

Mission:
Paintball TV plug-in game
Trainer TM

Ages 6+
Item No. 42792

INSTRUCTIONS



Get a Tiger!
Get the Roar!

TIGER
GAMES 

Read the instructions below, plug in your Paintball Trainer, and get ready for some fast blasting action! Begin by sharpening your skills with “shooting gallery” target practice! The compact size of the marker gun helps younger players learn and master the shooting technique! Then shoot or be shot as you compete against your TV opponents in a variety of interesting terrains and exciting scenarios.

REQUIREMENTS

- TV or VCR with AV input. RF adapter required if TV has no AV input. Or, you may use the AV input on a VCR that’s connected to your TV.
- **Standard glass screen TV only.** Not for use with Projection TV, High Definition TV, or flat screen (Plasma) TV.

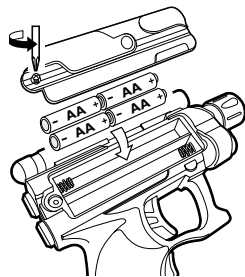
Important: You cannot play this game through a cable box or satellite hookup. Game must be connected directly to the TV or VCR.

INSTALL BATTERIES

Requires 4 x 1.5V “AA” or LR6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (as shown below) and open the door.
2. Insert 4 new 1.5V “AA” or LR6 size batteries, making sure to align “+” and “-” as shown.
3. Replace the battery compartment door and tighten the screw.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers’ instruction;
2. Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;

3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.

4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

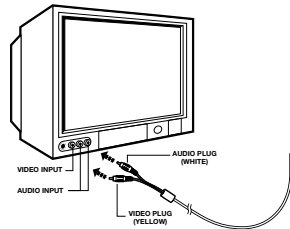
SET UP

Connecting to a TV

1. Insert the game unit's white plug into the white audio-in jack on the TV.
2. Insert the game unit's yellow plug into the yellow video-in jack on the TV.

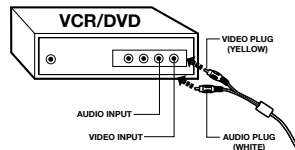
Note: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

3. Turn on your TV.
4. Set your TV to the channel / video input mode directed by your TV and VCR owner's manual.



Connecting to a VCR or DVD

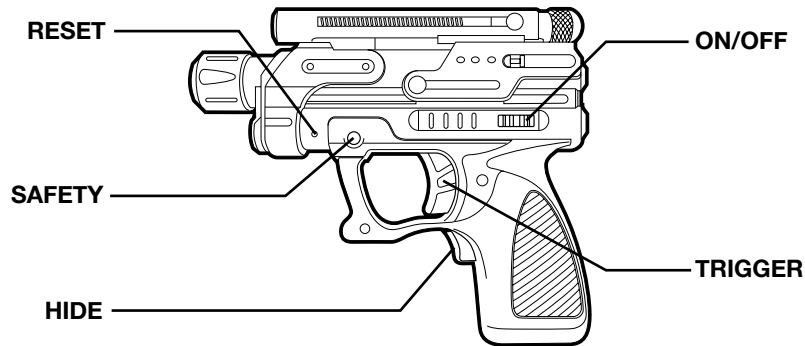
1. Make sure the VCR or DVD player is properly connected to the TV.
2. Insert the game UNIT'S white plug into the white audio-in jack on the VCR or DVD player.
3. Insert the GAME UNIT'S yellow plug into the yellow video-in jack on the VCR or DVD player.
4. Turn on your TV and VCR or DVD.



5. Set your TV, VCR or DVD player to the channel / video input mode directed by your TV, VCR or DVD player owner's manual.
6. Slide the ON/OFF switch on the game controller to ON.

See Troubleshooting Guide at end of Instructions if necessary.

MARKER GUN BUTTONS AND FEATURES



ON / OFF

- Slide to turn the game ON and OFF.

HIDE

- Press to briefly hide behind objects during competition. You cannot be hit nor can you hit an opponent when hiding.

SAFETY

- Press to pause the game during play.

TRIGGER

- Pull to shoot a simulated paintball at the TV screen.

RESET

- Press with a ball-point pen if your game operates erratically or “locks up.”



HOW TO PLAY

Object of the Game: Defeat your opponents and take command of the environment in which you are battling.

1. Slide the ON/OFF switch to ON.

2. After the title screen and legal information appears on the screen, the Main Menu screen appears.

IMPORTANT: All menu selections are made using the marker gun. To select a menu item, aim and shoot at it. When you are aiming at an item correctly it will turn bright orange. The selection will flash to confirm it has been selected.

3. There are three options in the **Main Menu**:

- Shoot at **NEW GAME** to create a player profile. You can challenge your friends by each creating your own player profile and competing for best scores and highest level completed. Two or more players cannot compete at the same time.

Note: Player profiles are saved by the game until you delete them. Pressing the reset button or removing the batteries will not erase player profiles.

- Shoot at **CONTINUE GAME** to continue an existing saved game and player profile.
- Shoot at **HIGH SCORES** to view the top rankings for both points and accuracy.

The game will automatically go to Level 1 (if NEW GAME was selected) or to the level you reached in CONTINUE GAME.

Note: There are 4 levels and 2 mini-games in the game. Here is a brief description of each:

LEVEL 1 - Paintball Primer

Your Goal: Hit the enemy targets as they pop up or move across on the screen.

Description: Target practice.

LEVEL 2 - Into the Deep

Your Goal: Hike from a clearing into a deep forest and eliminate all enemies before you are eliminated.

Description: Single elimination - you against TV opponents.

LEVEL 3 - Over the River

Your Goal: Travel across bridges and eliminate all enemies before you are eliminated.

Description: Single elimination - you against TV opponents.

