

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions :

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

TIGER
ELECTRONICS, LTD.

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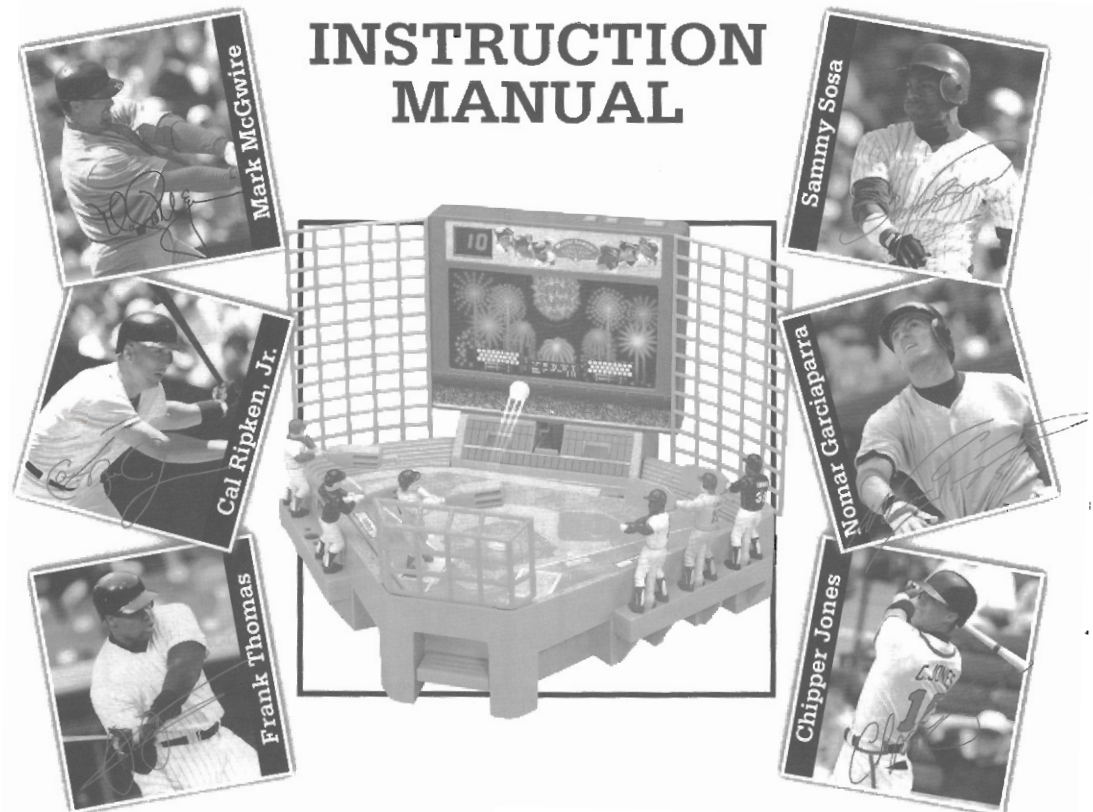
TIGER
ELECTRONICS, LTD.

For Ages 6 and up

MODEL 08-007



INSTRUCTION MANUAL



It's time for you to become one of the greatest home run hitters of all time! But it won't be easy. You'll have to get used to the sounds of the roaring crowd, the bright lights, not to mention baseballs hurling toward you as you stand ready at the plate! This is what all power hitters long for - a chance to hit a home run and beat the current record! Take your place at the plate and try to hit as many home runs as you can!



CONTENTS

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|-------------------|----------------------------|
| 6 batting figures | 2 outfield fences |
| 2 baseball bats | 1 catcher's backstop fence |
| 1 score board | 6 baseballs |
| 1 baseball field | |

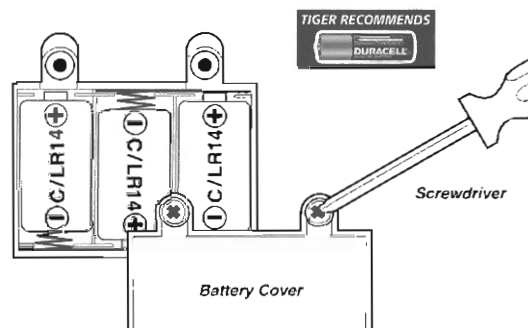


INSERTING THE BATTERIES

To insert batteries, loosen the screws on the battery compartment cover on the back of the game and open the battery compartment cover.

