

TIGER
ELECTRONICS, LTD.

AGES 7 & UP

TM

pong
extreme



INSTRUCTION

 **WARNING:**
CHOKING HAZARD - SMALL PARTS
NOT FOR CHILDREN UNDER 3 YEARS

Item No. 68379

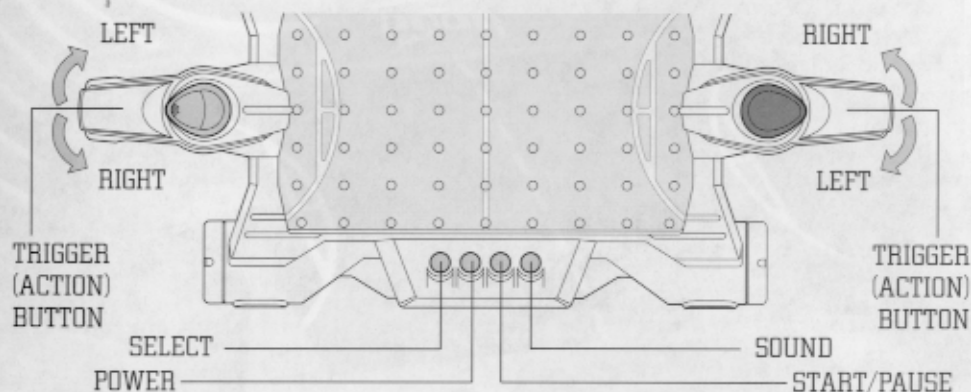
1. IT'S THE CLASSIC GAME THAT STARTED THE VIDEO GAME CRAZE. IT'S PONG! BUT IT'S PONG TAKEN TO A WHOLE NEW LEVEL — PONG EXTREME!

In front of you is a game like no other. It's Pong Extreme. All the excitement of Pong — the game that launched the video game craze — but in a new creative format. The new format is Pong Extreme. 101 games of electronic fun. You can play a 1 player game against the computer. Or a 2 player game against a friend. Either way, the speed of play is awesome as you catch, block, reflect and shoot lights out of your own goal into your opponent's goal!

Move at "the speed of lights" as you see the lit up "balls" bounce off the side of walls and ricochet toward your goal! As you master your techniques and learn how to keep the light balls in play, the speed will continuously increase until your brain and reflexes are numb! Are you up to the challenge of Pong Extreme? Let's play the game and find out!

2. CONTROL YOURSELF

Here are your Extreme Pong controls:

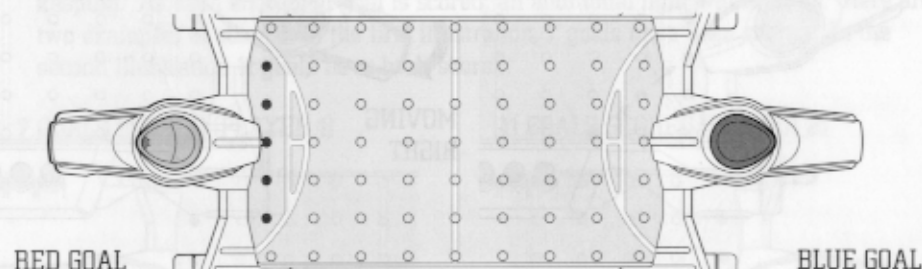


- | | |
|--------------------------------|--|
| POWER | — to turn the game on and off. |
| START/PAUSE | — to start each level and to pause the game during play. |
| SELECT | — to select the 101 different games.
— to quickly select the 101 different games hold down the select Button. |
| SOUND | — turn the sound On/Off during play. |
| TRIGGER (ACTION) BUTTON | — used to catch the ball and fire (shoot) the ball. |
| LEFT | — move the grip handle to the left. |
| RIGHT | — move the grip handle to the right. |

3. OBJECT OF THE GAME

You always defend the red goal. In a 1 player game, the computer defends the blue goal. In a 2 player game, your real player opponent defends the blue goal.

In each game you have to PROTECT your goal, which are the 5 lights inside the white semi circle.

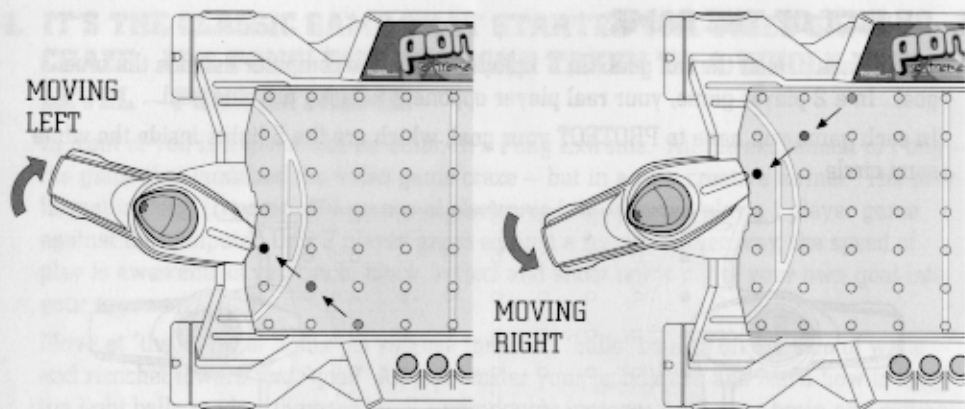


When a light comes ricocheting toward your goal, move your grip handle left or right to block the shot before it enters your goal. If you move your grip handle quickly enough to the right spot, you will "intercept" the light — and either catch it or reflect it back, depending on which of the 101 games you are playing!

