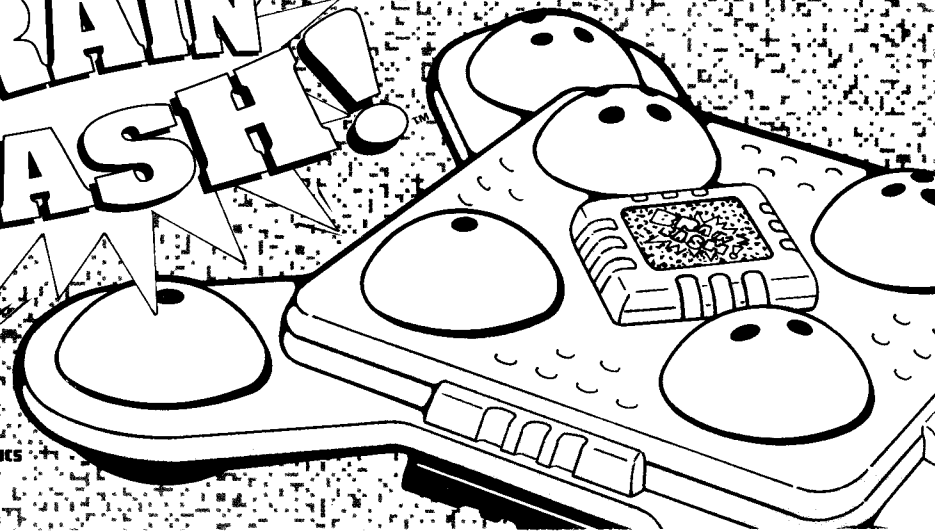


Model 7-573

**BRAIN  
BASH!**



**TIGER** ELECTRONICS  
INC.

# Getting Started Quick

## Quick Play

We have provided Quick Play instructions for those players who absolutely won't read all the instructions, or just need a quick reference. You can always refer to the instructions that follow if any questions arise. Have fun!

**Object** - The object of the game is to win the most points by correctly responding to Brain Bash voice commands. As the game progresses, so does the speed.

**Game** - The Brain Bash game contains two platforms of colored buttons. All buttons have dark circles etched on top indicating a button number (1, 2, 3, or 4). Each player selects a yellow button on the outer platform to determine a playing position. The purple buttons on the inside platform are game buttons.

**Set-Up** - Brain Bash requires four AA batteries.

**Selecting A Game** - Brain Bash offers five challenging games to play: Game 1 (Touch Command), Game 2 (Direction Command), Game 3 (Mad Math), Game 4 (Keep Track), and Game 5 (Progression). To select a game, you may press any purple button the same number of times as the game's number. For example, to play Progression (Game 5), you press any purple button five times.

**Number of Players** - Brain Bash can be played by one to four players. You select the number of players by pressing the outer yellow button number equal to the number of players.

**Scoring** - Brain Bash will keep track of player scores for you. For every correct response, you earn one point. For every incorrect response, you lose a point. You will also lose a point if you do not respond at all. Brain Bash scoring is cumulative. Points earned in Game 1 are added to points earned in Games 2, 3, 4, and 5. To play games out of sequence, you must press reset and select a game. By pressing reset, all scores automatically clear to zero and are not accumulated.

**To Begin Play** - Select your playing position by choosing one of the yellow buttons (1, 2, 3, or 4). Playing position does not reflect playing order. Brain Bash will tell you when you play and what you press.

**Game 1/Level 1** - Touch Command - "One touch Three!" Player #1 presses their yellow position button, then presses purple button 3.

**Game 1/Level 2** - Touch Command - "One touch Four two times!" Player #1 presses their yellow position button, then presses purple button 4 two times.

**Game 1/Level 3** - Touch Command - "Four touch Three two times then One!" Player #4 presses their yellow position button, then presses purple button 3 two times, and then presses purple button 1.

**Game 2/Level 1** - Direction Command - "Two touch Across!" Player #2 presses their yellow position button, then presses the purple button across from their position button (purple button 4).

**Game 2/Level 2** - Direction Command - "Three touch Across four times!" Player #3 presses their yellow position button, then presses the purple button across from their yellow position button four times (press purple button 1 four times).

**Game 3/Level 1** - Mad Math - "Six minus Two!" The answer to the equation is 4. Therefore, Player #4 must press their yellow position button.

