



WHAT WOULD HOMER DO?

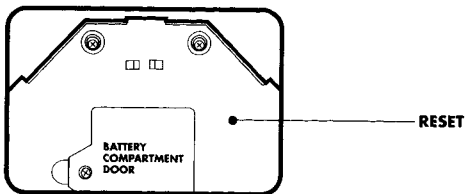
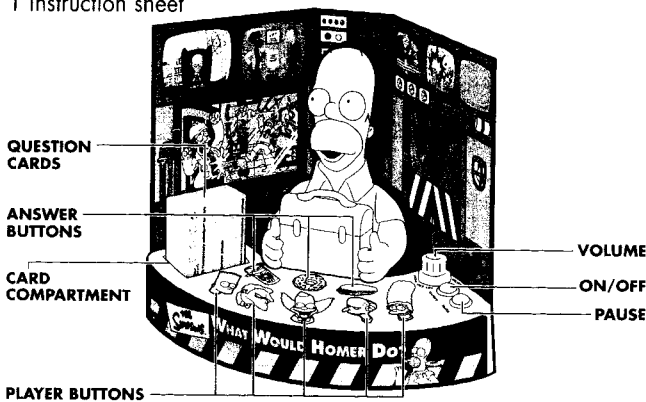
Instructions



So, you think that you know Homer Simpson? With Tiger's electronic What Would Homer Do? game, you get the chance to prove it. Here's some stuff about the game that you should know.

This box includes:

- 1 game unit
- 100 double-sided game cards
- 1 instruction sheet



VOLUME – used to adjust volume to one of three levels

ON/OFF – used to turn the game on and off

PAUSE – used to pause the game temporarily

PLAYER BUTTONS – used to enter card codes and to buzz in to answer questions

CARD COMPARTMENT – used to hold the question cards during the game

ANSWER BUTTONS

Duff beer can – used to answer questions or as ENTER button

Donut – used to answer questions

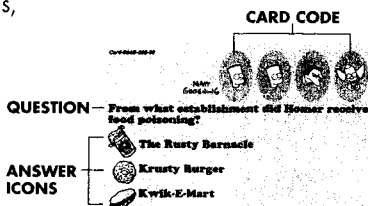
Submarine sandwich – used to answer questions or as CLEAR button

QUESTION CARDS – double-sided question cards

RESET – used to reset game (located on bottom of the unit)

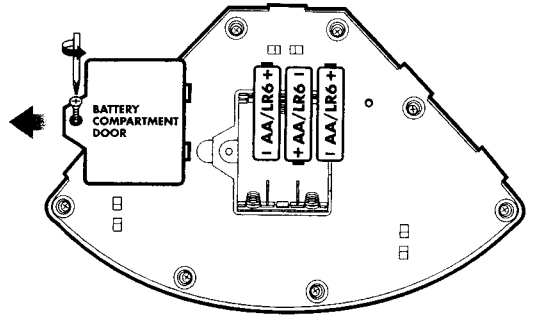
ABOUT THE CARDS

Each card has two questions, one on each side. Each question consists of a card code, the question and three answer choices. Each answer choice is identified by a different Homer icon – a can of Duff beer, a donut or a submarine sandwich.



INSERTING THE BATTERIES

Using a Philips® screwdriver, remove the screw in the battery compartment door on the bottom of the unit. Remove the battery compartment door. Insert three (3) AA batteries, making sure to align the "+" and "-" signs as indicated.



Replace battery compartment door and screw.

CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

TO ENSURE PROPER FUNCTION:

- 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.
- The supply terminals are not to be short-circuited.
- Do not dispose of batteries in fire. Battery may explode or leak.

LET'S PLAY

Place the cards in the card compartment.

Press **ON**. Homer will welcome you personally.

The narrator will prompt, "WHO'S PLAYING?" Each player presses a different **PLAYER BUTTON**. The game will play the sound associated with that player button. Players can choose any of the characters. They do not have to be in order. After all players have pressed a button, press **ENTER**.

The narrator will prompt, "ENTER THE CARD CODE." Players take turns drawing and reading the cards. Decide who will be the first and then go in clockwise order.

Draw a **QUESTION CARD** from the front of the card compartment. You can use either question on the card. Use the **PLAYER BUTTONS** to enter the four-character card code. When you have finished, press **ENTER**. (You will hear a beep to let you know that the code has been accepted.) If you make a mistake, press **CLEAR** and re-enter the code. You must press **CLEAR BEFORE** you press **ENTER**. Once you have confirmed the code by pressing **ENTER**, you can not change it.

Read the card aloud so that all players can hear the question and answer choices.

After the question and answers have been read, players "buzz in" to answer by pressing their **PLAYER BUTTONS**. Players have 30 seconds to read the question and answers and to buzz in. The first player to buzz in gets to answer. If nobody buzzes in, the game will "encourage" players to "quit your daydreamin'." After that prompt, players have 10 seconds to buzz in. If nobody buzzes in, a negative sound effect will be played and the narrator will prompt you for a new card code.

Press the **ANSWER BUTTON** that matches the icon next to the answer on the card. The game will let you know if you are right

or wrong. You have three (3) seconds to choose your answer. If you don't press an answer button within three seconds, the game will treat it as an incorrect answer.

If you are right, one (1) point will be added to your score.

If you are wrong, the game will let you know that too. The other players will have 10 seconds to buzz in and answer. A total of three (3) players can attempt to answer the question.

NOTE: If you are playing a two-player game, each player will have only one chance to answer.

After each card, the game will announce the scores. Only the scores of players with one (1) or more points will be announced, beginning with the lowest number of points. If you do not want to hear the scores, press **ENTER** while they are being announced.

The narrator will request the next card code. Discard the question card to the back of the card compartment. The player to the left draws the next card from the front of the card compartment.

As soon as a player reaches five (5) points the game is over.

To start a new game, press the **ENTER** button.

SCORING

One (1) point is awarded for each correct answer.

TOY MODE

In this mode you can listen to different sound effects without playing the game.

With game turned off, hold down the **ENTER** key and press **ON**. You will hear "FREE DUFF" to let you know that you are in toy mode.

Press any of the **PLAYER** or **ANSWER BUTTONS** to hear its associated sound.

To return to game mode, press **ON** two times.

RESET BUTTON

If your game begins acting erratically or becomes unresponsive, use a ballpoint pen to press the **RESET** button.

AUTOMATIC SHUT OFF

Your game will shut off automatically after three (3) minutes of non-use.

FCC STATEMENT

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.

Warning: 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.

NOTE: 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

CAUTION

DEFECT OR DAMAGE:



High temperature will destroy the unit. Do not leave unit in direct sunlight.



If the product needs to be cleaned, wipe gently with a barely damp, soft cloth.



Do not use a pencil or pin to press the **RESET** switch. Use a ball-point pen.

- Prevent spills of food and beverage on the unit.
- Do not submerge the product in water.
- Do not throw or kick the product, and do not push sharp objects through the speaker openings.

If a part of your game is 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:

Tiger Electronics
Consumer Service
980 Woodlands Parkway
Vernon Hills, IL 60061
(800)844-3733

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

90-DAY LIMITED WARRANTY

Tiger Electronics (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. \$13.00. Payments must be by check or money order payable to Tiger Electronics.

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

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.

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