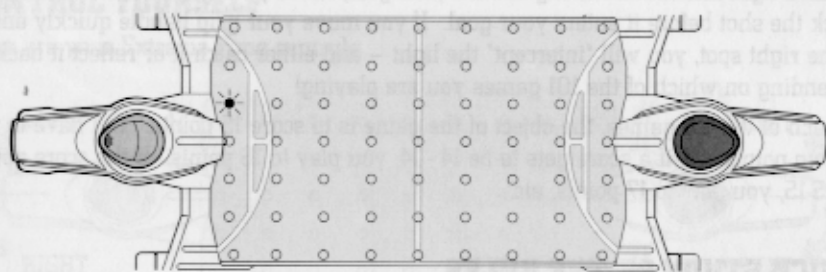
In each of the 101 games, the object of the game is to score 15 points. You have to win by two points. So if a score gets to be 14 - 14, you play to 16 points. If the score gets to be 15-15, you play to 17 points, etc.

4. QUICK STUDY OF THE RULES

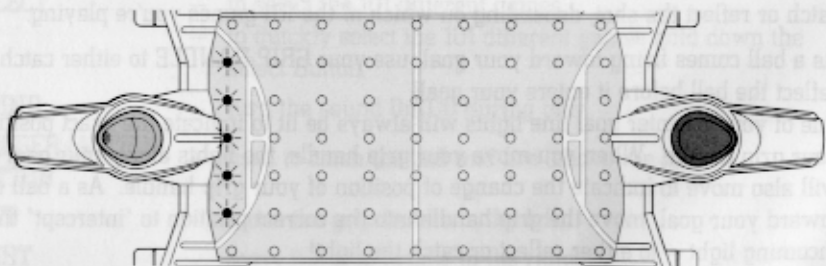
- Of the 101 games you can play, the odd number games are 1 player games (you vs. the computer). Even number games are 2 player games (you vs. a friend).
- You always defend the RED goal. The computer or your friend always defend the blue goal.
- In each game, you have to PROTECT your goal. Your goal line consists of the five lights located behind the white goal line.
- When you see the ball light up as it approaches your goal, this is the incoming shot! You have to use the grip handle — this is the TRIGGER (ACTION) BUTTON — to either catch or reflect the shot, depending on which of the 101 games you're playing.
- As a ball comes firing toward your goal, use your GRIP HANDLE to either catch or reflect the ball before it enters your goal!
One of your 5 center goal line lights will always be lit to indicate the exact position of your grip handle. When you move your grip handle, the lights along your goal line will also move to indicate the change of position of your grip handle. As a ball comes toward your goal, move the grip handle into the correct position to "intercept" the incoming light — to either reflect or catch the light!



- When you CATCH a light, your goal light will FLASH. A flashing goal light means you have the ball in your possession.

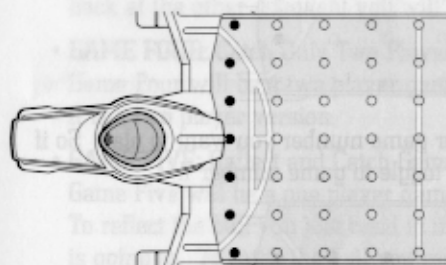


- In games that require you to both CATCH AND REFLECT, you press down on the TRIGGER (ACTION) button to catch the ball. Then continue to HOLD DOWN the trigger. This will keep the ball in your possession. When you are ready to fire the ball back into play, release the trigger and the ball goes firing back into play!
- To score a goal, a shot must enter the goal – which as you remember are the 5 lights between the white semi circle. When a goal is scored, these five goal lights will flash together. You'll also hear the sound of the cheering crowd after each goal is scored.

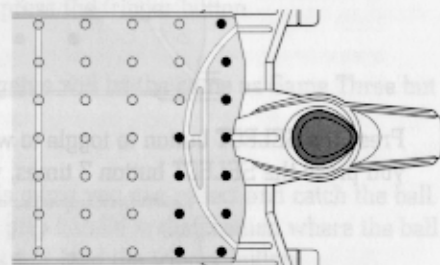


- To make your shots tougher to defend, you can put extra spin on the ball! After making a catch, quickly move your grip handle to the left or right and then release the ball! This creates extra spin, which will make the ball bounce more off the walls as it heads towards your opponent's goal! This is a "spin after catch" shot!
- To keep track of the score, the first 15 lights by the goal are also used for score keeping. As each additional goal is scored, an additional light will light up. Here are two examples of scores. In the first illustration, 7 goals have been scored. In the second illustration 11 goals have been scored.