**Game 3/Level 2 - Mad Math** - "One plus Two touch Eight minus Four!" The answer to the first equation is 3, and the answer to the second equation is 4. Therefore, Player #3 must press their yellow position button, and then press purple button 4.

**Game 4 - Keep Track** - "One plus Three plus Zero minus Two plus One . . ." (or  $1 + 3 = 4 + 0 = 4 - 2 = 2 + 1 = 3$ ). Player #4 presses their yellow position button. Add zero, and Player #4 presses their button again. Subtract two, and Player #2 presses their yellow position button. Add one, and Player #3 presses their yellow position button.

**Game 5 - Progression** - "Four minus Two plus Zero minus One plus Three (horn sound)." (or  $4 - 2 + 0 - 1 + 3 = 4$ ). The answer to the long equation is 4. Therefore, Player #4 presses their yellow position button (only push a position button after a horn is sounded).

## Object

The object of the game is to win the most points by correctly responding to Brain Bash voice commands. It's not as easy as it sounds! The level of difficulty increases with each game as Brain Bash challenges your coordination, memory, and math skills! Brain Bash provides a melody to keep you in pace. As the game progresses, so does the speed. To win, you must be accurate, you must be quick, and you must be ready for some frantic fun!

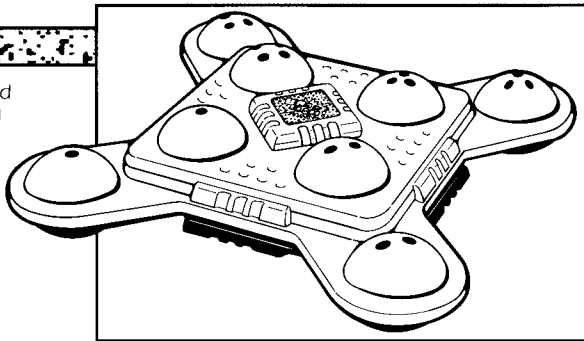
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## Game

The Brain Bash game contains two platforms of colored buttons. Like dice, all buttons have dark circles etched on top indicating a button number (1, 2, 3, or 4).

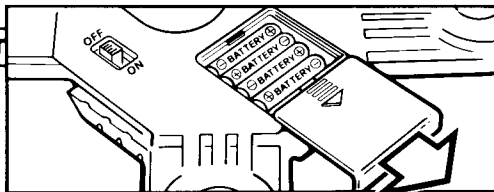
Each player selects a yellow button on the outer platform to determine a playing position.

The purple buttons on the inside platform are game buttons. Brain Bash will tell you when to press your yellow position button and when to press the purple buttons. You can also press the yellow buttons to select the number of players and to check on player scores, or press the purple buttons to select a specific game.



## Set up

Brain Bash requires 4 AA batteries (not included). To insert batteries, remove the battery cover on the back of the game by sliding the cover outwards. Insert four "AA" batteries, making sure to align "+" and "-" as shown.



REMINDER: DON'T FORGET TO TURN BRAIN BASH OFF AFTER PLAY!

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# Selecting A Game

Brain Bash offers five challenging games to play.

Game 1 - Touch Command      Game 4 - Keep Track  
Game 2 - Direction Command      Game 5 - Progression  
Game 3 - Mad Math

To select a game, you may press any purple button the same number of times as the game's number. For example, to play Progression (Game 5), you press any purple button five times. To play Keep Track (Game 4), you press any purple button four times. Touch Command (Game 1) begins play if no purple button is pressed. Whatever the game, you will have hours of fun becoming an expert Brain Basher!

# Number of Players

Brain Bash can be played by one to four players. You can select the number of players by pressing the outer yellow button number equal to the number of players. To select the program designed for three players, press the outer yellow button number 3; for two players, press the outer yellow button number 2; and so forth. You must select the number of players immediately after you have turned on Brain Bash. If you do not select the number of players, Brain Bash will automatically select four players.

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For **four players**, press the outer yellow button number 4. Each player then selects a playing position by choosing one of the outer yellow buttons (1, 2, 3, or 4). Brain Bash will announce each player's score at the end of every game.

For **three players**, press the outer yellow button number 3. Each player then selects a playing position by choosing one of the outer yellow buttons (1, 2, or 3). No one should select yellow button number 4 because it will not be used in this program. Brain Bash will announce each player's score at the end of every game.

For **two players**, press the outer yellow button number 2. Player #1 will be responsible for playing buttons 1 & 2, and Player #2 will be responsible for playing buttons 3 & 4. Brain Bash will announce each player's score at the end of every game by adding together the correct and incorrect responses of the appropriate buttons.