Insert 3 "C" batteries (not included), making sure to align the "+" and "-" signs as shown.

Close the cover and tighten the screws securely in place. Do not over tighten the screws as this may cause damage.



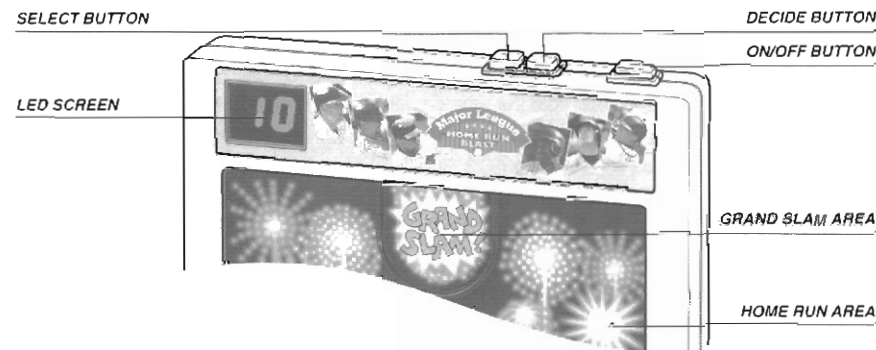
TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES
- BATTERY INSTALLATION SHOULD BE DONE BY 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
- 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

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SCOREBOARD



ON/OFF BUTTON - Press this button once to turn **ON** the unit. Press the button again to turn **OFF** the unit. The unit will shut off automatically after 3 minutes of non-use.

LED SCREEN - All scoring and player information will be displayed on this screen.

- 1P - stands for 1 player
- 2P - stands for 2 players
- 25 - is the uniform number for Mark McGwire
- 21 - is the uniform number for Sammy Sosa
- 35 - is the uniform number for Frank Thomas
- 5 - is the uniform number for Nomar Garciaparra
- 10 - is the uniform number for Chipper Jones
- 8 - is the uniform number for Cal Ripken, Jr.

SELECT BUTTON - Press this button to toggle between 1 and 2 player mode and between the "Who Hits" and "Who Hits First" batting order mode. Press the **SELECT** button once for 1P, again for 2P, to choose the number of players, then press **DECIDE**. After you have pressed the **DECIDE** button with your choice of the number of players, press the **SELECT** button again: once for 25 (McGwire), again for 21 (Sosa), again for 35 (Thomas), again for 5 (GarciaParra), again for 10 (Jones), again for 8 (Ripken) to choose the batting order, then press **DECIDE**. Press the **SELECT** button at any time during the game and the current score will be displayed on the LED screen.

DECIDE BUTTON - Press this button after you have selected the number of players to confirm the selection. Press this button again after you have selected the batting order to confirm the selection. Press the **DECIDE** button at any time during the game and the high score will be displayed on the LED screen.

HIGH SCORE - The high score will display on the LED screen at the start of each game and when the unit is turned on. To view the high score at any time during play, press the **DECIDE** button and the high score will be displayed on the LED screen. The high score will be lost when you remove the batteries or the scoreboard from the baseball field.

