



1. YOUR OWN SLINGSHOT -- HOW COOL IS THAT?

It is the ultimate cool thing to have your own electronic slingshot. You'll be putting back the foam rock -- taking aim -- and then firing! Check out the neat sound effects, too!

2. OBJECT OF PLAY -- HIT THE VIRTUAL TARGETS!

Your targets are virtual targets on the LCD screen. Hit as many of the targets on the LCD screen as possible! The elastic band that launches your "rock" activates an internal 4-way directional control so that you can get great aim for every shot!

In games 1, 3, and 5, when you move the elastic band to aim, it will move the 4-way directional control which will move a set of cross hairs on screen. When you line the cross hairs up on their target and release the elastic band, it moves the internal trigger that is attached to the elastic band. When the trigger is moved, it will shoot the target -- just as if you've actually fired a real slingshot!

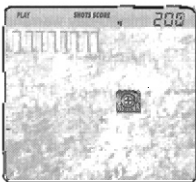
Games 2, 4, and 6 are much harder -- because although the sensor action is the same, there are no cross hairs to help you line up each shot! Without the cross hairs to help you, you've got to rely completely on your eyes and intuition!

For all 6 games, you are limited to the number of shots you can miss per round. FOR GAME MODES 1, 3 and 5, you are allowed 10 misses PER ROUND and FOR GAME MODES 2, 4 and 6, you are allowed 50 misses PER ROUND.

3. SIX GAME MODES

There are six game modes. All game modes can be played by 1 or 2 players.

GAME 1: STATIONARY TARGETS (with cross hairs)
Line up the targets in the cross hairs -- and shoot! No time limit. But there's a limit to the amount of missed shots you are allowed per round. You are allowed 10 missed shots per round.



9 rounds of play:

Round 1: Targets on Fences 

Round 2: Bells 

Round 3: Tin Cans 

Round 4: Clay Pigeons 

Round 5: Targets on Fences and Bells

Round 6: Tin Cans and Clay Pigeons

Round 7: Targets on Fences, Bells, Tin Cans and Clay Pigeons

Round 8: Same as round 8, but many more to hit!

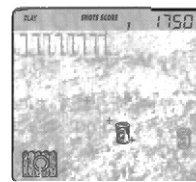
Round 9: SUPER AMMO ROUND: 

The bowling pins are a "super" round. Players are given stronger ammo for their slingshot -- explosive warheads! When you fire and hit bowling pins, either single pins or in combination, you will hear the explosive sound of the warhead detonating!

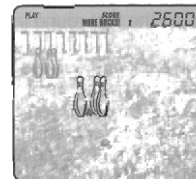
GAME 2: STATIONARY TARGETS (no cross hairs)
Like game 1 but much harder! You must use your own naked eye -- and no cross hairs to line up each shot at stationary targets! No time limit. But there's a limit to the amount of missed shots you are allowed per round. Same 9 round structure as game 1. You are allowed 50 missed shots per round.



GAME 3: MOVING TARGETS (with cross hairs)
Instead of stationary targets, you have to line up moving targets in your cross hairs! No time limit. But there's a limit to the amount of missed shots you are allowed per round. Same 9 round structure as game 1. You are allowed 10 missed shots per round.



GAME 4: MOVING TARGETS (no cross hairs)
Like game 3 but much harder! You must use your own naked eye -- and no cross hairs to line up each shot at moving targets! No time limit. But there's a limit to the amount of missed shots you are allowed per round. Same 9 round structure as game 1. You are allowed 50 missed shots per round.



GAME 5: MOVING AND STATIONARY TARGETS TOGETHER (with cross hairs)
With decreasing time limits per each round! But there's a limit to the amount of shots missed per round. Same 9 round structure. If you go over the time limit before knocking out all the targets, it's GAME OVER. Time limits as follows:



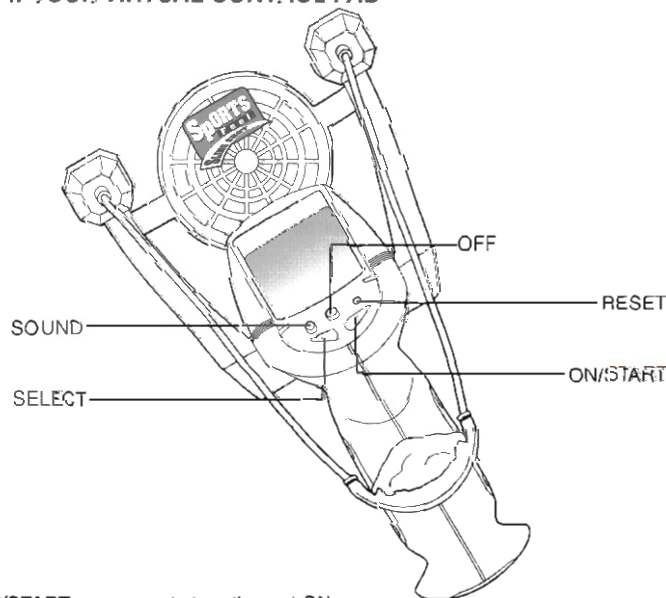
- Round 1: 2:30
- Round 2: 2:20
- Round 3: 2:10
- Round 4: 2:00
- Round 5: 2:30
- Round 6: 2:20
- Round 7: 2:10
- Round 8: 2:00
- Round 9: 2:40

You have your cross hairs to help you, but now you will have to shoot both moving and stationary targets! There is a time limit. You have a decreasing time limit per round! There's also a limit to amount of missed shots you are allowed per round. You are allowed 10 missed shots per round.