For **one player**, press the outer yellow button number 1. The single player will play and respond to all buttons. Brain Bash will score each button individually at the end of every game.

# Scoring

You won't need any score sheet to play Brain Bash! Brain Bash will keep track of player scores for you. For every correct response, you earn one point. For every incorrect response, you lose a point. You will also lose a point if you do not respond at all. A buzzer will sound if you goof, and another buzzer will sound if you have not responded at all or have not responded quickly enough. An example of how Brain Bash scoring works is outlined in the table below.

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## Sample Scoring Results

GAMES/RESPONSES		PLAYER NUMBER			
Games	Responses	1	2	3	4
Game 1/Level 1	Correct	+5	+4	+5	+3
	Incorrect	0	-1	0	-2
	Subtotal	5	3	5	1
Game 1/Level 2	Correct	+4	+2	+2	+1
	Incorrect	-1	-3	-3	-4
	Subtotal	8	2	4	0
Game 1/Level 3	Correct	+1	+5	+1	+4
	Incorrect	-4	0	-4	-1
	Subtotal	5	7	1	3
Game 2/Level 1	Correct	+5	+3	+4	+3
	Incorrect	0	-2	-1	-2
	Subtotal	10	8	4	4

Game 2/Level 2	Correct	+5	+4	+3	+2
	Incorrect	0	-1	-2	-3
	Subtotal	15	11	5	3
Game 3/Level 1	Correct	+2	+1	+1	+4
	Incorrect	-3	-4	-4	-1
	Subtotal	14	8	2	6
Game 3/Level 2	Correct	+1	0	+3	+2
	Incorrect	-4	-5	-2	-3
	Subtotal	11	3	3	5
Game 4	Correct	+1	+2	+4	0
	Incorrect	-4	-3	-1	-5
	Subtotal	8	2	6	0
Game 5	Correct	+5	+4	+5	+3
	Incorrect	0	-1	0	-2
	Total	13	5	11	1

Brain Bash scoring is cumulative. Points earned in Game 1 are added to points earned in Games 2, 3, 4, and 5. Brain Bash will announce player scores at the conclusion of each game. Your score will reflect the total points you earned from all the games played up to that time. Brain Bash, however, cannot cumulate scores for games played backward or out of sequence. To play games out of sequence, you must press reset and select a game. By pressing reset, all scores automatically clear to zero.

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When there are only two players, Player #1 must operate both yellow buttons 1 and 2. Player #2 must operate both yellow buttons 3 and 4. Brain Bash will automatically combine point totals for buttons 1 and 2 to provide a score for Player #1. Total points will also be combined for buttons 3 and 4 to provide a score for Player #2.

## To Begin Play

Place Brain Bash on a flat surface. As the game gets faster, so must the players. A flat surface becomes important in preventing the game from wobbling when pressing buttons.

Listen carefully to the Brain Bash music. You'll hear a buzzer sound when you incorrectly respond. In games, you'll hear a horn sound to indicate the end of a command. The Brain Bash music beat sets the pace for the game. Faster music will signal an increase in game speed.

Select your playing position by choosing one of the yellow buttons (1, 2, 3, or 4). Player #1 will have the yellow button with one circle etched on top; Player #2 will have the yellow button with two circles etched on top; and so forth. Playing position does not reflect playing order. Brain Bash will tell you when to play and what to press. [NOTE: If two players are playing, Player #1 will choose yellow buttons 1 and 2; Player #2 will choose yellow buttons 3 and 4.]

**Take a deep breath, wake up your brain, flex your fingers, and turn on the game!**

## Game 1 - Touch Command

**Level 1:** "One touch Two!" In Touch Command, Brain Bash calls out your button number, followed by instructions to touch a purple inside button. You must quickly press your yellow button and then press the purple button as commanded. You must always press your yellow button before you press the purple button.

**Example:** "One touch Three!" Player #1 presses their yellow position button (with 1 etched circle on it), then presses purple button number 3.

**Scoring:** At the conclusion of the game, Brain Bash will call out player scores. If Player #1 correctly responds to voice command five times, without any mistakes, then Brain Bash calls out "Player #1 is winning with 5 points. Nice going, Player #1!" If Player #4 correctly responds three times (earning 3 points), but was incorrect two times (losing two points), then Brain Bash calls out "Player #4 is last with 1 point. You goofed, Player #4!"

