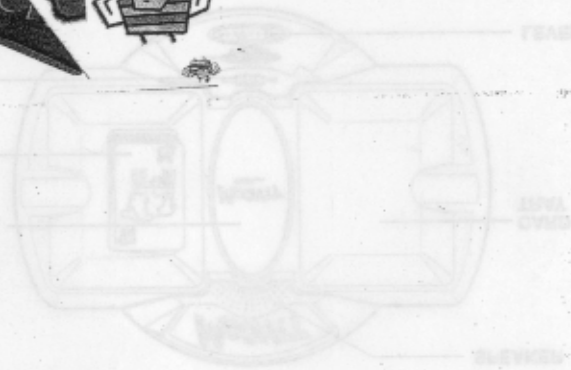
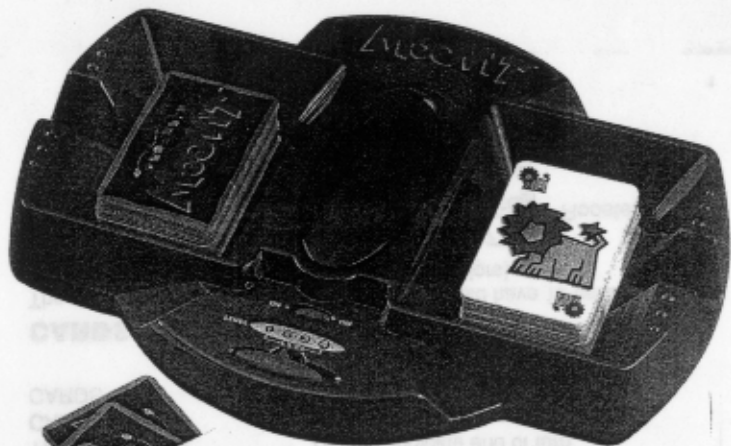


TIGER
ELECTRONICS, LTD.

AGES 6 TO ADULT
MODEL 07-008

MOOVIT™

Instruction Manual

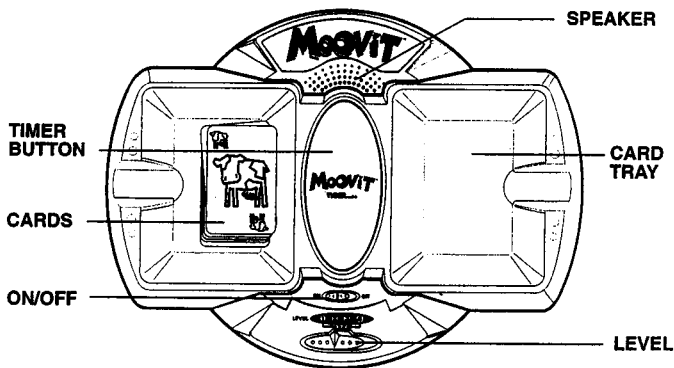


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MOOVIT™ INSTRUCTIONS

MOOVIT INSTRUCTIONS

MOOVIT is the electronic fast paced sound and card game for two to six players. Match the animal, match the color, make the sound, and do it as many times as you can before the game says MOOVIT! Be the first to get rid of all your cards and you win. Once you've mastered one speed level, MOOVIT up to a faster one.



ON/OFF

Used to turn the unit on and off

LEVEL

Used to choose a speed level

TIMER BUTTON

Used to indicate end of turn

CARD TRAYS

Used to hold draw and discard piles

CARDS

108 cards

CARDS

The deck of cards included with the game should have 12 cards of each animal. (three cards in each of the four colors)

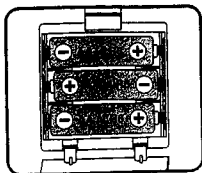


INSERTING THE BATTERIES

Open battery compartment door on back of unit. Insert 3 AA/LR6 batteries, or equivalent, making sure to align "+" and "-" as indicated. Close battery door tightly.

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 or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.



LET'S PLAY

1. The dealer presses the **TIMER** button to start the timer running for the first player. In his/her turn, a player tries to discard as many cards as possible before the timer goes off. To do so, a player must **MATCH THE COLOR OR THE ANIMAL** on the top card in the discard pile.
2. **HERE'S WHERE THE FUN BEGINS!** As a player discards each card, he/she must make the sound of the animal on the card unless it is a special card. (See **SPECIAL CARDS**)
3. If a player cannot discard, he must draw two (2) cards from the **DRAW** pile. These cards may only be used in the next turn. **THE PLAYER MUST DRAW CARDS BEFORE PRESSING THE TIMER FOR THE NEXT PLAYER.**
4. When a player has finished discarding or drawing, he/she presses the **TIMER** button once to start the next player's turn.
5. If a player is not quick enough, and the timer says, "MOOVIT!," the player is penalized and must draw four (4) cards from the **DRAW** pile - so you have to be quick.
6. The player then presses the **TIMER** button and play continues.