GAME 6: MOVING AND STATIONARY TARGETS TOGETHER (with no cross hairs)
Like GAME 5, but with no cross hairs to help you! You are allowed 50 missed shots per round.



4. YOUR VIRTUAL CONTROL PAD



- ON/START**
 - to turn the unit ON.
 - to confirm choice of game mode and start the first round of each game.
 - to start subsequent rounds
- SELECT**
 - to select number of players (1 or 2)
 - to select between the 6 game modes (1-6)
- SOUND**
 - to turn the digital SFX off and on
- OFF**
 - to turn off the game.
- RESET**
 - to reset the unit if a game malfunctions.

5. HOW TO PLAY

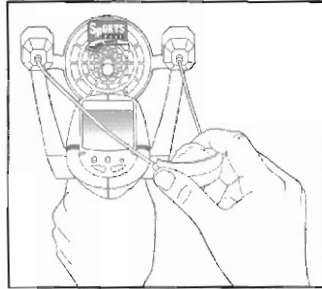
Press the **ON/START** button to turn on the unit.

Use the **SELECT** button to select number of players. You have 5 seconds to do so. If you do not select a number of players within 5 seconds, the unit defaults to 1 player game.

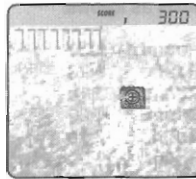
Then use the **SELECT** button again to toggle through the 6 game mode choices.

Press the **ON/START** button to confirm the game mode of your choice and to begin the first round in the selected mode.

Pull back and aim the elastic band that holds your foam rock. As you pull back the elastic band, you will notice targets on the **LCD** screen! If you are playing a game with "cross hairs", you will see the cross hairs move as you pull back and then aim your slingshot!



Play the 3 games with cross hairs first to get a "feel" of how your aiming and firing hits the targets.



Once you think you have a good idea where to aim, try the 3 games without cross hairs. They're much harder!



The game pauses as you complete each round. Press the **START** button to begin each new round when you are ready.

In a 1 player game, you play straight through. In a 2 player game, players alternate turns. A turn lasts until the player shooting either completes a round or receives a **GAME OVER**.

In a 2 player game, if a player gets a "**GAME OVER**", the remaining player continues to play -- following the sequences just like they were now playing a 1 player game.

At the end of a 2 player game, however, **BOTH** scores are still shown on screen -- even if the players played a different number of rounds!

After play is completed in a game, use the **SELECT** button to choose number of players and game mode over again.

Then press the **START** button to start the new game!

Use the **OFF** button to turn off the unit when you are finished playing. But don't worry if you forget. The game shuts itself off after three minutes of no action.

6. SCORING

Stationary targets on fences	10 points
Moving targets on fences	20 points
Stationary tin cans	20 points
Moving tin cans	40 points
Stationary bells	30 points
Moving bells	60 points
Stationary clay pigeons	40 points

WHEN SUPER "AMMO" IS USED, BOWLING PINS ARE USED:

Stationary bowling pins	50 points
Moving bowling pins (single)	100 points

Combination bowling pins..

Stationary bowling pins:	
Two pins next to each other	70 points
Three pins next to each other	90 points
Four pins next to each other	100 points
Two pins separated with a gap between them:	80 points
Three pins with gaps between them	90 points
Four pins with gaps between them	200 points

Moving bowling pins:

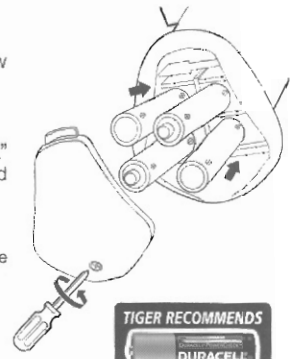
Two pins next to each other:	70 points
Three pins next to each other	80 points
Four pins next to each other	300 points
Two pins separated with a gap between them:	80 points
Three pins separated with gaps between them:	90 points
Four pins with gaps between them:	100 points

7. INSERTING THE BATTERIES

Using a Phillips® screwdriver, remove the screw from the battery compartment door located on the bottom of the unit.

Remove battery compartment door. Insert 4 "AAA" / LR03 batteries, making sure to align the "+" and "-" signs.

Replace battery compartment door and screw. **CAUTION:** Battery should be replaced by 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.
- 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.

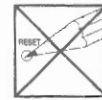
Replace with new batteries at the first sign of erratic operation.



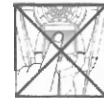
8. CAUTION/DEFECT OR DAMAGE



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



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



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



Clean only with a piece of soft dry cloth.

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, IL 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.

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 US\$13.50. 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, IL 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.

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