

## USER'S GUIDE

*Feel free to celebrate your graduation into higher levels of rocking by tossing your air guitar into the trash. Trust us, you won't want it anymore.*

*To fully enjoy everything this guitar can do – and everything you can do with it – please read these instructions carefully and completely.*

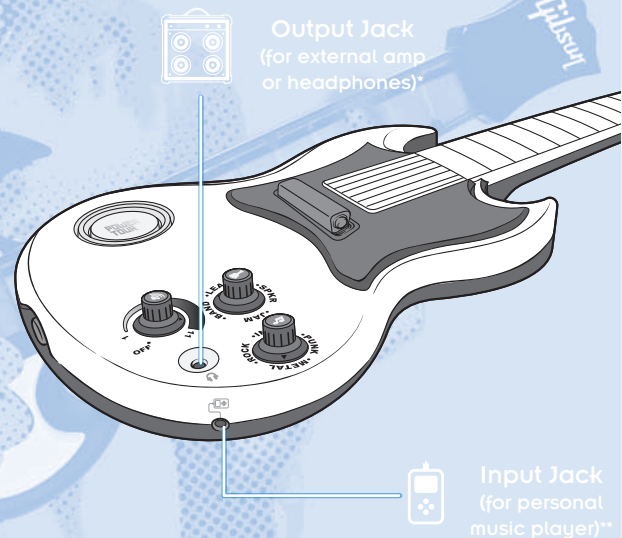
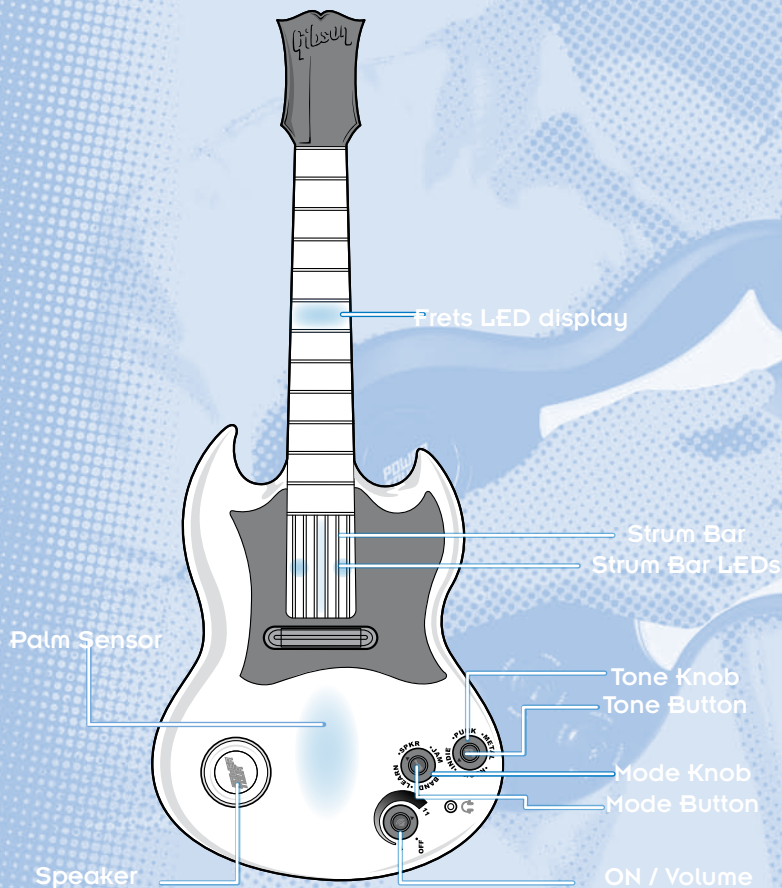
 **x4**  
1.5V AA or LR6 size  
NOT INCLUDED

**ALKALINE BATTERIES REQUIRED**

Phillips/cross head screwdriver (not included) needed to insert batteries.

