

TIGER
ELECTRONICS, LTD.

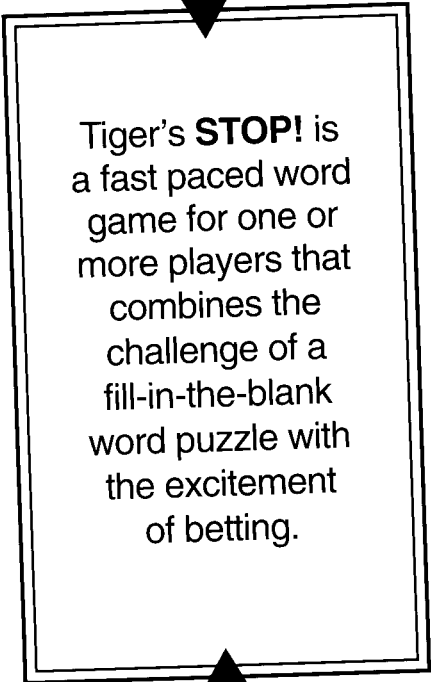

For Ages 8 and up
MODEL 07-017

STOP!™

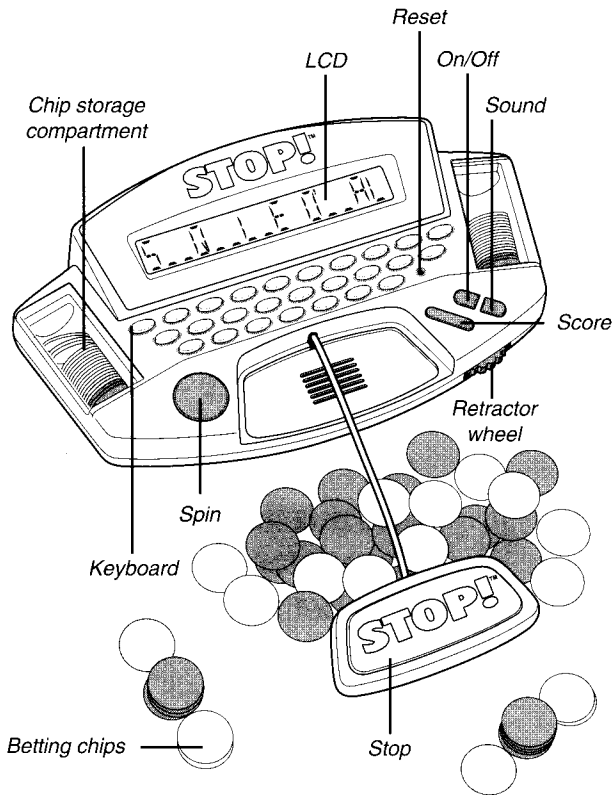
**THE ELECTRONIC FILL-IN-THE-BLANK
WORD GAME!**



INSTRUCTION MANUAL



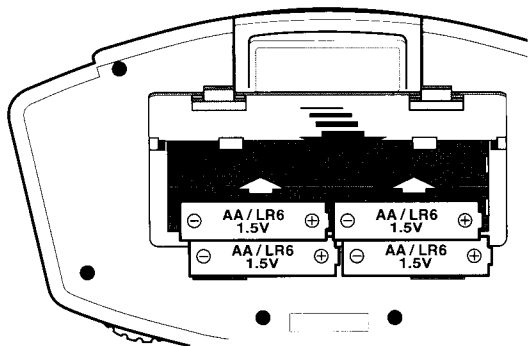
Tiger's **STOP!** is
a fast paced word
game for one or
more players that
combines the
challenge of a
fill-in-the-blank
word puzzle with
the excitement
of betting.



- On/Off** - Used to turn unit on/off
- Sound** - Used to turn sound on/off
- Score** - Displays score in a 1-player game
- Spin button** - Used to start puzzles & choose a category
- Stop button** - Used to stop puzzles
- LCD** - Displays categories, puzzles, score
- Keyboard** - Used to solve puzzles
- Betting chips** - Used in a multi-player game (8 gold, 16 silver, 40 copper)
- Chip storage compartment** - Used to store chips
- Retractor wheel** - Used to pull the **STOP!** button back into unit
- Reset** - Used to reset game unit

BATTERY INSTALLATION

To insert batteries, squeeze tabs on battery compartment door and lift.



TIGER RECOMMENDS



Insert 4 "AA" batteries making sure to align "+" and "-" as shown. Close battery compartment door.

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 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.
- 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.

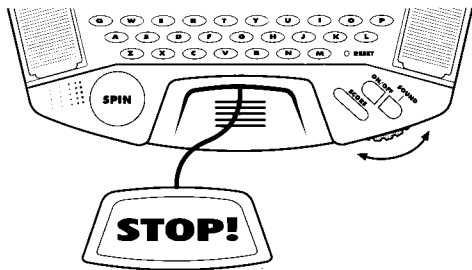
CARTRIDGE INSTALLATION

With the unit turned off, insert the cartridge in the slot on the bottom of the unit. You should feel it "click" into place.



MULTI-PLAYER GAME

1. Divide the betting chips evenly among the players. Return extra chips to the storage compartment.
2. Pull out the **STOP!** button and place it where all players can reach it



3. PRESS ON.
4. The unit will prompt **1 PLAYER - Y/N**.

1 PLAYER - Y/N

PRESS N.

