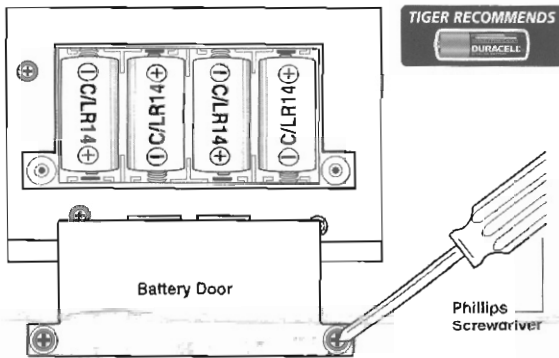


WARNING:
CHOKING HAZARD - Toy contains a small ball.
Not for children under 3 yrs.

INSTRUCTIONS
071130001WITIE-3

1. Step 1 Getting Started:

- 1) To insert batteries, use a coin or phillips screwdriver to open the battery door
- 2) Insert 4 "C"/LR14 batteries (or equivalent) making sure to align the "+" and "-" as shown. Tiger recommends DURACELL Batteries for optimum performance.

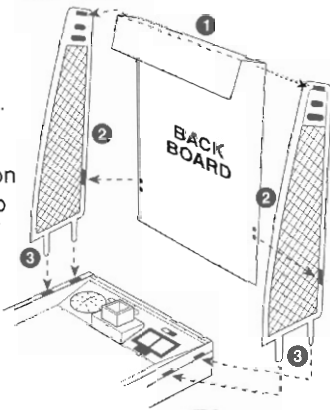


3) To ensure proper function:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries
- 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, and follow the toy and battery manufacturer's instruction.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Remove the batteries if you won't be using the unit for a long period of time.

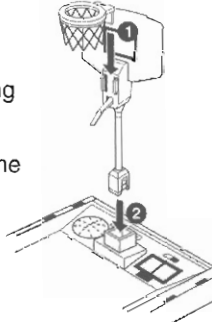
4) Backboard Assembly:

- a. Step 1: carefully fold the backboard at the perforations.
- b. Step 2: Insert the backboard mounting clips into the slots on the side panels. Make sure to insert into the slotted sides of the side panels.
- c. Step 3: Insert the backboard assembly into the base as shown.



5) Basket Assembly:

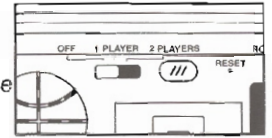
- a. Step 1: slide the basket onto the mounting slot as shown.
- b. Step 2: Insert the basket assembly into the base as shown, making sure to align the slot into the tab area at the back of the base.



2. GAME CONTROLS

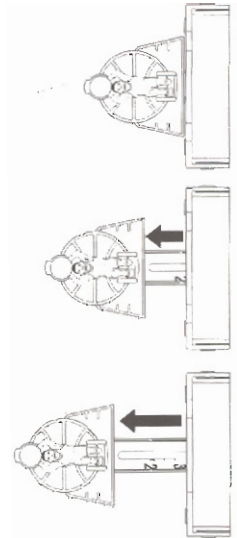
2.1 "OFF/1 PLAYER/2 PLAYERS"

- OFF:** To turn off the unit
1 PLAYER: To start a 1 player game
2 PLAYERS: To start a 2 player game
RESET: To reset the unit



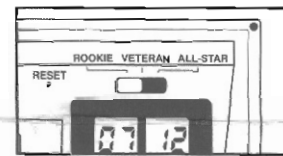
2.2 "SHOOTING POSITIONS 1, 2 and 3"

- **Shooting Position 1:**
The shooting arm is located at 1 point position for 1 point shots.
- **Shooting Position 2:**
The shooting arm is located at 2 point position for 2 point shots.
- **Shooting Position 3:**
The shooting arm is located at 3 point position for 3 point shots.



3. GAME LEVEL SETTINGS

- ROOKIE:** The basket does not move during the game.
VETERAN: The basket moves when players yell.
ALL-STAR: The basket moves very fast when players yell.



4. HOW TO PLAY

- 4.1 There are 3 rounds in each game. Each round is 24 seconds.
- 4.2 The shooting arm may be located at 1 point, 2 point or 3 point positions. Players may shoot from any of the 3 positions.
- 4.3 **MAX-SCORE** is retained for both 1 player game and 2 players game.