**POWER  
TOUR™  
ELECTRIC  
GUITAR**

# GET TO KNOW YOUR GUITAR



**NOTE:** When you connect your guitar to an external device through the output jack, the speaker on the guitar shuts off, and the guitar's volume knob controls the volume of the guitar to the external device.

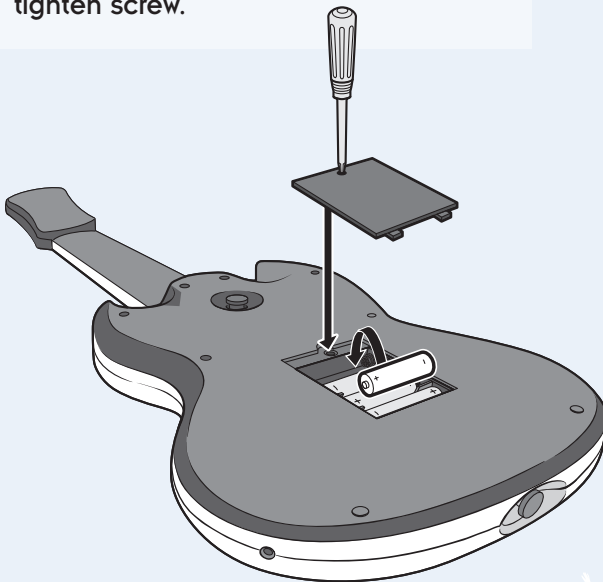
\* Amp sold separately

\*\* Headphones and personal music player not included

## TO INSERT BATTERIES

Before you begin playing with your guitar, you must first install the batteries.

Using a Phillips/cross head screwdriver (not included), loosen screw in battery compartment cover (screw stays attached to cover), located on the back panel of the guitar. Insert 4 x 1.5V "AA" or LR6 alkaline batteries in the battery compartment. Replace cover and tighten screw.



## ⚠ 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 batteries 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.**

## LET'S ROCK!

The instrument you're holding in your hands is loaded with lots of hi-tech features! We understand, though, if you're itchin' to rock right out of the box, so here's what you do:

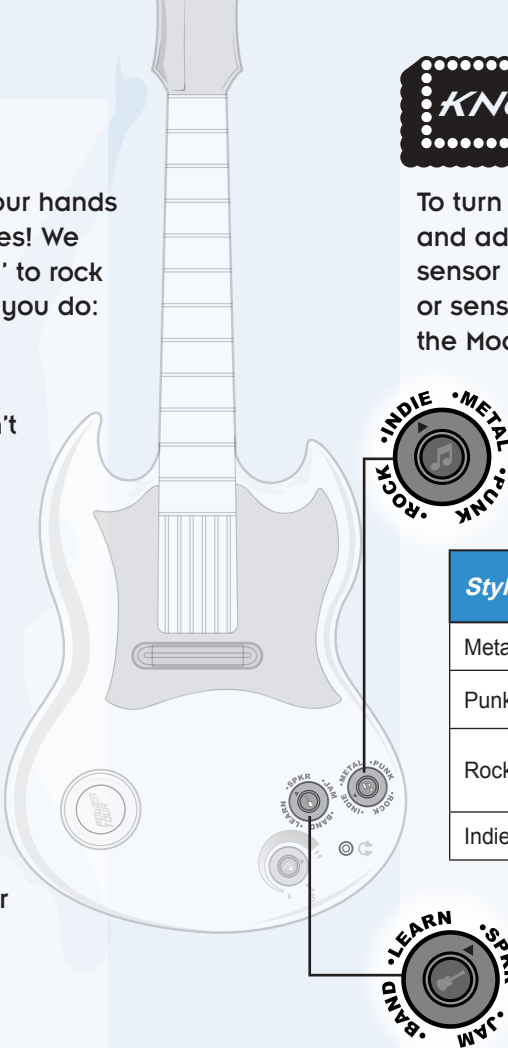
1. Turn the guitar ON by turning the ON/Volume Button. For best sensor performance, don't press any frets or sensors when you turn the guitar on.
2. Turn the MODE Knob to "Jam" Mode.
3. Brush the Strum Bar with the fleshy part of your right-hand thumb or finger, and press your left-hand fingers on the frets.
4. Use the Tone Knob or Button, if you like, to change the sound of the guitar. Notice how strumming faster or slower affects the sound.
5. Rock out, play, experiment, and HAVE FUN!