**Level 2:** "One touch Two three times!" Just when you think you've got the hang of it, it's time to begin Level 2 of Touch Command. Brain Bash calls out your number, followed by instructions to touch a purple button one or more times. You must press your yellow button first and then press the purple button the number of times commanded.

**Example:** "One touch Four two times!" Player #1 presses their yellow position button, then presses purple button number 4 two times.

**Scoring:** Brain Bash will add points earned in this game to points already earned in the first game. At the beginning of this game, Player #1 had 5 points. If Player #1 correctly responds to voice command 4 times (increasing their score by 4 points), but incorrectly responds 1 time (decreasing their score by 1 point), then Brain Bash calls out "Player #1 is winning with 8 points. Nice going, Player #1!"

**Level 3:** "One touch One three times then Two!" Now the game really gets frantic and fun! In Level 3, Brain Bash calls out your number, followed by instructions to touch a purple button one or more times, followed by a final command

to touch yet another purple button. You must press your yellow button, then press the purple button the number of times indicated, and then touch the purple button as last commanded.

**Example:** "Four touch Three two times then One!" Player #4 presses their yellow position button, then presses purple button number 3 two times, and then presses purple button number 1.

**Scoring:** Brain Bash will add points earned in this game to points already earned in previous games. At the beginning of this game, Player #3 had 4 points. If Player #3 correctly responds to voice command 1 time (increasing their score by 1 point), but incorrectly responds 4 times (decreasing their score by 4 points), then Brain Bash calls out "Player #3 is last with 1 point. You goofed, Player #3!"

## Game 2 - Direction Command

**Level 1:** "One touch Left!" In Direction Command, Brain Bash calls out your number followed by instructions to touch a purple button in a specific direction—left, right, or across. You must quickly press your yellow position button and then press the purple button to the right, to the left, or across from your yellow position button as directed.

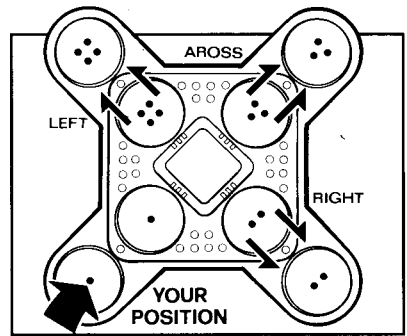
**Example:** "Two touch Across!" Player #2 presses their yellow position button, then presses the purple button across from their yellow position button (purple button #4).

**Scoring:** Brain Bash will add points earned in this game to points already earned in previous games. At the beginning of this game, Player #2 had 7 points. If Player #2 correctly responds to voice command 3 times (increasing their score by 3 points), but incorrectly responds 2 times (decreasing their score by 2 points), then Brain Bash calls out "Player #2 is next with 8 points", since Player #2 is now in second place.

**Level 2:** "One touch Left three times!" Just when you are certain you know your left from your right, Brain Bash will add a new twist to the game. In Level 2, Brain Bash calls out your number followed by instructions to touch a purple button in a specific direction a specific number of times. Listen carefully! Mixing directions and numbers makes for some surprising Brain Bashing!

**Example:** "Three touch Across four times!" Player #3 presses their yellow position button, then presses the purple button across from their yellow position button four times (press purple button 1 four times).

**Scoring:** Brain Bash will add points earned in this game to points already earned in previous games. At the beginning of this game, Player #4 had 4 points. If Player #4 correctly responds to voice command 2 times (increasing their score by 2 points), but incorrectly responds 3 times (decreasing their score by 3 points), then Brain Bash calls out "Player #4 is last with 3 points. You goofed, Player #4!"



### Game 3 - Mad Math

**Level 1:** "Nine minus five!" So far so good! You've made it through Games 1 and 2 by following Brain Bash voice commands! In Mad Math, however, Brain Bash provides a simple math problem for you to solve. The answer to the problem tells the number of the player who must respond. In this game, the purple buttons are not used. The answer will always be 1, 2, 3 or 4; if your position number is the answer simply push your yellow button.

**Example:** "Six minus two!" The answer to the equation is 4. Therefore, Player #4 must press their yellow position button.

**Scoring:** Brain Bash will add points earned in this game to points already earned in previous games. At the beginning of this game, Player #1 had 15 points. If Player #1 correctly responds to voice command 2 times (increasing their score by 2 points), but incorrectly responds 3 times (decreasing their score by 3 points), then Brain Bash calls out "Player #1 is winning with 14 points. Nice going, Player #1!"

