

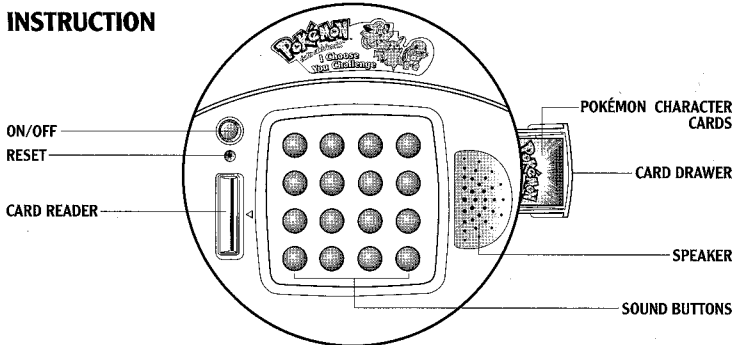


POKÉMON
Gotta catch 'em all!



**I Choose
You Challenge**

INSTRUCTION

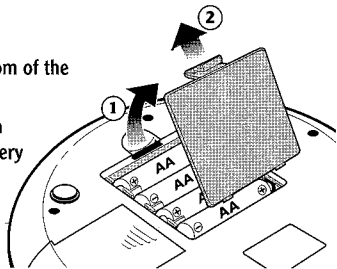


- ON/OFF** – Used to turn the game on and off
- POKÉMON CHARACTER CARDS** – 16 different, coded Pokémon character cards
- CARD DRAWER** – Used to store the Pokémon character cards when not in use
- SPEAKER**
- SOUND BUTTONS** – Used to hear the Pokémon sounds
- CARD READER** – Used to identify the sound of the Pokémon pictured on the cards and for challenges
- RESET** – Used to reset the game

INSERTING THE BATTERIES

Open the battery compartment door on the bottom of the unit by pulling back on the latch and lifting.

Insert four (4) AA batteries. Make sure you align the “+” and “-” signs as indicated. Close the 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 BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



OBJECT OF THE GAME

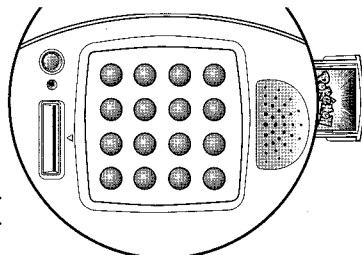
Collect the most Pokémon character cards and you win!

LET'S GET READY

Slide open the **CARD DRAWER** on the bottom of the unit and remove the **POKÉMON CHARACTER CARDS**. Shut the drawer.

Shuffle the **POKÉMON CHARACTER CARDS** and lay them face down on the table in rows. You should not be able to see the characters.

Rotate all **SOUND BUTTONS** so that the red side of the ball is showing.



REGULAR PLAY

In the first game, the youngest player goes first. After that, the winner of the previous game goes first. Play always moves clockwise around the table.

Press the **ON/OFF** button. The unit will say, “**CHALLENGE.**”

Press any one of the **SOUND BUTTONS**. You will hear a character sound through the speaker.

Choose one of the **POKÉMON CHARACTER CARDS** that are face down on the table.

If the character on the card makes the sound you heard from the game:

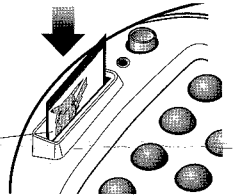
- 1) Rotate the **SOUND BUTTON** so that the blue side is showing. This lets everyone know that button is now out of the game.
- 2) Place the **POKÉMON CHARACTER CARD** on the table in front of you. This card now becomes part of your “collection” of Pokémon.

If the character on the card doesn't make the sound you heard from the game, return the card, face down, to its place on the table.

Each player gets one button push per turn.

CARD READER

If you don't know what sound the character on the card makes, you can check it by using the **CARD READER**. Insert the card completely into the card reader (you will hear a beep). The character should be upside-right and facing the sound buttons.



After you hear the beep, remove the card. **NOTE: WHEN REMOVING THE CARD, DO NOT STOP UNTIL THE CARD IS COMPLETELY OUT OF THE CARD READER. IF YOU STOP WHILE PULLING THE CARD OUT, YOU MAY GET A FALSE READING OF THE CARD.** The unit will announce the sound made by the character shown on the card.

If it matches you will hear, “**GOOD JOB.**” Rotate the **SOUND BUTTON** so that the blue side is showing and place the card in front of you on the table.

If it doesn't match, you will hear, “**NICE TRY.**” Return the card to its place on the table.

If a child inserts a **POKÉMON CHARACTER CARD** into the **CARD READER** before pressing a **SOUND BUTTON**, the unit will **BEEP** to announce an illegal move.

CHALLENGES

Sometimes during the game, when a player presses a **SOUND BUTTON**, the game will say, “**CHALLENGE!**” rather than play a Pokémon sound.

When you hear this, instead of choosing a **POKÉMON CHARACTER CARD** from the table, you choose one player to challenge.

Each player involved in the challenge chooses a **POKÉMON CHARACTER CARD** from his or her collection. One at a time, players insert their cards into the **CARD READER**. The sound of each Pokémon will be heard. The game will play the sound of the winning Pokémon and say, “**YOU WIN!**” The player that has the winning **POKÉMON CHARACTER CARD**, gets to keep the winning card **AND** gets the card from the other player.

THE WINNER

Play moves around the table until all of the cards are collected. When all the cards are collected, the player with the most cards is the winner.

TIMER/AUTOMATIC SHUTOFF

Players have 30 seconds to take a turn. If there is no card inserted or button pushed within that time, the game will **BEEP** to let the child know that the time is up.

If a player doesn't take a turn and the timer **BEEPS**, that player loses that turn and play moves to the next player.

After three (3) minutes of non-activity, the unit will automatically shut off.

RESET

If your game starts to act erratically, use a ball point pen to press the **RESET** button.

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 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.\$10.00. Payment 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, 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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