OBJECT OF THE GAME

Be the first to get rid of all your cards and you win.

LET'S GET READY

1. Moovit has a timer. You begin by choosing a timer level and sliding the button to the right or left until it points to the dot that matches the level you want. The levels are as follows:

LEVEL 1 = 12 seconds	(A good place to start)
LEVEL 2 = 9 seconds	(Novice level)
LEVEL 3 = 6 seconds	(Intermediate level)
LEVEL 4 = 3 seconds	(Expert level)
2. Shuffle the deck well and deal seven (7) cards to each player. Put the remainder of the deck face down in one of the card trays. This will be the **DRAW** pile. Turn over the top card from the **DRAW** pile and place it face up in the other card tray. This will be the **DISCARD** pile.
3. In the first game, the youngest player starts. After that, the winner of the previous game goes first.
4. Slide the **ON/OFF** button to the **ON** position. The unit will say **MOOVIT**.
5. The game starts in a clockwise direction.

SPECIAL CARDS

Some cards have special meanings:

- **ANY RED CARD** - The player matches the animal or color (as usual) but **MUST NOT** make the sound of the animal pictured.
- **COW** - The player must follow a **COW** with a **COW**. This is called the "**COW CYCLE**." The first player who cannot follow with a **COW** must draw two (2) cards from the **DRAW** pile. This breaks the "**COW CYCLE**" and the next player may resume normal play - matching either the color or the animal.
- **ROOSTER** - If a player ends his/her turn with a **ROOSTER** card, the next player loses his turn.
- **DONKEY** - If a player ends his/her turn with a **DONKEY** card, the direction of play is reversed.

If the card that is turned over to start the **DISCARD** pile is a special card, the instruction is ignored.

NOTE: If a player needs to pause the unit for any reason, he/she presses the **TIMER** button two (2) times quickly. To restart the timer, the player then presses the **TIMER** button once and play continues. The unit will automatically turn off after three (3) minutes of inactivity.

THE WINNER

The winner is the player who, in his turn, discards his last card. The player then presses the TIMER button three (3) times quickly and the unit plays a winning tune, indicating that the game is over.

If no one has won by the time the DRAW pile is depleted, PAUSE the game by pressing the TIMER button two times quickly. Shuffle the DISCARD pile WELL and place it face down in one of the card trays to become the DRAW pile. Turn over the top card to start the DISCARD pile. When the cards are ready, start the timer by pressing the TIMER button once.

PENALTIES

There are a few penalties in the game. If a player makes one of the following mistakes, he/she must DRAW TWO (2) CARDS. The mistake must be called out before the next player begins his or her turn.

- Making the WRONG sound
- Playing the WRONG card
- NOT MAKING an animal sound when you SHOULD (blue, yellow, green card)
- MAKING an animal sound when you SHOULDNT (red card)
- NOT drawing cards when you SHOULD
- Playing out of TURN (rooster - donkey)

A player may receive more than one penalty in a turn.

EXAMPLE: A player made an animal sound for a red card and took too long. The penalty would be 2 + 4 for a total of 6 cards. Then the player presses the TIMER button.

EXAMPLE: Player 1 discards three red cards and makes animal sounds for each card, then presses the TIMER button. Player 4 catches him. The penalty would be 2 x 3 for a total of 6 cards. Then the player presses the TIMER button.

REMEMBER - If you take too long, and the game tells you to MOOVIT, you DRAW FOUR (4) CARDS!

MOOVIT UP!

Once you have reached a high level of playing, you are ready to MOOVIT UP to an even more challenging and fun level of game play.

THE RULES OF MOOVIT UP

1. THE DISCARD RULE: In a turn, a player may still discard as many cards as possible, but they all must be of the same animal. The first card discarded can match the color OR the animal on the top of the DISCARD pile, but once the first card is played, he can only continue with the same animal. He must make the sound of the animal for each card (except red).

2. THE SPECIAL CARDS

COW - The player must follow a cow with a cow. This is called the "cow cycle." The first player who cannot follow with a cow must draw as many cards as cow cards that have been played in the "cow cycle." This breaks the "cow cycle" and the next player may resume normal play - matching either the color or the animal.

ROOSTER - For each rooster card played, a player is skipped. For example, if Player 1 discards two (2) roosters, both Player 2 and Player 3 lose a turn and Player 4 plays next.

NOTE: If there were only three players, Player 1 would play again.

DONKEY - For each donkey card played, the direction of play is reversed. Therefore, if an odd number of donkey cards is played, the direction of the game changes. If an even number is discarded, it has no effect on the direction of play.

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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. \$14.00. 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.

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