



AGES 7+

Electronic Thumb Wrestling Game

# INSTRUCTIONS

**TIGER Games** Get a Tiger! Get the Roar!

Item No. 55315

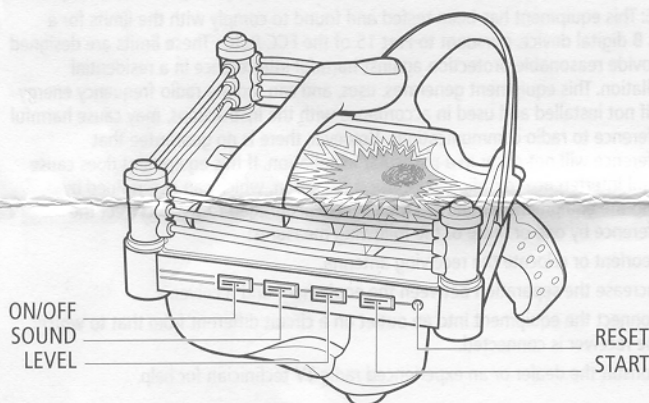
## IMPORTANT

- If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button on the side of the game unit. If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

## OBJECT OF THE GAME

Use your thumb to "pin" Thumb Thing to the mat as many times as possible.

## A LOOK AT THE GAME UNIT



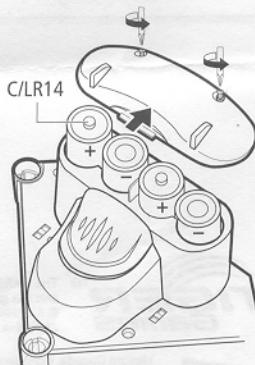
- ON/OFF LEVEL** – Press to turn the game on or off.
- LEVEL** – Press to select Beginner or Champion skill level.
- START** – Press to start a round of thumb wrestling.
- SOUND** – Press to change sound level from normal to low, or to turn the sound off.
- RESET** – Press to reset game if it operates erratically or "locks up."

## BATTERIES

4 "C" / LR14 SIZE BATTERIES ARE REQUIRED (NOT INCLUDED)

To replace the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment on the back of the unit and open the door.
2. Carefully remove the old batteries.
3. Insert 4 new "C" / LR14 size batteries, making sure that the "+" and "-" are aligned as shown.
4. Replace the battery compartment door and tighten the screw.
5. In case the game malfunctions or "locks up", press RESET button to initialize the unit.



## IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



## CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERY.**
8. Do not dispose of batteries in fire. Battery may explode or leak.
9. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.

## WELCOME THUMB WRESTLERS!

Welcome to the action-packed world of Thumb Wrestling. If you and your friends are newcomers to this exciting sport, it may be wise to wrestle at the Beginner Level by challenging amateur wrestler "Tom Thumb." At this level, the thumb moves around at a beginner's pace.

Only after your thumb has undergone some serious training should you take on World Champion "Thumb Crusher." At this level, the thumb moves at a more frantic pace. Don't "knuckle under" to Thumb Crusher!

Each player should be prepared to go 3 rounds. Each time you pin the thumb, you earn points. At the end of 3 rounds, the player with the most points wins the match.

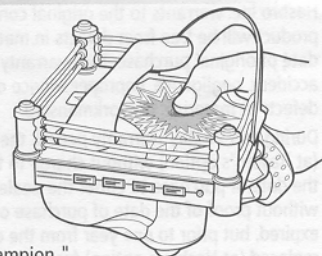
## GET READY!

Before "stepping" into the ring, you should loosen up by doing the following thumb stretches.

1. Hold your hands in front of you and do six "thumbs up."
2. Rotate both thumbs in a clockwise direction for 30 seconds. Repeat in a counterclockwise direction.
3. Bend your thumbs up and down, slowly at first, and then increase your speed.
4. Take a few deep breaths and chant "Thumb Thing, Thumb Thing!"

## GET SET!

1. Hold the game unit as shown.
2. Press ON/OFF to turn the game on. The thumb will move slowly until you are ready to begin. The announcer will ask, "Are you ready to wrestle?" You will also hear the crowd chanting and cheering.
3. If you wish, press LEVEL to switch from Beginner Level to Champion Level. Press it again to return to Beginner Level. The announcer will tell you, "Beginner" or "Champion."



## WRESTLE!

### Keeping Score

There are 3 rounds in a Match. Each round lasts 20 seconds.

Points are awarded as follows:

**Beginner Level** Earn 1 point each time the thumb is pinned.

#### Championship Level

Round 1 Earn 1 point each time the thumb is pinned.

Round 2 Earn 2 points each time the thumb is pinned.

Round 3 Earn 3 points each time the thumb is pinned.

Points from all 3 rounds are totaled for the final score.

Your point total is given at the end of 3 rounds. You will hear 1 "thud" for 10 points and 1 "smack" for 1 point.

Challenge your friends - the wrestler with the highest score wins the game.

On your turn, do the following:

1. Press START to begin wrestling. The announcer will tell you the round number. You will then hear a bell ring and the thumb will begin moving more quickly.
2. You have 20 seconds (per round) to pin the thumb to the mat as many times as possible. Make sure you hold the thumb down until you hear a signal. After pinning the thumb, you must release it completely before continuing. At the end of the round, a bell will ring, the thumb will stop, and undulate slowly. The announcer will tell you that the round is over.
3. Press START again to begin the next round.
4. At the end of 3 rounds, one of the following will occur:
  - If the thumb was not pinned during any of the 3 rounds, you will hear, "Better luck next time, kid!"
  - If the thumb was pinned during any of the 3 rounds, your score will be indicated by a series of sounds as described in the **Keeping Score** section of the rules. Then, the announcer will say, "We have a winner!"
  - If your total score is greater than the highest score achieved since the game was turned on, then the announcer will also say, "...And a New Champion!"

At the end of the match (3 rounds), your turn is over. Each remaining player then takes a turn by challenging the thumb to 3 rounds. The skill level should remain the same until all players have finished their match. The player with the highest score wins the game.

**Important:** If your thumb gets tired during gameplay, stop and rest it.

### AUTOMATIC SHUT OFF

Your game unit will shut off automatically after 3 minutes of non-use.

### MAINTENANCE

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game, or push in the RESET button.

### DEFECT OR DAMAGE

If Thumb Thing™ is damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.  
PO Box 200, Pawtucket, RI 02862

In your note, mention the name of your game, its 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.

### US 90-DAY LIMITED WARRANTY

Hasbro Inc. 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 Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro 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 Hasbro's option) for a service fee of U.S. \$16.99. Payments must be by check or money order payable to Hasbro Inc.

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 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.

### 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.

### UK CONSUMER INFORMATION

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.

Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd  
Hasbro Consumer Affairs  
PO BOX 43, Caswell Way, Newport, Wales, NP19 4YD

or telephone our Helpline on 00 800 2242 7276

### PROOF OF PURCHASE Thumb Thing™



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