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**Level 2:** "Nine minus five touch Two plus one!" Level 1 of Mad Math was just a warm-up! In Level 2, Brain Bash provides two problems for you to solve. The answer to the first problem tells you which player should respond. The answer to the second problem tells which purple button to press. You must think fast and press fast! Be warned! It's easy to goof up!

**Example:** "One plus Two touch Eight minus Four!" The answer to the first equation is 3, and the answer to the second equation is 4. Therefore, Player #3 must press their yellow position button, and then press purple button number 4.

**Scoring:** Brain Bash will add points earned in this game to points already earned in previous games. At the beginning of this game, Player #2 had 8 points. If Player #2 incorrectly responds to voice command 5 times (decreasing their score by 5 points) without any correct responses, then Brain Bash calls out "Player #2 is last with 3 points! Come on, Player #2!"

### Game 4 - Keep Track

"One plus One plus Zero plus Three . . ." Master Brain Bashers will be truly tested in Game 4! In Mad Math, you simply figured out the equation and you had the correct response. In Game 4, each answer builds on a previous answer and you must be able to keep track! When Brain Bash calls out the first equation, the answer becomes part of the second equation, and so forth. In this game, the purple buttons will not be used. If your position number is the answer to the first equation, you are the lucky player to go first. The next command will either add or subtract to your position number. If you are the answer, simply press your yellow position button. Don't forget that the game will speed up during play. Everyone must pay attention and keep track!

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**Example:** "One plus Three plus Zero minus Two plus One OR " $1 + 3 = 4 + 0 = 4 - 2 = 2 + 1 = 3$ ". The answer to the first part of the equation is 4. Therefore, Player #4 presses their yellow position button. Add zero, and Player #4 presses their yellow button again. Subtract two, and Player #2 presses their yellow position button. Add one, and Player #3 presses their yellow position button.

**Scoring:** Brain Bash will add points earned in this game to points already earned in previous games. At the beginning of this game, Player #1 had 11 points. If Player #1 correctly responds to voice command 1 time (increasing their score by 1 point), but incorrectly responds 4 times (decreasing their score by 4 points), then Brain Bash calls out "Player #1 is winning with 8 points. Nice going, Player #1!"

## Game 5 - Progression

"Three minus Two plus Three minus Two minus One!" Mad Math will seem easy compared to Progression! Game 5 will provide players with a long equation to solve. Brain Bash will provide a horn sound to signal the end of the equation, when a response is required. If the answer to the long equation is the same as your position number, then press your yellow position button. In this game, no purple button will be used. While you won't need to keep track of a previous answer, you will still need to think fast, add or subtract each new number, and press your yellow button if the final answer is your number! But, only press your position number after you have heard the horn sound!

**Example:** "Four minus Two; plus Zero; minus One; plus Three (horn sound)."  
OR  $4 - 2 + 0 - 1 + 3 = 4$ . The answer to the long equation is 4. Therefore, Player #4 presses their yellow position button.

**Scoring:** Brain Bash will add points earned in this game to points already earned in previous games. At the beginning of this game, Player #3 had 6 points. If Player #3 correctly responds to voice command 5 times (increasing their score by 5 points), without making any mistakes, then Brain Bash calls out "Player #3 is next with 11 points", since Player #3 is now in second place.

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# 90 - DAY LIMITED WARRANTY

Tiger Electronics, Inc. warrants to the original consumer purchaser of its BRAIN BASH that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period BRAIN BASH will either be repaired or replaced (at our option) without charge to the purchaser, when returned prepaid and insured with proof of date of purchase, to TIGER ELECTRONICS, INC. 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Units returned without proof of the date of purchase, or units returned after the warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$13.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONICS, INC. 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronics, Inc. will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONICS, INC. REPAIR CENTER ON YOUR BRAIN BASH DURING AND AFTER THE WARRANTY PERIOD. During the warranty period, you may have a defective BRAIN BASH replaced at the dealer from which it was purchased. If however, during the warranty period, you choose to obtain repair or replacement from the Tiger Electronics, Inc. Repair Center, please make the arrangements below:

- 1) Pack BRAIN BASH carefully in a sturdy box with plenty of packing material all around and tape securely closed.
- 2) Carefully print on the box or carton the following name and address:

TIGER ELECTRONICS, INC.  
REPAIR CENTER . 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the warranty period, do all of the above PLUS enclose your check or money order for US\$20.00 payment for the repair service.

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