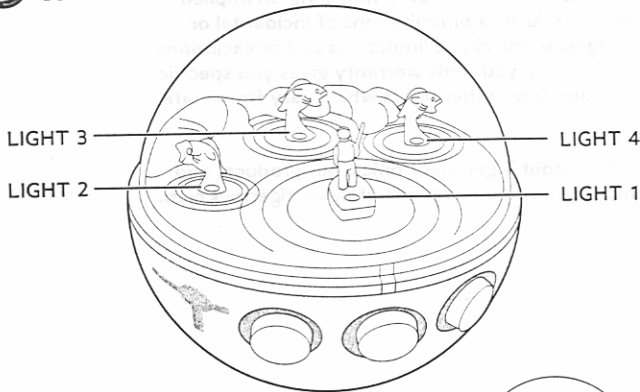
1. HAVE A BALL!

When it comes to having fun, there's no better ball than GamBall! Shake it up to make your cast! After you "hook" your fish, shake it again to reel 'em in! This is the ball as great as the oceans are wide!

2. OBJECT OF THE GAME

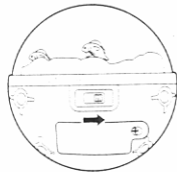
Catch 10 fish and you're a champion -- a true shark on the sea of life. Let 3 fish get away and it's "game over" and you're a mackerel.

3. HOW TO PLAY



Turn the power switch to ON to begin play.

The GameBall's melody will signal the start of play followed by one the fisherman in the boat lighting up. Let's fish! Press any of the 3 buttons, and shake your GameBall.



Shaking your GameBall, activates the "cast"! You'll actually hear a virtual cast of your fishing line flying out and splashing in the water!

Strike!

If your timing is good, you'll have a strike! You've hooked a fish! Nice going! You'll hear your GameBall say, "FISH!" The lights will keep flashing -- keep pressing the buttons to correspond to the location of the lights. This is your fish moving around!

There are two ways for the fish to outsmart you:

- 1) The fish will fight you and thrash around in the water. This will be illustrated by the moving light position. In order to keep the fish from getting away, you must follow the fish by pressing the corresponding button. When you have successfully reeled in the fish it will flash and you may give the game a final jolt to land your prize into the boat. But if your timing is not perfect for following or landing the fish, it will get away.
- 2) If ALL THREE FISH FLASH and you hear a warning sound (this is the line tension sound), you should release the buttons right away or else your virtual fishing line will snap and the fish will get away!

If you outfight the fish you'll be able to bring him onboard signaled by a victorious melody, followed by, "FISH!" Your GameBall will then beep a number of times -- each beep indicates the number of fish you've caught!

Now press either button to cast again for your next fish! But just like real fishing, this isn't easy-- after each fish you catch, the game difficulty will increase!

Catch 10 and you're king of the lake, but let 3 get away and you'll go home with nothing but your tale of the one that got away.

During the game, if no button is pressed for 30 seconds, the unit also goes into "standby". Press any button to move back into the action mode!

During standby, press either button and hold it for over 4 seconds, and you'll hear your fishing score again.

4. INSERTING THE BATTERIES

Using a screwdriver, loosen the screw on the battery compartment door located on the back of the unit.

Remove battery compartment door. Insert 2 "AAA"/LR03 batteries, making sure to align the "+" and "-" signs.

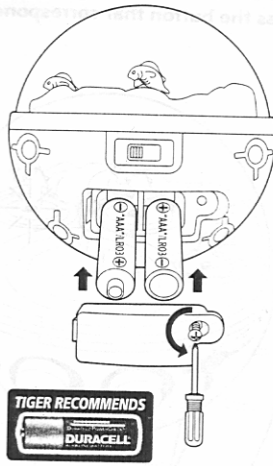
Replace battery compartment door and screw.

CAUTION: Battery should be replaced by adult. Not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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.

Replace with new batteries at the first sign of erratic operation.



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 US\$4.00. 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 REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 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.

For more information about Tiger Electronics, our products and special promotions, please visit our web site at: www.tigertoys.com.

5. CAUTION/DEFECT OR DAMAGE



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



Clean only with a piece of soft dry cloth.

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 REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

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

6. 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.

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