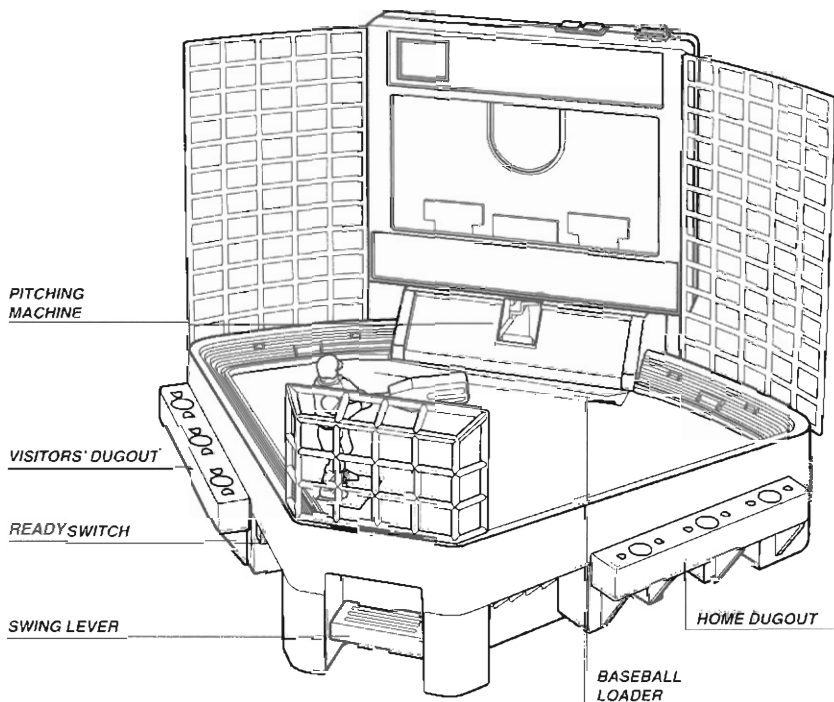
GRAND SLAM - Hit the baseball in this area to score 4 home runs.

HOME RUN - Hit the baseball in this area to score 1 home run.

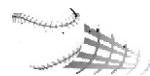
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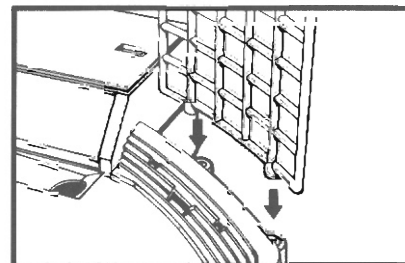
BASEBALL FIELD



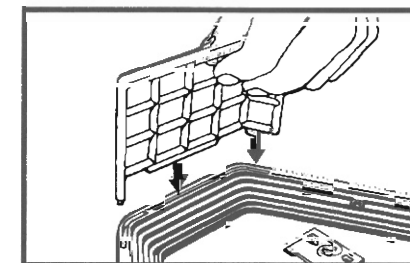
- BASEBALL LOADER** - Insert all six baseballs into the baseball loader. The balls will automatically move to the pitching machine.
- PITCHING MACHINE** - Baseballs will automatically be pitched from this location.
WARNING: Do not put your face or eyes near this opening.
- DUGOUT** - Place the Home batting figure in the Home dugout and place the Visitors batting figure in the Visitors dugout when the other player is up to bat. To insert batter into the dugout, line up the batter's post and feet with the holes. Clip feet into the holes and secure the batter's post into the peg hole.
- READY SWITCH** - Slide this switch to the left to activate the pitching machine. The batter is now ready to hit the ball. Ready switch will automatically move to the right after the batter has swung at the ball.
- SWING LEVER** - Press this lever down and the batter will swing at the ball. The swing lever will not function if the ready switch is not in the correct position (to the left). Keep a watch at the pitching machine and press the SWING button at the correct moment to make contact with the bat and the pitched ball.



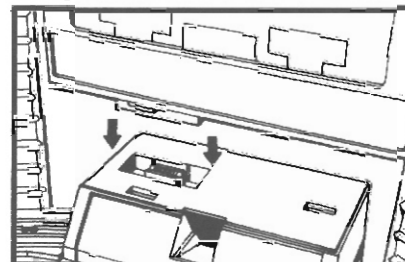
SETTING UP THE BASEBALL FIELD



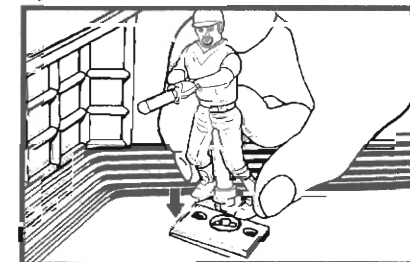
1. Insert the left and right outfield fences into the holes in the left and right outfield bleachers. The fences will keep you from hitting balls way out of sight!