7 GOALS SCORED (PLAYER 1)



11 GOALS SCORED (PLAYER 2)

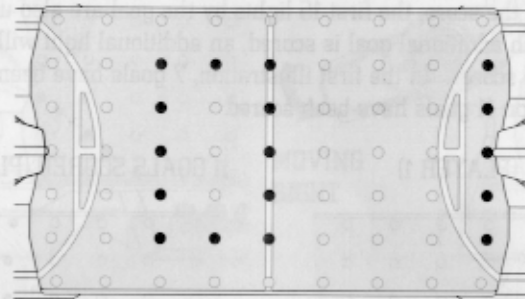


- These scoring lights will not flash. They will stay lit until you press the trigger button to start the next round. However, if you don't press the trigger button within three seconds, the next round will start automatically.
- When a game starts, the ball will first appear in the center of the LED lights and move towards one of the goals. Whoever scores during each round of play will determine where the ball will go for the next round. The ball will start each round in the center and then go towards the player who got scored against. For example if the computer opponent scored against you, in the next round when the ball starts to move from the center, the ball will move towards your goal.
- Some games are "multi-ball". In multi-ball games, you can have up to 3 balls bouncing off the walls at the same time!
- In "multi-ball" you can only catch one ball at a time. So if you have a ball in your possession, you have to fire it back out before you can catch another one! If you try to catch a ball in "multi-ball" and you are already possessing a ball, this second ball will simply reflect back out again.
- The speed of play is constantly increasing the better you play! After each 3 successful "volleys" (a volley consists of a successful "reflect" off a trigger button from one player to another without either player making a score), the game speed increases! So after 3 volleys in a row, speed increases. After 6 volleys in a row, the speed increases again. After 9 volleys in a row, the speed increases AGAIN! And so on until the ball is ricocheting at fast and furious speeds! Now how cool is THAT? VERY cool.

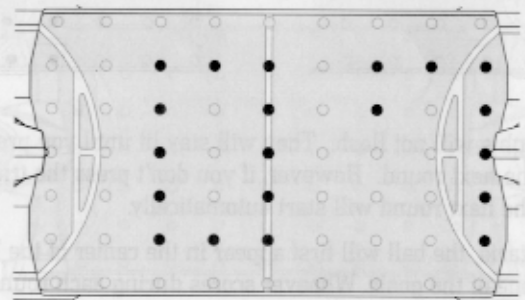
5. TO BEGIN PLAY

Press the POWER button to turn on the Pong unit.

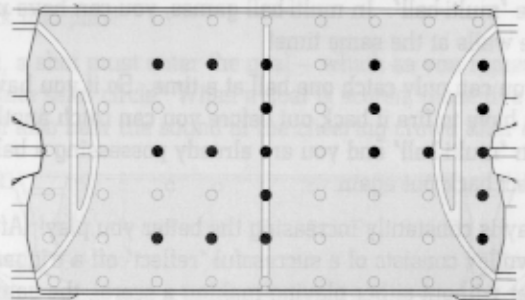
When you first turn the game, you will see a light show and the number '01' will light up on in the arena grid and the computer voice will announce SELECT GAME!



Press the SELECT button to toggle to whichever game number you want to play. So if you press the SELECT button 7 times, you will toggle to game number 7.



Instead of hitting the SELECT button over and over again to toggle through the games one by one, you can hold down the SELECT button to quickly toggle through the game. In the illustration below, the player held down the SELECT button for a few seconds and toggled all the way to game 34!



When you reach a game you want to play, press the START button to start that particular game! After a game ends, go through the selecting process over again to choose whatever game you want to play next. When you're done playing, press the POWER button to turn off the unit.

6. SUMMARY OF THE 101 GAMES

- **GAME ONE: Reflect Only**
Game One is a 1 player game. (You vs. the computer.) In this game you can only reflect the ball back to the computer opponent. You can not catch the ball.
- **GAME TWO: Reflect Only Two Player Game.** Game Two will be a two player game. (You vs. a friend.) This game will be the same as Game One but it is a two player version.
- **GAME THREE: Catch Only**
Game Three will be a one player game. In this game you can only 'Catch' the ball. You will not have to hold down the trigger button to first catch the ball but to fire it back at the other opponent you will have to press the trigger button.
- **GAME FOUR: Catch Only Two Player Game**
Game Four will be a two player game. This game will be the same as Game Three but it is a two player version.
- **GAME FIVE: Reflect and Catch Game**
Game Five will be a one player game. In this game you can reflect and catch the ball. To reflect the ball you just need to move the grip handle to the position where the ball is going to. To catch the ball you must press and hold the trigger button.
- **GAME SIX: Reflect and Catch Two Player Game**
Game Six will be a two player game. This game will be the same as Game Five but it is a two player version.
- **GAME SEVEN: Reflect Only Multi Ball Game**
Game Seven will be a one player game. In this game you can only reflect the ball. This game will also have a multi ball action. Every time three points are scored, the next ball put into play will be a "multi ball round". As usual, the first ball will start from the center - then two more balls will come out - each one will go toward a different goal - one toward your goal and one toward your opponent's goal. After all three balls are "scored", the score will display. The score will not display until all three "multi balls" are scored. After a multi ball round, the game goes back on one ball rounds until the next three points are scored. After three more points, it's back to multi-ball again. Play continues with this play pattern until the usual 15 points are scored - but as always, you must win by two points.
- **GAME EIGHT: Reflect Only Multi Ball Two Player Game**
Game Eight will be a two player game. This game will be the same as Game Seven but it is a two player version.
- **GAME NINE: Catch Only Multi Ball Game**
Game Nine will be a one player game. In this game you can only catch the ball. This game also has multi-ball action as described above.
- **GAME TEN: Catch Only Multi Ball Two Player Game**
Game Ten will be a two player game. This game will be the same as Game Nine but it is a two player version.

