

Tiger's Guess or Pass is a challenging new game where the goal is to guess what the hidden word is hidden under 10 numbered squares. There are 1800 words so you will have to put your knowledge to the test to be good at this game. Roll the dice and guess the word to score big points.

#### CONTROLS

ON/OFF

- Press to toggle power to the unit.

SOUND

- Press to toggle sound to the unit.

ROLL

- Rolls the dice

SELECT

Push the two-way select button to move the cursor around the screen.
Pushing up will make the cursor go left and pushing down will make the cursor go right.

ENTER

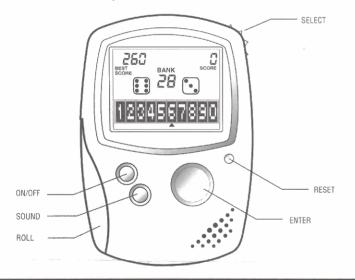
- Selects the numbered square the player wants to reveal.

- If the player has selected their number(s) but hasn't pressed ROLL to roll

the dice they can press ENTER to guess the word.

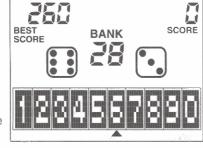
RESET

- Used to reset game unit



## **PLAYING THE GAME**

- 1 Turn the unit on by pressing ON/OFF.
- 2 When you turn the game on the screen will display:
  - A line of closed windows numbered 1 2 3 4 5 6 7 8 9 0
  - "Roll" sign (flashing)
  - "Bank" indicating that you have 28 points.
  - Top score (indicating the highest score achieved)
  - Current score (indicating 0 in the beginning)
- 3 Press ROLL on the side. A roll dice SFX will be heard and 2 random numbers will appear on the dice. The cursor above the window will be flashing.



- The dice are to be used to open windows and reveal letters from the hidden phrase.
- Rules of opening windows: There are 3 options among which you have to choose only one:
  - A- Open 2 windows that correspond to each of the numbers on the dice.
  - B- Open the window the number of which is the sum of the 2 dice
  - C- Open the window the number of which is the subtraction of the 2 dice.
- 6 You must use both dice and cannot use only one dice and disregard the other.
- 7 The game will not let you open one window that corresponds to one dice if the other dice shows a number that corresponds to a window that is already open.
- 8 The game will not allow any illegal use of the dice. If an illegal entry is made a short rejection sound will be heard and you must select again.
- 9 To select a window, use the SELECT button on the side (with your thumb) and move the cursor to the window of your choice.
- 10 To enter your selection press ENTER. The window will open and reveal the letter that is behind. (It might be that the space is blank).
- 11 The dice will now disappear.
- 12 After the 2 dice have disappeared, your are asked to make a choice between Guess or Roll again. The sign Roll and Guess are flashing to indicate this choice.
- 13 If you wish to Guess, press ENTER. The remaining windows will open and let you check your guess.

If you guessed correctly press ENTER again

If you guess incorrectly, press ROLL

- 14 If you wish to roll again, press ROLL. You get 2 new dice to be used to open further windows.
- 15 Keep on playing until you wish to Guess or until you exhaust all the points in the Bank.

## **SCORING**

- 1 Bank of points: In the beginning of the game, a new word is selected randomly and placed behind the closed windows. At the same time you are given 28 points in the Bank to be used for opening windows.
- 2 Each time you open a window, it's number is deducted from the Bank.
- 3 The window "0" is a wild window and opening it does not affect the Bank.
- 4 Warning sign: When the Bank is down to 10 or less the game gives you a short warning sign.
- 5 Exhausting the points: When the Bank is down to 0 (or less), the player is then given 5 more seconds to try and guess the phrase and then all the windows are opened automatically to reveal the phrase.
- 6 When a game is over, (either by making a guess or exhausting the Bank) you will win or lose points. The points to win or lose are the total of the unopened windows just before the game was over plus the point remains in Bank.
- 7 If you made a guess, and the check proved that you were correct, Press ENTER and those points will be added to your score.
- 8 If you made a guess and the check proved you were wrong, press ROLL, start a new game, and the points will be deducted from your score.
- 9 If you ran out of points in the Bank and did not make a guess within 5 seconds, the remaining unopened windows will be deducted from your score when you press ROLL.
- 10 If you run out of points your game is over.
- 11 Each time you turn off the game, the match is over and the current score is erased but your best score is kept and will be displayed in the "Best Score". The next time you turn the game on, you start a new match between you and the game.

## **DICE RULES**

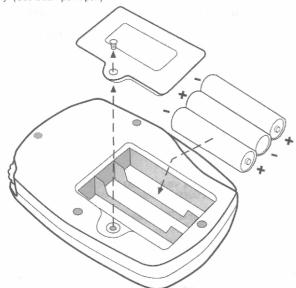
- 1 The "0" window can be opened by any roll of "double" (2:2, 3:3, 6:6 etc.)
- 2 A roll of double is the only case a player can use only one dice. Example- If you roll "3:3" you have the choice to open window 3 or 6 or 0.
- 3 In the case when the subtraction of the 2 dice equals the lower dice. Example- 6:3-selecting 3 will not allow the player to choose 6 afterwards since the game will take it as if the subtraction option has been made by the player. So always select the higher number first

#### **BATTERY INSTALLATION**

To install batteries for the unit, use a Phillips head screwdriver to open the battery doors.

Insert 3 "AAA"/ "LR03" or equivalent batteries, making sure to align the "+" and "-" as shown. Close battery compartment door.

After battery installation, the RESET switch may be pushed only if the game deesn't work properly. (Use a ball-point pen)



Tiger recommends DURACELL Batteries for optimum performance.



#### To ensure proper function:

- a) Do not mix old and new batteries
- b) Do not mix alkaline, standard or rechargeable batteries
- ) Battery insertion should be done by an adult
- d) Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (if removable)
- f) Rechargeable batteries are only to be charged under adult supervision (if removable)
- g) Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- i) Exhausted batteries are to be removed from the toy
- j) The supply terminals are not to be short-circuited

# **CAUTION/ DEFECT OR DAMAGE**

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

TIGER REPAIR DEPARTMENT 1000 N. Butterfield Road, Unit 1023 Vernon Hills, IL 60061

In your note, mention the name of your product, product'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, 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 90day 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. \$10.00. 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

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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