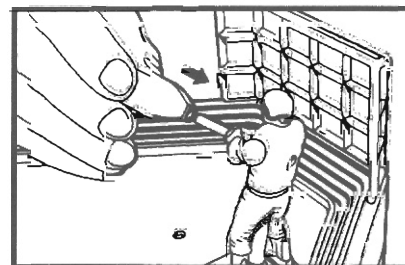
2. Insert the catcher's backstop fence behind the home plate. The backstop will prevent missed pitched baseballs from zooming way behind you.



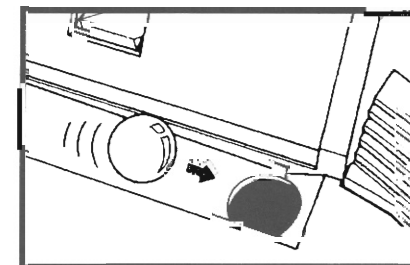
3. Gently place the electronic scoreboard into the opening in center field on the baseball field. Make certain the scoreboard fits securely into place.



4. Insert one of the batters into the batter's box next to home plate on the baseball field. Line up the batter's post and feet with the holes. Clip feet into the holes and the post into the peg hole. You may need to move the upper body of the batter to align the post into the peg hole.



5. Insert the bat onto the peg extending from the batter's hands. The bat will be at an angle, do not straighten the bat.



6. Drop ALL six of the baseballs into the round hole in the baseball loader in center field of the baseball field. These balls will automatically feed into the pitching machine.



ONE/TWO PLAYER MODE

In **one-player mode**, a batter swings at 8 baseballs and the score is displayed for the first inning. The batter swings at 8 additional baseballs for a total of 16 swings and the cumulative score is displayed for the second inning. The batter swings at 8 additional baseballs for a total of 24 swings and the cumulative score is displayed for the third inning. The scoreboard will display the number of remaining swings throughout the 3 innings.

In **two-player mode**, the first batter swings at 8 baseballs and then the second batter swings at 8 baseballs for the first inning. The score for both players will alternately be displayed on the screen after each player's turn. For the second inning, the first batter swings at 8 baseballs and the second batter swings at 8 baseballs (for a total of 16 swings per batter). The score for both players will alternately be displayed on the screen after each player's turn. For the third inning, the first batter swings at 8 baseballs and the second batter swings at 8 baseballs (for a total of 24 swings per batter). The score for both players will alternately be displayed on the screen after each player's turn. The scoreboard will display the number of remaining swings throughout the 3 innings for each player.

If there is a **tie-game** after three innings in two-player mode, each batter will get a chance at 8 additional swings until one player wins. Note: the score in a tie-game is not included in the high score feature.



HOW TO "PLAY BALL"

1. Insert batteries into the battery compartment.
2. Set up the baseball field.
3. Turn **ON** the Home Run Blast and sing Take Me Out to the Ballgame. The high score will be displayed.
4. **SELECT** 1 or 2 players and press the **DECIDE** button.
5. **SELECT** "Who Hits" or "Who Hits First" and press the **DECIDE** button.
6. Insert the correct batting figure and bat into position at home plate
7. The stadium announcer will begin the game by saying "Play Ball".
8. Push the **READY** switch to the left to activate the pitching machine.
9. Watch as the baseball is automatically pitched.
10. Press down on the **SWING** lever to hit a home run!

There are 3 innings in a game. Each inning will allow the batter to swing 8 times at the baseball. If a ball is pitched and the batter does not swing, it will not count as a "swing". A "swing" is when the ball is pitched and the player presses the **SWING** button, regardless of whether it is hit or touches the scoreboard for any points.

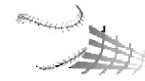


CAUTION/DEFAULT or DAMAGE

If a part of your product is damaged or something has been left out, **DO NOT RETURN THE PRODUCT TO THE STORE**. The store 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 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 of defects in material 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.\$20.00. 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.