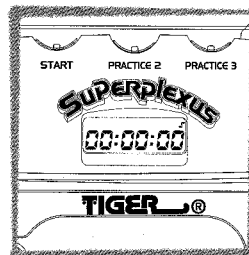


3 HOW TO PLAY

The goal of the game is to complete all 3 levels in the allotted time.

The secondary goal is to complete each level as fast as possible in order to achieve the highest scores for each level. There is an LCD clock that records your score: the time it takes you to finish a level and even the whole game.



You can start at the beginning of Level 1, 2, or 3, but you can only win the whole game if you complete Level 1, then Level 2, then Level 3 without falling off the track, without touching the wrong switches, and without running out of time.

When you start a level, the light at the end of the level blinks in time with the musical heartbeat to show you where you need to go. The LCD clock starts ticking, too! If you get to the end of the level, the unit will play a "victory" tune, and your time will be recorded and shown on the LCD screen.

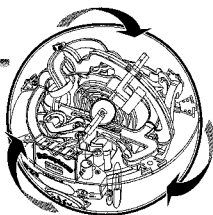
If you fail to finish because the time runs out or the ball falls off the track, bring the ball back to the beginning of your level and start again.

The computer automatically tracks the score for each level attempted while the unit is on – and it will save the HIGH SCORE for each level even when the game is turned off.

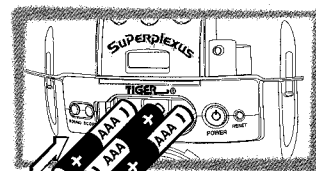
1 INTRODUCTION

Superplexus™ is an electronic hand-held game where players maneuver a ball through a 3-dimensional labyrinth suspended inside a transparent spheroid.

Sound complicated? Just wait until you try it!



2 INSERTING THE BATTERIES



You've probably already discovered that you can play Superplexus™ without even turning it on – but for a truly awesome experience, follow the directions below to insert the batteries.

To insert the batteries, have an adult open the battery compartment door on the front of the game. (Loosen the screw holding the battery door and remove the door.)

Insert 3 AAA/LR03 batteries (not included), making sure to align "+" and "-" as shown.

Make sure you replace the batteries at the first sign of erratic operation.

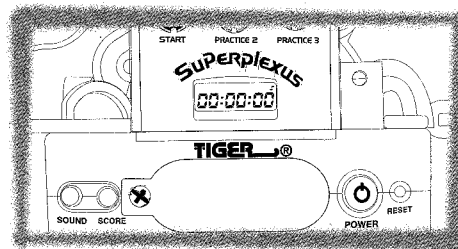
CAUTION:

- 1) As with all small batteries, the batteries used with this toy/game* should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the toy/game* and battery manufacturer's instructions.
- 3) *Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

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.
- Always remove weak or dead batteries from the product.
- Do not dispose of batteries in fire. Battery may explode or leak.

4 CONTROLS



- POWER** – Press POWER to turn the unit on. Superplexus™ will play a tune and flash the lights, then it will enter IDLE MODE while it waits for you to start playing.
- Press and hold the POWER switch for 2 seconds to turn off the unit. You will hear a "Power Down" tune and the unit will turn off.
 - The unit will automatically turn off if it is left in IDLE MODE for 6 minutes.

SCORE – At the beginning of IDLE MODE, the LED screen will show 00:00:00 in the score area.



- 1) Press the SCORE button to see the most recent score for LEVEL 1.
- 2) Press the SCORE button again to see the most recent score for LEVEL 2.
- 3) Press the SCORE button a third time to see the most recent score for LEVEL 3.
- 4) Press the SCORE button again to see the most recent score recorded for the COMPLETE game – all 3 levels consecutively.

To display the HIGH SCORE, press and hold the SCORE button for 2 seconds.

The unit will now display HIGH SCORES instead of most recent scores.



The LCD display will show the HI icon.

NOTE: Only high scores will be saved once the game powers down.

If you press the SCORE button during PLAY MODE, the game will stop and show your score. However, you cannot get credit for completing the game – that is, all three levels consecutively – if you pause using the SCORE button.

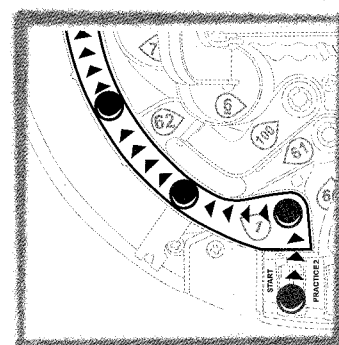
SOUND – Press the sound button to toggle the sound ON or OFF.

5 PLAY MODE

As soon as the ball touches the switch at the start of any level, the game will enter PLAY MODE. You will hear the special PLAY MODE music.

You will see a light shining at the end of the track where you are supposed to be going! Look carefully at the tracks – you will see that they are engraved with numbers showing you where to go. You simply need to roll the ball from one numbered point to the next number in the sequence.

Easy, right?



When the ball leaves the starting switch at any level, the clock starts ticking! You will hear music and a heartbeat, keeping track of your time, and the light will start flashing as a reminder of where you're headed.

NOTE: You have a 5-second "grace period" on any switch. If you move off the switch, you can move back on within 5 seconds, and the clock will NOT start.

Catch your breath, compose yourself, and move off when you are ready!

But don't wait too long: If the ball sits on the switch for 30 seconds or more, the level will turn OFF.

If the clock is ticking, the light is flashing, and you can hear the heartbeat – GET MOVING! You must finish the level before the heartbeat stops or it is GAME OVER.

6 COMPLETING A LEVEL

- When a level is successfully completed, you will hear celebration music and the lights will flash!
- If it is the highest score ever for that level, an additional HIGH SCORE music will play, and the HI icon will blink on the screen for 5 seconds.
- If you have successfully completed all three levels consecutively, you WIN the whole game! You will hear special winning celebration music – and if it is also the HIGH SCORE for the complete game, you'll hear that music too!

7 WINNING THE GAME

To win the whole game, you must complete all three levels 1-2-3:

- The ball cannot fall on any incorrect switches between completions
- The unit must not power down between completions
- You cannot pause the game using the SCORE button between completions.

In other words – you have to be PERFECT!

8 CHEATING!

You wouldn't try to cheat the game, would you? Well, just in case, the computer will be watching.

- If you complete a level without actually rolling through the track, the game will catch you and make an ERROR tone.
- If the ball touches the switch for the wrong level, you will hear an ERROR tone.
- If you press the SCORE button during PLAY MODE, the game will stop and show your score. However, you cannot get credit for completing the game – that is, all three levels consecutively – if you pause using the SCORE button.

9 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 switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

10 TROUBLESHOOTING

If the game becomes erratic and you are having trouble, check to make certain that SUPERPLEXUS™ has fresh batteries. If you still have trouble, call Tiger Electronics Customer Service Department at 1-800-844-3733.

RESET BUTTON:

After battery insertion, the RESET switch may be pushed only if the game is not working properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



11 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.\$13.50. 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.

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.

For more information about Tiger Electronics, our products and special promotions, please visit our web site at: www.tigertoys.com.

12 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.

TIGER
ELECTRONICS

Where Technology Comes to Play!™

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980 Woodlands Parkway,
Vernon Hills, IL 60061 USA
www.tigertoys.com

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Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire HG1 1EL,
United Kingdom
www.tigertoys.co.uk

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