- **GAME ELEVEN:** Reflect and Catch Multi Ball Game.
Game Eleven will be a one player game. In this game you can reflect and catch the ball, and there will be Multi Ball.
- **GAME TWELVE:** Reflect and Catch Multi Ball Two Player Game.
Game Twelve will be a two player game. This game will be the same as Game Eleven but it is a two player version.
- **GAME THIRTEEN:** Reflect Only "Break through the Wall" game.
Game Thirteen will be a one player game. In this game you can reflect the ball only. The fourth, fifth and sixth row of lights will be lit up to simulate that there is a wall in the center of the playing field. You and the computer will have a ball on their side. Each player must bounce the ball back up into the wall of lit lights to try and breakthrough to the other side so he can score against the other player.
Each time the ball hits one of the lights of the wall, it will "turn off" simulating the ball is breaking through the wall and trying to get to the other side of the board to score in the other goal. The wall will not rebuild itself after each goal.
- **GAME FOURTEEN:** Reflect Only "Break through the Wall" but Two Player game.
Game Fourteen will be a two player game. This game will be the same as Game Thirteen but it is a two player version.
- **GAME FIFTEEN:** Catch Only "Break through the Wall" Game
Game Fifteen will be a one player game. In this game you can Catch the ball only as you play the "Break through the Wall" game.
- **GAME SIXTEEN:** Catch Only "Break through the Wall" Two Player Game
Game Sixteen will be a two player game. This game will be the same as Game Fifteen but it is a two player game.
- **GAME SEVENTEEN:** Reflect and Catch "Break through the Wall" Game
Game Seventeen will be a one player game. In this game you can Reflect and Catch the ball as you play the "Break through the Wall" game.
- **GAME EIGHTEEN:** Reflect and Catch "Break through the Wall" Two Player Game
Game Eighteen will be a two player game. This game will be the same as Game Seventeen but it is a two player game.
- **GAME NINETEEN:** Reflect Only "Break through the Wall" Game
Game Nineteen will be a one player game. In this game you can reflect the ball only and there will be Multi Ball as you play the "Break through the Wall" game.
- **GAME TWENTY:** Reflect Only "Break through the Wall" Two Player Game
Game Twenty will be a two player game. This game will be the same as Game Nineteen but it is a two player game.
- **GAME TWENTY ONE:** Catch Only Multi Ball "Break through the Wall" Game
Game Twenty One will be a one player game. In this game you can Catch the ball only and there will be Multi Ball as you play the "Break through the Wall" game.

- **GAME TWENTY TWO:** Catch Only Multi Ball "Break through the Wall" Two Player Game
Game Twenty Two will be a two player game. This game will be the same as Game Twenty One but it is a two player game
- **GAME TWENTY THREE:** Reflect and Catch Multi Ball "Break through the Wall" Game
Game Twenty Three will be a one player game. In this game you can Reflect and Catch the ball and have "multi-balls" as you play "Break through the Wall".
- **GAME TWENTY FOUR:** Reflect and Catch Multi Ball "Break through the Wall" Two Player Game
Game Twenty Four will be a two player game. This game will be the same as Game Twenty Three but it is a two player game
- **GAME TWENTY FIVE:** Reflect Only One Moving Bar Only
Game Twenty Five will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball. New to the game will be a moving bar. The fifth center row will be lit up but three lights in a row (making a small hole) will not be lit. The row of lights will then scroll to the right (staying on the same fifth center row), which will cause the small hole to move to the right and then loop to the other side. The hole will continue to scroll throughout the entire game. The goal is to try and get the ball through the hole and your opponent has to try and do the same thing.
If you miss getting the ball through the hole and hit one of the lit moving bar sections, the ball will then bounce back at you!
- **GAME TWENTY SIX:** Reflect Only One Moving Bar Two Player Game
Game Twenty Six will be a two player game. This game will be the same as Game Twenty Five but it is a two player game.
- **GAME TWENTY SEVEN:** Catch Only One Moving Bar
Game Twenty Seven will be a one player game. In this game you can only Catch the ball and fire it back to the computer opponent, you can not reflect the ball. The game also includes the "one moving bar" as described above.
- **GAME TWENTY EIGHT:** Catch Only One Moving Bar Two Player Game
Game Twenty Eight will be a two player game. This game will be the same as Game Twenty Seven but it is a two player game.
- **GAME TWENTY NINE:** Reflect and Catch One Moving Bar Game
Game Twenty Nine will be a one player game. In this game you can Reflect and Catch the ball and fire it back to the computer opponent. The game also includes the "one moving bar" as described above.
- **GAME THIRTY:** Reflect and Catch One Moving Bar Two Player Game
Game Thirty will be a two player game. This game will be the same as Game Twenty Nine but it is a two player game.