Now let's learn more about your new instrument and all the cool things it can do.

## KNOBS / BUTTONS

To turn the guitar ON, turn the Volume Button and adjust the volume as desired. For best sensor performance, don't press any frets or sensors when you turn the guitar on. Turn the Mode knob to "Jam" Mode.

The *TONE* Knob lets you choose from the sound of four musical styles. To add cool effects to whatever tone you choose, press the Tone Knob and then play.



| Style | Sounds like             | Press TONE Button to add           |
|-------|-------------------------|------------------------------------|
| Metal | Heavy distortion        | Echo                               |
| Punk  | Moderate distortion     | Distortion without echo            |
| Rock  | Guitar plus synthesizer | A sound like notes played backward |
| Indie | Clean sound             | Depth of sound                     |

The *MODE* Knob lets you play your guitar in different ways (see p.6): for example, to learn and play along with built-in songs. Because this is more advanced play, we'll leave it for now and proceed with basic play.

## HOW TO PLAY

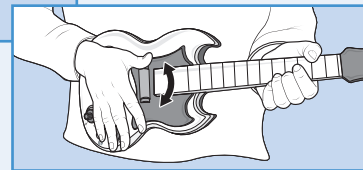
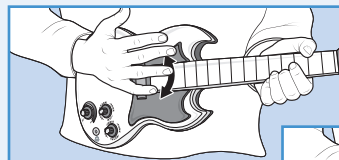
### Playing the Guitar



You hold this guitar as you would any other guitar.

Because there are no strings, you strum this guitar in a unique way.

Take the fleshy part of your thumb or fingers and brush the Strum Bar in an up or down motion. The speed with which you brush the Strum Bar affects tone and volume.



Tilting the guitar up and down as you play produces a cool audio effect of “bending” notes (see p. 5): to play without these effects, hold and play the guitar in an approximately horizontal fashion.

Note that the sensors on your guitar do not work as well when your hands are very dry.

**NOTE:** This guitar is built for right-handed players. If you are left-handed and try to play the guitar upside down, the built-in “tilt switches” will constantly “bend” the notes you play. To turn the tilt switches off, press and hold the TONE Button while turning the guitar ON: you can now turn the guitar upside down and play it left-handed. You need to do this every time you turn the guitar on or change the batteries.

## Frets

To produce different notes, either **touch and hold** or **press** the frets on the neck of the guitar, then strum. You don't have to press the frets hard. The frets are chromatically arranged:

| FRET #                             | MUSICAL NOTE   |
|------------------------------------|----------------|
| Open (strum with no frets pressed) | A              |
| 1                                  | A sharp/B flat |
| 2                                  | B              |
| 3                                  | C              |
| 4                                  | C sharp/D flat |
| 5                                  | D              |
| 6                                  | D sharp/E flat |
| 7                                  | E              |
| 8                                  | F              |
| 9                                  | F sharp/G flat |
| 10                                 | G              |
| 11                                 | G sharp/A flat |
| 12                                 | A              |

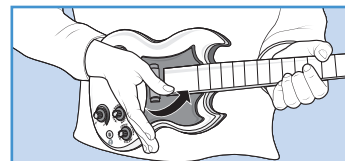
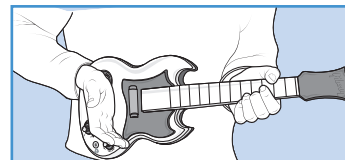
## Special Ways to Play

### Palming

“Palming” means using the edge of your strumming hand to mute or stop guitar sound. This guitar has a Palm Sensor that produces an effect similar to “palming” on a stringed guitar.