5. RULES FOR ONE AND TWO PLAYER GAMES

5.1 One Player Game.

- 5.1.1 To play a one player game, switch the "OFF/1 PLAYER/2 PLAYERS" switch from OFF to 1 PLAYER position.
- 5.1.2 The maximum score of 1 player game will be displayed on the left hand side of screen, for 5 seconds.
- 5.1.3 The LCD screen will then display [R1 P1] for 5 seconds, indicating Round 1 and Player 1. Player must choose steps 5.1.4 and 5.1.5 during this time.
- 5.1.4 Players choose the game mode by moving the **ROOKIE**, **VETERAN** or **ALL-STAR** switch to the desired position.
 - 5.1.4.1 **ROOKIE:** The basket does not move during the game.
 - 5.1.4.2 **VETERAN:** The basket moves when player yells.
 - 5.1.4.3 **ALL-STAR:** The basket moves very fast when player yells.
- 5.1.5 The player then chooses whatever shooting position he wants by extending the shooting arm to the desired position.

- 5.1.6** After 5 seconds, a buzz sound will alert the player to start shooting. The LCD on the left hand side will be reset to 00 (score) and LCD on the right hand side will display 24, for a 24 seconds countdown timer.
- 5.1.7** The player then has 24 seconds to make as many baskets as possible. He gets points for each basket made, depending on which position he shoots from. As each basket is made, a sound is played to indicate there's a basket made. The points are accumulated on the LCD score screen.
- 5.1.8** When a basket is made, it will score 1, 2 or 3 points depending on which position the shot is made from.
- 5.1.9** As the player is shooting, the game will emit "crowd sounds" to cause the basket to move. The sounds will be emitted continuously throughout the 24 seconds. The sounds are ONLY part of the one person game.
- 5.1.10** When the 24 seconds expire, the game emits a buzzer sound and the unit will no longer accumulate points.
- 5.1.11** The player then repeats the procedure 5.1.3 to 5.1.10 for round 2.
- 5.1.12** The player then repeats the procedure 5.1.3 to 5.1.10 for round 3.
- 5.1.13** After the end of round 3 the player's score will stay on the LCD screen, for 5 minutes or until the user turns off the unit.
- 5.2 Two Players Game.**
- 5.2.1** To play a two player game, switch the "OFF/1 PLAYER/ 2 PLAYERS" switch from OFF to 2 PLAYERS position.
- 5.2.2** The max score of 2 players game will be displayed, on the left hand side of screen, for 5 seconds.
- 5.2.3** The LCD screen will then display [R1 P1] for 5 seconds, indicating Round 1 and Player 1. Players must choose steps 5.2.4 and 5.2.5 during this time.
- 5.2.4** Players choose the game mode by moving the **ROOKIE**, **VETERAN** or **ALL-STAR** switch to the desired position.
- 5.2.4.1 ROOKIE:** The basket does not move during the game.
- 5.2.4.2 VETERAN:** The basket moves when players yell.
- 5.2.4.3 ALL-STAR:** The basket moves very fast when players yell.
- 5.2.5** The player then chooses whatever shooting position he wants by extending the shooting arm to the desired position.
- 5.2.6** After 5 seconds, a buzz sound will be played to alert the player to start shooting. The LCD on the left hand side will be reset to 00 (score) and LCD on the right hand side will display 24, for a 24 seconds countdown timer.
- 5.1.7** The player then has 24 seconds to make as many baskets as possible. He gets points for each basket made, depending on which position he shoots from. As each basket is made, a sound is played to indicate there's a basket made. The points are accumulated on the LCD score screen.
- 5.1.10** When a basket is made, it will score 1, 2 or 3 points depending on which position the shot is made from.
- 5.1.11** As the player is shooting, the other player must yell to cause the basket to move. The player should yell continuously throughout the 24 seconds. If the non-shooting player does not yell, the basket will not move.

- 5.1.10** When the 24 seconds expire, the game emits a buzzer sound and the unit will no longer accumulate points.
- 5.2.11** Then it is player 2's turn, player 2 will repeat steps 5.2.3 to 5.2.10.
- 5.2.12** The players then repeat the procedure 5.2.3 to 5.2.11 for round 2. Players alternate turns at round 2.
- 5.2.13** The players then repeat the procedure 5.2.3 to 5.2.11 for round 3. Players also alternate turns at round 3.
- 5.2.14** At the end of round 3 the winning score will stay on the LCD screen, for 5 minutes or until the user turns off the unit.

CAUTION DEFECT/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 ELECTRONICS, LTD. REPAIR DEPT.
980 Woodlands Parkway,
Vernon Hills, Illinois 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 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.\$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 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.

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.

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