- **GAME THIRTY ONE:** Reflect Only Multi Ball One Moving Bar
Game Thirty One will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball and there is "multi-ball" plus the "moving bar" as described above.
- **GAME THIRTY TWO:** Reflect Only Multi Ball One Moving Bar Two Player Game
Game Thirty Two will be a two player game. This game will be the same as Game Thirty One but it is a two player game.
- **GAME THIRTY THREE:** Catch Only Multi Ball One Moving Bar Game
Game Thirty Three will be a one player game. In this game you can only Catch the ball, you can not Reflect the ball, and there is "multi-ball plus the "moving bar" as described above.
- **GAME THIRTY FOUR:** Catch Only Multi Ball One Moving Bar Two Player Game
Game Thirty Four will be a two player game. This game will be the same as Game Thirty Three but it is a two player game.
- **GAME THIRTY FIVE:** Reflect and Catch Multi Ball One Moving Bar Game
Game Thirty Five will be a one player game. In this game you can Reflect and Catch the ball and fire it back to the computer opponent plus play with "multi-balls" and the "moving bar".
- **GAME THIRTY SIX:** Reflect and Catch Multi Ball One Moving Bar Two Player Game
Game Thirty Six will be a two player game. This game will be the same as Game Thirty Five but it is a two player game.
- **GAME THIRTY SEVEN:** Reflect Only Two Moving Bars Game
Game Thirty Seven will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball. New to this game will be two moving bars. This time, one ball will be on the fourth row and the second bar will be on the sixth row.
The fourth and sixth rows will be lit up but three lights in a row (making a small hole) will not be lit. The fourth row of lights will then scroll to the right (staying in the same row), which will cause the small hole to move to the right and then loop to the other side. The hole will continue to scroll throughout the entire game. The sixth row of lights will then scroll to the left (staying in the same row), which will cause the small hole to move to the left and then loop to the other side. Both holes will continue to scroll throughout the entire game.
The goal is to try and get the ball through the holes – and your opponent has to do the same. If you miss getting the ball through the hole and hit one of the lit moving bar sections, the ball will then bounce back at you. It's possible for a ball to make it through one hole and not the second hole! This would make the ball bounce around in the middle before it comes out on either the same side or the other side.
- **GAME THIRTY EIGHT:** Reflect Only Two Moving Bars Two Player Game
Game Thirty Eight will be a two player game. This game will be the same as Game Thirty Seven but it is a two player game.

- **GAME THIRTY NINE:** Catch Only Two Moving Bars
Game Thirty Nine will be a one player game. In this game you can only Catch the ball back and fire it back to the computer opponent plus the two moving bars as described above.
- **GAME FORTY:** Catch Only Two Moving Bars Two Player Game
Game Forty will be a two player game. This game will be the same as Game Thirty Nine but it is a two player game.
- **GAME FORTY ONE:** Reflect and Catch Two Moving Bars
Game Forty One will be a one player game. In this game you can Reflect and Catch the ball back and fire it back to the computer opponent plus the two moving bars as described above.
- **GAME FORTY TWO:** Reflect and Catch Two Moving Bars Two Player Game
Game Forty Two will be a two player game. This game will be the same as Game Forty One but it is a two player game.
- **GAME FORTY THREE:** Reflect Only Multi Ball Two Moving Bars
Game Forty Three will be a one player game. In this game you can only reflect the ball back to the computer opponent. You also play "multi-ball" and with the two moving bars.
- **GAME FORTY FOUR:** Reflect Only Multi Ball Two Moving Bars Two Player Game
Game Forty Four will be a two player game. This game will be the same as Game Forty Three but it is a two player game.
- **GAME FORTY FIVE:** Catch Only Multi Ball Two Moving Bars
Game Forty Five will be a one player game. In this game you can only Catch the ball and fire it back to the computer opponent. You also play multi-ball and with two moving bars".
- **GAME FORTY SIX:** Catch Only Multi Ball Two Moving Bars Two Player Game
Game Forty Six will be a two player game. This game will be the same as Game Forty Five but it is a two player game.
- **GAME FORTY SEVEN:** Reflect and Catch Multi Ball Two Moving Bars
Game Forty Seven will be a one player game. In this game you can Reflect and Catch the ball back and fire it back to the computer opponent. You also play multi-balls and with two moving bars.
- **GAME FORTY EIGHT:** Reflect and Catch Multi Ball Two Moving Bars Two Player Game
Game Forty Eight will be a two player game. This game will be the same as Game Forty Seven but it is a two player game.
- **GAME FORTY NINE:** Reflect Only Small Moving Bar Game
Game Forty Nine will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball. This game will have a new and different small moving bar which is completely different than the bars we've seen before. The new moving bard will be on the fifth center row and only three

lights in the row will be lit. The three lights will then move to the right and then loop to the other side. The small bar will continue to scroll to the right and then loop to the other side. The small bar will continue to scroll to the right throughout the entire game. When reflecting or firing back the ball to your opponent, if you hit the moving bar, the ball will reflect back towards you. So try and avoid the bar with your shots!