5. The unit will display **MULTI PLAYER**.

MULTI PLAYER

6. The unit will prompt **RANDOM - Y/N**.

RANDOM - Y/N

- If you want the unit to choose categories for you, PRESS **Y**.
- If you want to choose a specific category for your game, PRESS **N**.

7. If you pressed **Y**, go to Step 8. If you pressed **N**, the unit will prompt you to **SELECT CATEGORY**.

SELECT CATEGORY

The categories will scroll automatically across the LCD. When you find the one you want, PRESS **STOP!** Your choice will flash on the screen.

8. The unit will prompt **ANTE UP**. Players ante using the betting chips.

The amount of the ante is determined by the players. The suggested ante is 1.

The values of the chips are:

Copper = 1 Silver = 5 Gold = 10

9. In a random game, the category is displayed. The unit will prompt **PRESS SPIN**.

PRESS SPIN

10. The letters of the puzzle will start spinning - like a slot machine. Every six seconds one letter will drop into its correct location.

S _ O _ L _ E _ O _ A _ L

11. When a player feels he can solve the puzzle, he presses **STOP!**

12. The puzzle will disappear and the screen will display the number of letters remaining unsolved in the puzzle.



13. The unit will prompt **ANTE UP**.

If a player wishes to remain in the round, he must put that number of chips in the pot. If a player chooses not to bet, he is out of the round. If no players choose to bet, the player wins the pot by default and does not have to solve the puzzle.

The unit will prompt **SPIN TO SOLVE**, then, **STOP ROUND ENDS**.

14. Once the pot is correct, the player solving the puzzle presses **SPIN** and the puzzle will reappear.

If no one wishes to bet, the player solving the puzzle, presses **STOP!** The round ends, the player wins the pot, and the unit prompts **ANTE UP**.

15. Using the keyboard, the player types the missing letters. The player has 3 seconds to place each missing letter.
16. If he is correct, he wins the pot. If he is incorrect, the unit displays **YOU LOSE ROUND**.



The player is out of the round and play continues.

17. If no one correctly solves the puzzle, the unit will prompt **ROUND ENDS**, then **PRESS SPIN**.
18. Players ante up and then **PRESS SPIN**.
The ante is added to the existing pot.

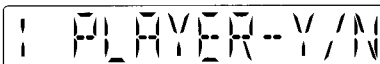
19. After a puzzle is solved, in a random game, the unit will display **ANTE UP** and the new category. Then it will prompt **PRESS SPIN**.

After a puzzle is solved in a non-random game, the unit will prompt **PRESS SPIN**.

20. If a player runs out of chips, he is out of the game.
21. The player with the highest value in chips at the end of 10 rounds is the winner.
22. To play again, **PRESS SPIN**.

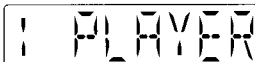
▶ SINGLE PLAYER GAME

1. Press **ON**
2. The unit will prompt **1-Player - Y/N**.



Press **Y**.

3. The unit will display **1 PLAYER**.

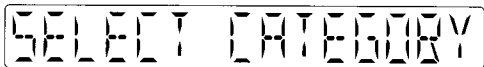


4. The unit will prompt **RANDOM - Y/N**.



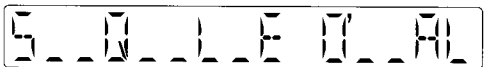
- If you want the unit to choose categories for you, **PRESS Y**.
- If you want to choose a specific category, **PRESS N**.

5. If you pressed **Y**, PRESS **SPIN** and go to Step 7. If you pressed **N**, the unit will prompt you to **SELECT CATEGORY**.



The categories will automatically scroll across the LCD. When you find the one you want, PRESS **STOP!**

6. The category will flash on the screen. Then the unit will prompt **PRESS SPIN**.
7. The letters of the puzzle will start spinning - like a slot machine. Every six seconds one letter will drop into its correct location.



8. When you feel you can solve the puzzle, press **STOP!**
9. Using the keyboard, type the missing letters. You have 3 seconds to place each missing letter.
10. You can type as many letters for a blank as you can within the 3 seconds allowed. If you type the correct letter, the cursor will automatically advance to the next blank.

If the 3 seconds run out and you have not typed the correct letter, you will hear a **RAZZ** sound and the puzzle will start spinning again.

11. If you solve the puzzle incorrectly, repeat steps 7-10 until it is solved.
12. If you solve the puzzle correctly, you will get 1 point for each letter you placed on that turn.

NOTE:

Letters placed previously will not be added to your score. If you do not solve the puzzle before the computer completes it, your score for that round is 0.

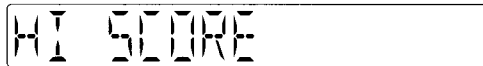
13. After a puzzle is solved, in a random game, the unit will display the new category, then it will prompt **PRESS SPIN**.

After a puzzle is solved in a non-random game, the unit will prompt **PRESS SPIN**.

14. After each round, you will see your **CUMULATIVE SCORE**. At the end of 10 rounds, the unit will display your cumulative score



and then **HIGH SCORE**.



15. To play again, PRESS **SPIN**.

CAUTION



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



Do not use a pencil or pin to press the RESET button. 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.



90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free of defects in material 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.\$17.00. 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.