LEVEL 4 - Guard the Fort







Your Goal: As you are perched atop your fort, stop enemy advances by eliminating your opponents.

Description: Two red arrows on the lower left and right hand corner of the screen allow additional movement. Shoot at these arrows to turn and face a different side of the fort (four different directions). Radar (upper left hand corner) indicates location of opponents, and which direction you are facing with respect to their location.

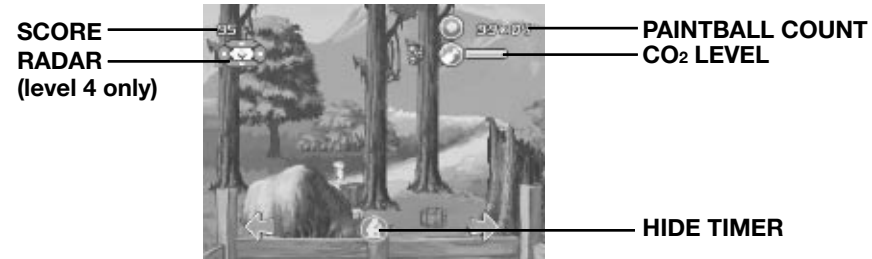
Mini Games - Between certain levels you will automatically enter a mini-game. These short target practice games help you score extra points and gain power-ups. You will be judged on speed and accuracy.

4. **Power-ups** - If you run out of paintballs and/or CO₂, you will be at the mercy of your opponents! Luckily, however, there are power-ups hidden behind certain objects like barrels, crates, windows, etc. A unique sound is emitted when you hit an object that's hiding a power-up. Hit that object 2 more times (for a total of 3 hits) to unlock the power-up.

Here are some examples of power - ups:

- Extra Paintballs 
 - CO₂ Refill 
 - Marker Gun Upgrade (Marker shoots multiple paintballs at once for a period of time)  
 - Hopper Upgrade (increase the number of paintballs you can hold) 
 - CO₂ Tank Upgrade (increase capacity to hold more CO₂) 
5. **Scoring** - Points are earned in a variety of ways. You receive more points for eliminating more skilled enemies. Shooting accuracy also earns you more points. Extra points are received when you break certain objects and find power-ups.

6. **Taking a Hit** - When you are hit, a large orange splat of paint appears on the screen and a “Not Me!” is heard.
7. **Continuing after being hit**- When you take a hit, you will be prompted with a “continue” screen. You may then continue from the point where you were hit by shooting the “Continue” caption on the screen. If you select “Quit,” the game is over. You are only allowed two “continues”. After using up the two “continues,” the game is over.
8. **Display Information** - The following items are displayed on the screen during certain levels:
- **Your score** - shown in the upper left hand corner of the TV screen.
 - **CO₂ level and the remaining paintball count** - shown in the upper right hand corner.
 - **Hide Timer** - shown in the lower middle of the screen. Indicates how much time you have left when hiding. (You may only hide for 7 seconds at a time.)
 - **Radar** (level 4 only) - shows the location of your opponents.



10. **Reload** - If the RELOAD warning appears on the screen, your marker gun is running out of paintballs. If you have extra paintballs the marker will reload automatically when it is out.
11. **Completing a Level** - To complete a level you will need to eliminate all your opponents. The game will then save your progress and take you to the next level.



AUTOMATIC SHUT OFF

Your game will shut off automatically after ten minutes of non-use.



TROUBLESHOOTING GUIDE

If you do not see the legal screens and then the main title screen, after turning the TV and game unit on, try the following:

- **Check Plugs and Jacks** - Make sure that the video and audio plugs are inserted into the correct jacks on your TV or VCR player.
- **Check Batteries** - Make sure the batteries in the game unit are fresh and properly installed.
- **Check TV Channel** - Your TV channel should be set to its auxiliary “gaming” channel. This is usually indicated as “AUX,” “AV” or “Video.” You may have to refer to your TV owner’s manual to determine this.

To locate your auxiliary channel, (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until “Line 1” or “Line 2,” “Video 1” or “Video 2,” “Front,” “Aux,” “AV” etc. appears on the screen. Then press the ON button on game unit. If you are on the right channel, the game should come on. If this does not work, take a look at your TV remote. There may be a button on it that takes you to the correct channel. Look for a button labeled “Input,” “AUX,” “AV,” “Line,” “TV/Video,” or “Video.” If your remote has one of these buttons, turn your TV to Channel 3 and then hit that button. Then press the ON button on the game unit. The game should come on.

- **Check VCR Connection** - Your VCR should be set to “AUX,” “AV” or “Video.” You may have to refer to your VCR owner’s manual to determine this.
- **No Picture** - Try putting a videotape into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from “cable” to “video” and get a blue screen. If you have an older TV, you may find a “hidden door” on the TV that has color, picture, horizontal, vertical, and cable, antennae buttons. If your TV does have these, press the antennae/cable button to get a blue screen.



MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game, or press the RESET button.



DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, **DO NOT RETURN IT TO THE STORE**. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200
Pawtucket, RI 02862 USA

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



90-DAY LIMITED WARRANTY

Hasbro Inc. 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 Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product

returned to Hasbro 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 Hasbro's option) for a service fee of U.S \$14.50. Payments must be by check or money order payable to Hasbro Inc.

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: Hasbro Inc.

Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862 USA

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 HASBRO 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

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FCC NOTICE

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.

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.

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.
- Consult the dealer or an experienced radio/TV technician for help.



CONSUMER INFORMATION

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.



TIGER
G A M E S

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Colors and parts may vary from those pictured.

MADE IN CHINA.

CLASS 1 LED PRODUCT

PROOF OF PURCHASE

**Mission: Paintball
Trainer**

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