Here's how you do it:

1. Brush the Strum Bar to produce a sound.
2. Depress the edge of your palm on the Palm Sensor to stop the sound; or
3. Brush the Strum Bar with the fleshy part of your palm holding down the Palm Sensor to play palm-muted notes.



{ Play around and have fun: you'll get it. }

And the Palm Sensor won't work through your sleeve, so keep your strumming arm's sleeve out of the way!

### Bending Notes

When you are playing a note, tilt your guitar's neck upward or downward: this produces an effect similar to “bending” strings/notes on a real guitar.

## Hammer-Ons

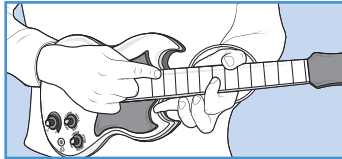
Your guitar also lets you play “hammer-ons”: that is, pressing a fret, without strumming, to produce a higher note than the one being played. To do what’s called a one-handed hammer-on:

1. Brush the Strum Bar to play a note.
2. While that note is sounding: if you are already pressing a fret, press any fret between your left hand and the Strum Bar; or just press a fret on an “open” strum.

## Hear how the note changes?

You can also do two-handed hammer-ons:

1. As you play with your finger on a fret, brush the Strum Bar to play that note.
2. While the note is sounding, keep the first finger depressed and, with your strumming hand, touch a fret between your left hand and the Strum Bar.



## Pull-Offs

Your guitar also lets you play what are called “pull-offs”: the opposite of a “hammer-on.” A pull-off means you remove your finger from an already-pressed fret while the note is sounding, producing a new, lower note.

{ Experiment with different settings, styles, and tones: have fun! }



There's more than one way to play with your new guitar!



**Speaker With Lights** – Take the enclosed cable and connect your personal music player (mp3 player, stereo, CD player, etc.\*) to the guitar through the Input Jack. Control the volume through your music player.

As music plays through the guitar's speaker, a light show appears on the neck. Touch the neck to get different light patterns.

If you leave music playing through the guitar for about an hour – let's say you step away to sign autographs – the guitar will “go to sleep.” To “wake it up,” press the Mode button.

If no music is detected in about 3 minutes, the guitar will “go to sleep.”



**Jam** – This mode allows you to play your guitar one of two ways:

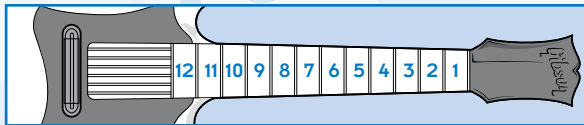
- By yourself, with no accompaniment
- With a PMP (personal music player\*) connected to the Input Jack and music playing through the guitar's speaker. Your playing will be layered over the music coming through the speaker. Adjust the volume of your PMP\* so it is compatible with your guitar's volume.

\* Not included



**Learn** – This mode teaches you songs that are stored in the guitar’s memory.

1. Turn the MODE Knob to the LEARN setting.
2. Lights on the fret board will blink: 12 frets, 12 songs, arranged in order of increasing difficulty. The first fret is the first lesson.



3. Press a blinking fret to select a lesson

**NOTE:** When you are in LEARN MODE, you cannot use the TONE Button to change the tone. There is a default tone for each lesson in LEARN MODE.

### *Guitar Plays Phrase*

Your guitar divides each song into phrases: you will learn each phrase, one at a time. A metronome will count four “clicks,” and you will hear the musical phrase.

Watch the lights on the fret board: they will light up to show you where to put your fingers and when to strum (green), palm mute (red) or play a hammer-on/pull-off (amber).

If a guitar note is playing and no lights on the fret board are lighting up, this means an “open strum”: that is, brush the Strum Bar to produce the note and do not press any frets.