- **GAME FIFTY:** Reflect Only Small Moving Bar Two Player Game
Game Fifty will be a two player game. This game will be the same as Game Forty Nine but it is a two player game.
- **GAME FIFTY ONE:** Catch Only Small Moving Bar Game
Game Fifty One will be a one player game. In this game you can only Catch the ball and fire it back to the computer opponent, you can not reflect the ball. The game includes the small moving bar described above.
- **GAME FIFTY TWO:** Catch Only Small Moving Bar Two Player Game
Game Fifty Two will be a two player game. This game will be the same as Game Fifty One but it is a two player game.
- **GAME FIFTY THREE:** Reflect and Catch Small Moving Bar Game
Game Fifty Three will be a one player game. In this game you can reflect the ball and catch and fire the ball back to the computer opponent. The game includes the small moving bar that is described above.
- **GAME FIFTY FOUR:** Reflect and Catch Small Moving Bar Two Player Game
Game Fifty Four will be a two player game. This game will be the same as Game Fifty Three but it is a two player game.
- **GAME FIFTY FIVE:** Reflect Only Multi Ball Small Moving Bar Game
Game Fifty Five will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball. The game includes multi-balls and the small moving bar.
- **GAME FIFTY SIX:** Reflect Only Multi Ball Small Moving Bar Two Player Game
Game Fifty Six will be a two player game. This game will be the same as Game Fifty Five but it is a two player game.
- **GAME FIFTY SEVEN:** Catch Only Multi Ball Small Moving Bar Game
Game Fifty Seven will be a one player game. In this game you can only Catch the ball and fire it back to the computer opponent, you can not reflect the ball. It includes multi-balls and the small moving bar.
- **GAME FIFTY EIGHT:** Catch Only Multi Ball Small Moving Bar Two Player Game
Game Fifty Eight will be a two player game. This game will be the same as Game Fifty Seven but it is a two player game.
- **GAME FIFTY NINE:** Reflect and Catch Multi Ball Small Moving Bar
Game Fifty Nine will be a one player game. In this game you can reflect the ball and catch and fire the ball back to the computer opponent. There are multi-balls and the small moving bar.

- **GAME SIXTY:** Reflect and Catch Multi Ball Small Moving Bar Two Player Game
Game Sixty will be a two player game. This game will be the same as Game Fifty Nine but it is a two player game.
- **GAME SIXTY ONE:** Reflect Only Two Small Moving Bars Game
Game Sixty One will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball. This game will have a new feature: TWO small moving bars! The first moving bar will on row four and scroll to the right and loop to the other side and will scroll right throughout the entire game. The second moving bar will be on row six and will scroll left throughout play. So both bars will move in opposite directions the entire game. The same rules of play that applied to the single small moving bar apply.
- **GAME SIXTY TWO:** Reflect Only Two Small Moving Bars Two Player Game
Game Sixty Two will be a two player game. This game will be the same as Game Sixty One but it is a two player game.
- **GAME SIXTY THREE:** Catch Only Two Small Moving Bars Game
Game Sixty Three will be a one player game. In this game you can only Catch the ball and fire it back to the computer opponent, you can not Reflect the ball. This game also includes the two small moving bars described above.
- **GAME SIXTY FOUR:** Catch Only Two Small Moving Bars Two Player Game
Game Sixty Four will be a two player game. This game will be the same as Game Sixty Three but it is a two player game.
- **GAME SIXTY FIVE:** Reflect and Catch Two Small Moving Bars Game
Game Sixty Five will be a one player game. In this game you can reflect and catch the ball back to the computer opponent. The game includes the two small moving bars.
- **GAME SIXTY SIX:** Reflect and Catch Two Small Moving Bars Two Player Game
Game Sixty Six will be a two player game. This game will be the same as Game Sixty Five but it is a two player game.
- **GAME SIXTY SEVEN:** Reflect Only Multi Ball Two Small Moving Bars Game
Game Sixty Seven will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball. The game has multi-balls and the two small moving bars.
- **GAME SIXTY EIGHT:** Reflect Only Multi Ball Two Small Bars Two Player Game
Game Sixty Eight will be a two player game. This game will be the same as Game Sixty Seven but it is a two player game.
- **GAME SIXTY NINE:** Catch Only Multi Ball Two Small Bars Game
Game Sixty Nine will be a one player game. In this game you can only Catch the ball and fire it back to the computer opponent, you can not Reflect the ball. The game has multi-balls and the two small bars.

