

DEER HUNTER

SPORTS FEEL GAME

INSTRUCTION

INTRODUCTION

Test your marksmanship with the Tiger Sports Hunter Game! This compact rifle looks and feels like the real thing! A built in LCD screen in the rifle's scope shows you a great selection of targets such as deer, rabbit, pheasant, clay targets, and clay pigeons. Use the targeting control on the left side to move the target site on the screen. Pull the trigger and feel that kick! When your gun is empty, reload by slamming the reloading bolt forward!

It takes a steady hand, a sharp eye, and all the concentration you can muster to compete on this virtual range!

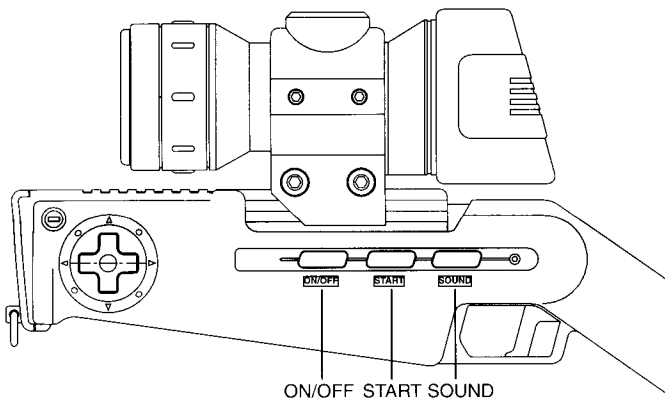
RIFLE CONTROLS

Targeting Control - Located on the front left side of the gun is the 8-way targeting control. Use this to move the targeting site around the LCD screen and "aim" the rifle. You can also hold down the key(s) for continuous movement. Move the target site over the object you wish to shoot.

Trigger - Located under the rifle. Pull to fire a round from the rifle. The round will fire at the location of the target site.

Reloading Bolt - Located on the front right side of the unit. This is used to "reload" the rifle. Each time the trigger is pulled, the bolt moves back 1 notch. Once it kicks back to the last notch, it must be pushed forward to "reload" the rifle. Your rifle can take 6 shots before it must be reloaded.

NOTE: the Rifle can only be reloaded after all 6 shots are taken. Make sure the bolt is pushed all the way forward and locks in place!



FUNCTION BUTTONS

- ON/OFF** - To turn the unit **ON** and **OFF**.
NOTE: The Sports Hunter Game will automatically turn off after 3 minutes of no use.
- SOUND** - Turn the digital **SFX** off and on.
- START** - To start a new round of play

USING YOUR SPORTSMAN'S RIFLE

SFX MODE - When the game is first turned on it is in **SFX MODE**. You can pull the trigger to hear the rifle fire and feel its' kick. This will help you get used to the feel and experience of using the rifle.

When you are ready to play, press the **START** button to see the 3 game options. There are 3 different games that can be played with the Sports Hunter Game: **HUNTING**, **TARGET PRACTICE**, and a **TOURNAMENT**. Use the Targeting Control to select one of the games. The selected game will flash so you know your selection.

When you have selected the game you wish to play, pull the **TRIGGER** to begin.

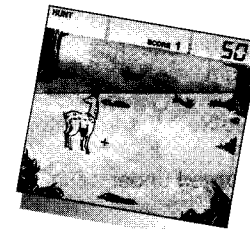
SCORING

Each game is played in a series of 1 minute rounds. Your goal is to reach the point quota for each round. If you successfully fulfill the point quota, you continue into the next round. If you fail to fulfill the point quota, the game is over. There are 3 scores that keep track of your performance:

SCORE = TOTAL SCORE. When the word **SCORE** is displayed, you are seeing your total points for the entire game. When the game is over your **SCORE** tells you how well you played. The highest **SCORE** will be retained by the game even when it is turned off.

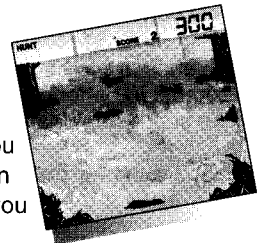


NOTE: you will lose your high score if the batteries are replaced or the unit is reset.



SCORE 1 = ROUND SCORE. This tracks your points in each individual round. This way you will know how well you are doing in the round and how close to reaching the quota. This starts at 0 for each round.

SCORE 2 = ROUND QUOTA. This tells you the point quota for each round. **SCORE 2** will be displayed before each round so you know how many points you must earn to complete the round. When you reach the point quota for a round, you will hear a **BELL** ring.



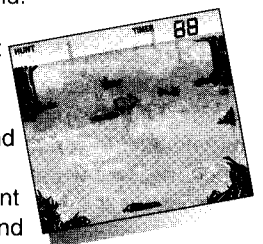
If you reach the quota for a round, continue to shoot. You have the entire 60 seconds to shoot so go for extra points. You will also be awarded bonus points for targets shot after the quota is reached or for each second left after the quota is reached.

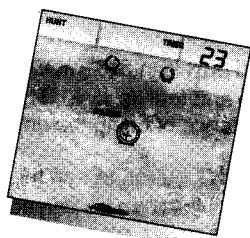
If you successfully complete a round, press the **START** button to begin the next round. Continue to play rounds until you fail to make the quota. Then it is **GAME OVER**.

GAMES

The first round of each game starts with a point quota (**SCORE 2**) of 100 points and then increases 20 points each round. Press the Start button to begin each round.

HUNT - This game allows you to shoot at moving animal targets. Use the targeting control to move the target site over an animal. Pull the trigger to hit the target and it will disappear. Each animal can be hit in several body locations for different point awards. You will shoot at deer, rabbit, and pheasant.





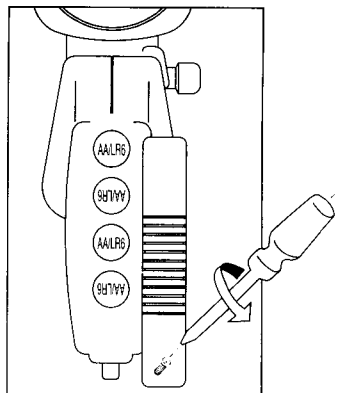
TARGET - This game combines stationary targets and moving clay pigeons. Shoot the target groups as quickly as possible so more targets will appear. Every 4th round will feature clay pigeon shooting.



TOURNAMENT - This combines the **HUNT** and **TARGET** games. You will alternate between animal targets, stationary targets, and clay pigeons.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover upward.) Insert 4 "AA" /LR6 batteries (not included), making sure to align "+" and "-" as shown.



CAUTION: Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

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.

Replace with new batteries at the first sign of erratic operation.

Remember, your game will reset to preset mode once you've replaced or removed the batteries.

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 part. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

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, 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.

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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 US\$ 15.00. 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 6006, 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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