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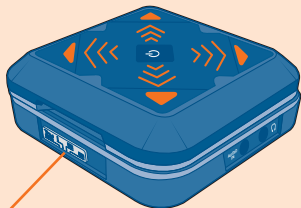
AGES 8+

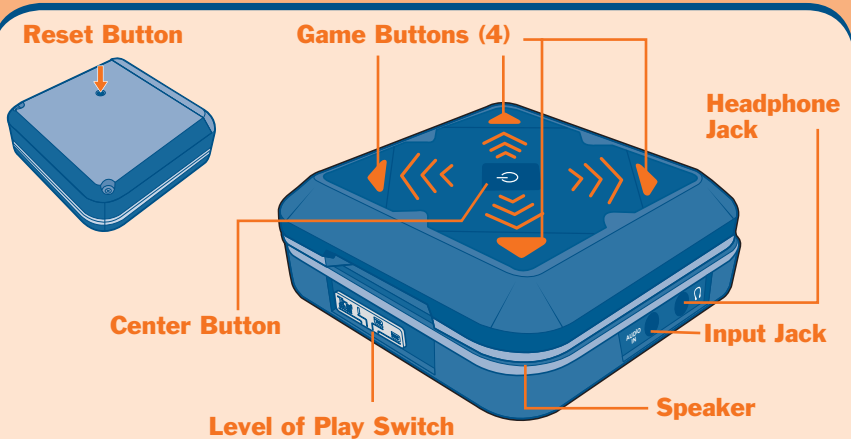


**USER'S MANUAL**

**Thank you for purchasing JIVE POD™! Be sure to read and follow these instructions carefully before using this product, and keep this manual as a reference.**

Note to the consumer: This toy is packaged in “TRY ME” mode. When you bring the toy home, activate its full range of features by moving the toy’s TRY-ME switch to a numbered “play” position.





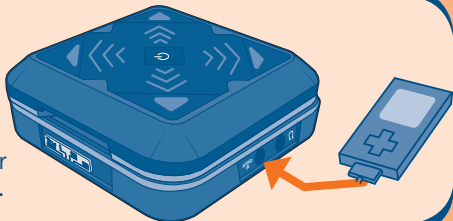
This JIVE POD™ unit lets you turn your music into a game! The lights flash in time with the beat and your challenge is to press the correct Game Button as it lights up. There are three (3) levels of difficulty for you to choose from. Within each level, the game becomes more challenging the longer you play.

There's also a non-game Light Show Mode if you simply want to watch the lights flash to the beat of your music.

## GETTING STARTED

To use your own music: Connect your personal music player (not included) to the Input Jack.

Note: If you unplug your music player during gameplay, the game will stop.



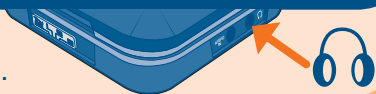
TIP: If you want to start your game at the beginning of a song, don't start your music player yet!

If you don't want to use your own music, your JIVE POD will play preprogrammed onboard music.

To hear the music: Twist the top of your JIVE POD about a quarter turn to expose the speaker.



Or you can use headphones (not included) with the Headphone Jack.



## HOW TO PLAY

Your challenge: press the corner buttons as they light up.

1. Press the center button once to turn on your JIVE POD. Press it again to start the game.
2. Watch the light move with the beat of the music, out from the center toward one of the four corners. As the light reaches a particular corner, press that corner button with your finger.
3. Wait for the game to send another light toward a different corner. When that light reaches a corner, press its button.

**TIP:** If you are using your own music, start a song on your personal music player now. (If you don't start your music player within 10 seconds of starting your game, JIVE POD will play its own onboard music).

**Note:** If you don't start a game within 15 seconds of turning on the JIVE POD, it will automatically shut off to conserve battery life.



As you play longer, the game becomes more challenging. The lights will continue to flash to the beat of the music, but they'll advance to the corners much faster so you'll have to press the buttons faster. When you advance to Level 3, you might even have to press 2 buttons at the same time!

At the end of each round, the JIVE POD game will tell you how you did by flashing 1 or more rows of light. The more rows you see flashing, the better you did! You'll also hear your score: If you did poorly, you'll hear a "booing" sound; if you did OK, you'll hear moderate applause; and if you did very well, you'll hear a lot of applause!

Didn't see/hear your score? Maybe you didn't play long enough — you need to play for at least 30 seconds for the game to register a score for you.

To turn off your JIVE POD: press and hold center button for 3 seconds.

To quit the game or the light show (see "Activating the Light Show"), press and release the center button.

## ACTIVATING THE LIGHT SHOW

You can also connect your personal music player (not included) and watch how your JIVE POD unit responds! Plug in your music player to the Input Jack. Press the center button once to turn on your JIVE POD. After about 10 seconds, the light show will start and the lights will flash to your music.

The JIVE POD will automatically shut down from this mode after 60 minutes with no button presses.



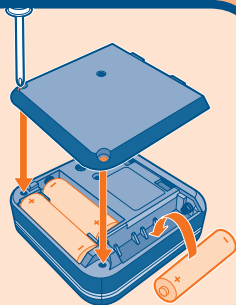
## TROUBLESHOOTING

If the product begins acting erratically, press the Reset Button and/or change the batteries.

If the JIVE POD does not recognize your personal music, try turning up the volume on your music player.

## TO REPLACE BATTERIES

Use a Phillips/cross head screwdriver (not included) to loosen screws in battery compartment cover (screws stay attached to cover). Remove cover. Remove and discard old batteries. Replace with 3 x 1.5V “AA” or R6 size batteries. Alkaline batteries recommended. Replace cover and tighten screws.



## CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.



# 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 item correctly by matching the + and - polarity markings.
2. Do not mix old 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 batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

## 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.

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.

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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help

Product and colors may vary.

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The logo for Tiger Electronics features the word "TIGER" in a large, bold, orange, italicized sans-serif font. Below it, the word "ELECTRONICS" is written in a smaller, blue, all-caps sans-serif font. A stylized orange graphic element resembling a tiger's tail or a swoosh is positioned to the right of the word "ELECTRONICS".

**TIGER**  
ELECTRONICS

Questions? Call 1-800-844-3733

VISIT [TIGERELECTRONICS.com](http://TIGERELECTRONICS.com)