- **GAME SEVENTY:** Catch Only Multi Ball Two Small Moving Bars Two Player Game
Game Seventy will be a two player game. This game will be the same as Game Sixty Nine but it is a two player game.
- **GAME SEVENTY ONE:** Reflect and Catch Multi Ball Two Small Moving Bars
Game Seventy One will be a one player game. In this game you can reflect and catch the ball back to the computer opponent. The game includes multi-balls and the two small moving bars.
- **GAME SEVENTY TWO:** Reflect and Catch Multi Ball Two Small Moving Bars Two Player Game.
Game Seventy Two will be a two player game. This game will be the same as Game Seventy One but it is a two player game.
- **GAME SEVENTY THREE:** Reflect Only Blast Forward Small Moving Bar Game
Game Seventy Three will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball. This game has a new moving bar. The new small moving bar will be on the fifth center row and only three lights in the row will be lit.
The three lights will move to the right and then loop to the other side. The small bar continues to scroll right throughout the entire game. When reflecting or shooting the ball back to your opponent, if you hit the small moving bar, the ball will then SHOOT TOWARDS THE OPPONENT'S GOAL AT FASTER SPEED. It will NOT reflect back at you like all the other moving bars, which gives you an advantage. This will make it very difficult for the opponent to block and fire the ball back towards you. So you want to TRY AND HIT THE SMALL MOVING BAR so you can get the "speed-up" effect when it hits the bar!
- **GAME SEVENTY FOUR:** Reflect Only Blast Forward Small Moving Bar Two Player Game
Game Seventy Four will be a two player game. This game will be the same as Game Seventy Three but it is a two player game.
- **GAME SEVENTY FIVE:** Catch Only Blast Forward Small Moving Bar Game
Game Seventy Five will be a one player game. In this game you can only Catch the ball and fire it back to the computer opponent, you can not Reflect the ball. It also has the "blast forward" moving bar.
- **GAME SEVENTY SIX:** Catch Only Blast Forward Small Moving Bar Two Player Game
Game Seventy Six will be a two player game. This game will be the same as Game Seventy Five but it is a two player game.
- **GAME SEVENTY SEVEN:** Reflect and Catch Blast Forward Small Moving Bar Game
Game Seventy Seven will be a one player game. In this game you can Reflect and Catch the ball and fire it back to the computer opponent. It also has the "blast forward" moving bar.
- **GAME SEVENTY EIGHT:** Reflect and Catch Blast Forward Small Moving Bar Two Player Game

- Game Seventy Eight will be a two player game. This game will be the same as Game Seventy Seven but it is a two player game.
- **GAME SEVENTY NINE:** Reflect Only Multi Ball Blast Forward Small Moving Bar Game
Game Seventy Nine will be a one player game. In this game you can only reflect the ball back to the computer opponent, you can not catch the ball. It has multi-balls and the "blast forward" moving bar.
- **GAME EIGHTY:** Reflect Only Multi Ball Blast Forward Small Moving Bar Two Player Game
Game Eighty will be a two player game. This game will be the same as Game Seventy Nine but it is a two player game.
- **GAME EIGHTY ONE:** Catch Only Multi Ball Blast Forward Small Moving Bar Game
Game Eighty One will be a one player game. In this game you can only Catch the ball and fire it back to the computer opponent, you can not Reflect the ball. It has multi-balls and the "blast forward" moving bar.
- **GAME EIGHTY TWO:** Catch Only Multi Ball Blast Forward Small Moving Bar Two Player Game
Game Eighty Two will be a two player game. This game will be the same as Game Eighty One but it is a two player game.
- **GAME EIGHTY THREE:** Reflect and Catch Multi Ball Blast Forward Small Moving Bar Game
Game Eighty Three will be a one player game. In this game you can Reflect and Catch the ball and fire it back to the computer opponent. It has multi-balls and the "blast forward" moving bar.
- **GAME EIGHTY FOUR:** Reflect and Catch Multi Ball Blast Forward Small Moving Bar Game
Game Eighty Four will be a two player game. This game will be the same as Game Eighty Three but it is a two player game.
- **GAME EIGHTY FIVE:** Pinball Game with Reflect and Catch Multi Ball
Game Eighty Five will be a one player game. In this game, random lights will be lit. If the ball hits the lights, it will bounce off them – pinball style! As the ball bounces off the lit LED light and moves in another direction, it will be very difficult to know where the ball is going! In this game, you can also reflect and catch the ball and fire it back!
- **GAME EIGHTY SIX:** Pinball Game with Reflect and Catch Multi Ball features Two Player Game
Game Eighty Six will be a two player game. This game will be the same as Game Eighty Five but it is a two player game.
- **GAME EIGHTY SEVEN:** Trick Shot On Goal Reflect Multi Ball Game
Game Eighty Seven will be a one player game. In the fourth row, the first light will be lit, in the fifth center row, the first and last lights will be it, and in the sixth row,

the last light will be lit. These four lights will work as AUTOMATIC SHOT ON GOAL LAUNCHERS! So if you reflect the ball between the two lights on either side of the playing surface, the ball will stay there – then at any given time, if you press the trigger button, the ball will shoot out of the two lit lights and rocket toward your opponent's goal! This is a great way to catch your opponent off guard! In this game you can only Reflect the ball back to the computer opponent. You also play multi-balls.

