



Model 75-017
7501701W/TIE-01

SOCCER

ELECTRONIC GAME

1 GAME STORY

"THE WORLD GAME"

It's the game played in virtually every country of the world. And why not? Where else but on a soccer field can your reflexes, your speed, your endurance, and your power be so thoroughly tested?

Now it's time for you to run onto the field. Take your position. It's time to run with the best - and may the best team win!

2 OBJECT OF THE GAME

"MOVE UP TO THE CUP"

You play against the computer. Each team has two players and a goal-keeper. You control the blinking player and the goal-keeper of your team. You run, pass, defend, steal, and of course, shoot!

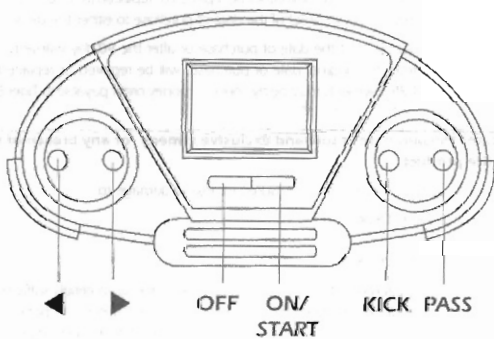
There are 3 matches. As in all professional soccer leagues, each match is divided into two halves. The games get more difficult as you advance to the later matches.

When you win a match, you advance to the next match. If you lose a match, it's GAME OVER. If a game ends in a tie, a 12-yard kick is taken by each side to determine the winner.

You must win all three matches to WIN the Cup.

3 HOW TO PLAY

"PLAY THE FIELD. PLAY TO WIN."



ON/START - turn on the game.

OFF - turn off the unit.

◀ - move left.

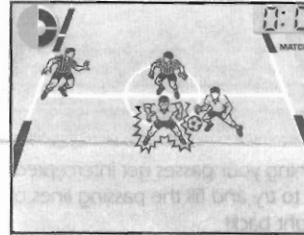
▶ - move right.

KICK - kick the ball.

PASS - pass the ball.

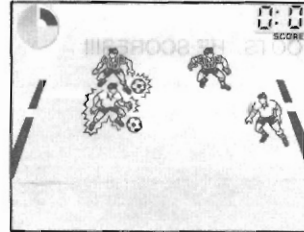
Press the **ON/START** button to turn on the unit. You will hear an "ON" beep and the match number is shown. Of course, you begin with Match 1.

Then press the **ON/START** button again to start the first match! You will see two players for each team. You always control the blinking player plus your goalie. You always play against a computer team.



MOVE YOUR BLINKING PLAYER LEFT ("◀") AND RIGHT ("▶").

When one of your players gains possession of the ball, he becomes the blinking player until your other player gets the ball.

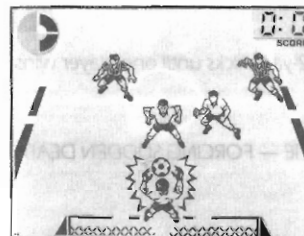


WHICHEVER OF YOUR PLAYERS GAINS POSSESSION OF THE BALL BECOMES YOUR BLINKING PLAYERS.



YOU ALSO USE YOUR "◀" AND "▶" BUTTONS TO CONTROL YOUR GOALIE

When your goalie is displayed on screen, you can control the movement of your blinking player and the goalie simultaneously.



TWO FOR ONE! YOU CONTROL YOUR BLINKING PLAYER AND YOUR GOALIE AT THE SAME TIME.



WHEN YOUR GOALIE MAKES A SAVE, HE AUTOMATICALLY THROWS THE BALL BACK INTO PLAY.

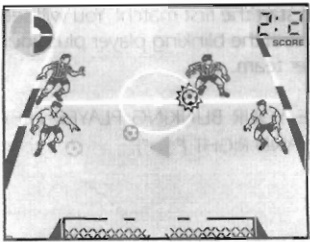
Players (except goalies) also move forward automatically.

When you have possession of the ball, you can press the **PASS** button to pass the ball your partner. A good pass will be completed - but if there is an opposing player crossing over the path of the ball at the same time as your pass, the pass can be intercepted.

When a player successfully receives a pass or just gets the ball from another player, that player will blink once and two beep tones are heard.



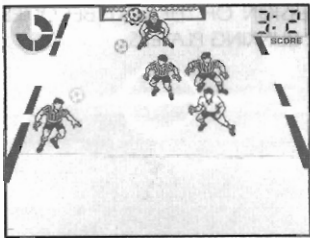
COMPLETED PASS. YOU'RE MOVING RIGHT DOWN THE FIELD!



INTERCEPTED PASS. TRY FOR BETTER POSITION NEXT TIME!

Turnabout is fair play. Don't settle for watching your passes get intercepted. Use your "◀" and "▶" buttons on defense to try and fill the passing lines of your opponent — and intercept the ball right back!

Of course, when on offense you don't have to pass. You can press the SHOOT button. (But don't be a ball hog!) When you shoot the ball, the ball moves STRAIGHT forwards.



HE SHOOTS. HE SCORES!!!

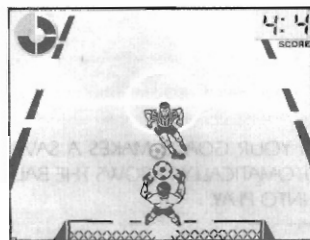
Normally, you don't want to shoot unless you see the opponent's goal-keeper appear on screen. But you can press the KICK button whenever you want, simply to kick the ball downfield. However, when you kick the ball downfield, it's basically a "chase". Sometimes your team can get to the ball downfield first — but often your opponent will get there first and regain possession!

After the first half ends, press the ON/START button to begin the second half.

After the second half is concluded, you're ready to advance to the next match if you've won. Press the ON/START button to start the next match!

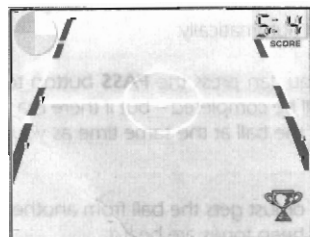
If you lose the game, pressing the ON/START button will simply start match 1 play over again.

If a match ends in a tie, players alternate 12-yard kicks until one player wins.



IT'S A TIE — FORCING SUDDEN DEATH!

You must win all three matches in order to win the Cup and become champion.

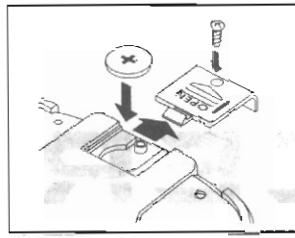


YOU ARE AWARDED THE CUP CONGRATULATIONS, YOU HAVE THE HEART (AND LEGS) OF A CHAMPION!

4 SCORING

One point is awarded for each goal. Player with the most goals (points) at the end of regulation play of each match is the winner. Remember that in case of ties, 12 yard kicks are taken by each team until one team wins. A player must win all three matches in order to win the Cup and become champion.

5 INSERTING THE BATTERIES



When the battery need replacing, remove the battery compartment lid at the back of the game to take out the exhausted battery and install a new battery of LR 44, GI 3A 44, or equivalent.

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 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.

6 CAUTION/DEFECT OR DAMAGE



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



Do not press the liquid crystal display and avoid heavy shock of the display may fail.



Clean only with a piece of soft dry cloth.

CAUTION: BATTERIES SHOULD BE REPLACED BY ADULT

Replace battery at the first sign of erratic operation

7 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (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.\$4.25. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returns must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. 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, & check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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