- **GAME EIGHTY EIGHT:** Trick Shot On Goal Reflect Multi Ball Two Player Game
Game Eighty Eight will be a two player game. This game will be the same as Game Eighty Seven but it is a two player game.
- **GAME EIGHTY NINE:** Shot On Goal Game
Game Eighty Nine will be a one player game. This game will be like a shoot-out game in soccer. When the game starts, no ball will be on the screen. You will have five balls which you can shoot at your opponent any time you want. You can shoot one at a time or quick shoot them all of the goal! Try and get all 5 shots in the opponent's goal.
Your opponent will only be able to block the 5 shots –he cannot catch or reflect them back. If the computer blocks one of the shots, it will disappear. They will not bounce back at you. Then the computer will shoot 5 balls at you. The player who scores the highest (out of five shots each) wins the game. If the game is a tie, you go to a second shoot-out round.
- **GAME NINETY:** Shot On Goal Two Player Game
Game Ninety will be a two player game. This game will be the same as Game Eighty Nine but it is a two player game.
- **GAME NINETY ONE:** Reflect Only Shot On Goal But The Balls Stay In Play Game
Ninety One will be a one player game only. It's just like game 89 except that when the computer blocks a shot – the ball doesn't disappear – it comes back at you and stays in play!
After your 5 shots, the computer takes his 5 shots. As in game 89, best out of five shots wins! Same shoot-out overtime rule applies, too.
- **GAME NINETY TWO:** Reflect Only Shot On Goal But The Balls Stay In Play Two Player Game
Game Ninety Two will be a two player game. This game will be the same as Game Ninety One but it is a two player game.
- **GAME NINETY THREE:** Reflect and Catch Shot On Goal But The Balls Stay In Play Game
Game Ninety Three will be a one player game. Like game 91 except goalies can reflect and catch shots on goal.
- **GAME NINETY FOUR:** Reflect and Catch Shot On Goal But The Balls Stay In Play Two Player Game
Game Ninety Four will be a two player game. This game will be the same as Game Ninety Three but it is a two player game.

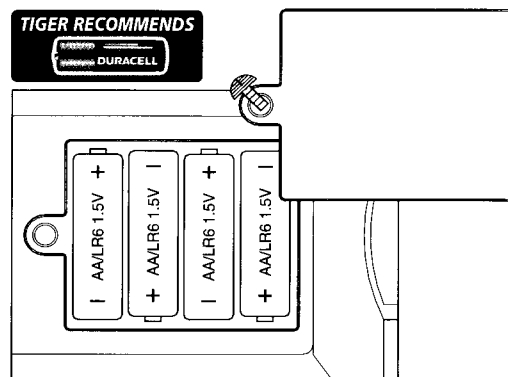
- **GAME NINETY FIVE:** Wall Moving In and Flexing Reflect and Catch Game
Game Ninety Five will be a one player game. In this game you can reflect and catch the ball—and as a new feature, the walls will move and flex! Lighting up vertically rows 2-8, will light up the first and last lights of the rows. This will form a vertical wall on both sides of the playing surface. Then the walls will slowly move towards the center of the playing surface. Each side will only move in two (spaces) lit rows in, leaving the center light untouched. Then they will slowly move back. When both rows move in, the lights behind it will also light up. This gives the game more of an effect of a solid wall moving towards the center of the playing surface from both the left and right side of the game! This will also keep the lighted ball from going behind the moving walls. When both rows move in to the second row of lights, the lights behind it will also then light up. So there will be three rows lit up behind the left and right moving wall. Then the walls will slowly move back. They will continue to move in and out towards the center playing surface of the game throughout the entire game. This will cause THE BALL TO BOUNCE OFF THE WALLS, making the game more difficult and making it harder to determine where the ball is going!
- **GAME NINETY SIX:** Wall Moving In and Flexing Reflect and Catch Two Player Game
Game Ninety Six will be a two player game. This game will be the same as Game Ninety Five but it is a two player game.
- **GAME NINETY SEVEN:** Wall Moving In and Flexing Reflect and Catch Multi Ball Game.
Game Ninety Seven will be a one player game. In this game you can reflect and catch the ball, and there will be multi-balls as well as the wall moving in and flexing as described above.
- **GAME NINETY EIGHT:** Wall Moving In and Flexing Reflect and Catch Multi Ball Game Two Player Game
Game Ninety Eight will be a two player game. This game will be the same as Game Ninety Seven but it is a two player game.
- **GAME NINETY NINE:** Wall Moving In and Flexing At Different Speeds And Not At The Game Time Reflect and Catch Game
Game Ninety Nine will be a one player game. In this game you can reflect and catch the ball. You have the walls moving and flexing as in the previous games – but they will move at different speeds and not at the same time!
- **GAME ONE HUNDRED:** Wall Moving In and Flexing At Different Speeds And Not At The Game Time Reflect and Catch Game Two Player Game
Game One Hundred will be a two player game. This game will be the same as Game Ninety Nine but it is a two player game.
- **GAME ONE HUNDRED AND ONE:** Wall Moving In And Flexing At Different Speeds and Not At The Same Time Reflect and Catch Multi Ball Game
Game One Hundred and One will be a one player game only. It's like game 99 except that it's multi-ball!

7. INSERTING THE BATTERIES

To insert the batteries, loosen the screw on the battery compartment cover on the bottom of the unit. Insert 4 "AA" or LR6 batteries (not included), making sure to align the "+" and "-" signs as shown.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Batteries installation should be done by 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 (if removable).
- 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.



8. DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME 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, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

9. 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.\$16.00. 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, 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.

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.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com