### *Now You Play*

Once the phrase is done playing, it’s your turn to play the phrase. You must play the correct notes and approximately in time:

If you make three mistakes playing a phrase, a “clink” sound marks each missed note. Then you’ll hear a “booing” sound. (Don’t take it personally: the world’s greatest musicians have been booed, at one time or another.) The phrase will then repeat at a slightly slower speed: give it another try until you get it right.\*

If you make two mistakes playing a phrase, a “clink” sound marks each missed note. The phrase will continue playing, and so should you. When it’s over, you will hear some light applause.

If you make one mistake, a “clink” sound marks the missed note. The phrase will continue playing, and so should you. When it’s over, you will hear some moderate applause.

If you make no mistakes, you hear a “cheering” sound. (Don’t let it go to your head.)

\* When you make a mistake, the guitar will demonstrate the phrase again; to cancel this demonstration and immediately try to play the phrase again, touch the TONE Button. You will hear the four-click count-in to the song, and you can try again.



Once you have played the phrase well enough to get applause (2 mistakes or less), the guitar will then play the phrase you have learned plus the next phrase of the song: you must play the longer phrase correctly, to advance. You must make fewer than 3 mistakes to advance.

Once you've learned all the phrases, you will get a big cheer and the guitar will return to the 12-fret blinking menu. You now know all you need to know to play the complete version of the song (available in "BAND ACCOMPANIMENT" mode).

### *Other Ways to Play*

If you want to hear one of the songs all the way through – that is, not hear it one phrase at a time – press the **MODE Button** to return to the main menu (all the lights on the neck blinking). Then, while you press and hold down the **MODE Button**, press a fret to select a song. That song will play all the way through, and you will have a chance to play it entirely.

If you press the **TONE button** while selecting a blinking fret from the main menu, you will hear the selected song all the way through, and when it's your turn, you are allowed to make infinite mistakes. You'll still hear a "clink" to let you know when you hit wrong notes, but you won't get booed or cheered, and the song plays all the way through.

If you want to add more notes than the ones **LEARN Mode** requires you to play, feel free! **LEARN Mode** is testing your ability to play certain notes, in a certain order, at the right time. (There is a small "window of opportunity" in time to play the correct note – you can be very slightly off-time, but not much!)

To return to the main menu of lessons at any time, press the **MODE Button**.

To exit **LEARN Mode**, turn the **MODE Knob**. If your guitar is in this mode and you don't press any frets for about 3 minutes, the guitar "goes to sleep." Press the **MODE Button** to reactivate.

### **Dude, What's That Light?**

The first few lessons on your guitar are at a beginner level. As you proceed, the lessons become more advanced and require you to play "hammer-ons," "pull-offs" and "palming." For a definition of these terms, see p. 5-6.

During your lesson, watch the **Strum Bar LED light**:

- A green light shows you when to brush the Strum Bar.
- An amber light shows you if a note is a "hammer-on" or "pull-off." (See p. 6)
- A red light shows you if a note is to be "palmed." Listen to the demonstration to hear if the note is being stopped or muted with palming. (See p. 5)

**{ Be patient, as you learn! They don't call them "advanced" lessons for nothing! }**



**Band Accompaniment** – In this mode, you can play along with one of 12 songs stored in your guitar's memory. These songs are complete versions of the songs in LEARN mode.

1. Turn the MODE Knob to the **BAND ACCOMPANIMENT** setting.
2. You will see all the lights on the fret board blink: 12 frets, 12 songs, arranged in order of increasing difficulty.
3. Press a blinking fret to select a song. (You might want to select a song you already learned in LEARN Mode, dude.)

Following the count-in, you may proceed to rock out. Use the TONE Knob to play in any tone you want.

To stop the song, press the MODE Button. Press the MODE Button again, and the song starts from the beginning.

If your guitar is in this mode and you don't press any frets for about 3 minutes, the guitar "goes to sleep." Press the MODE Button again, to reactivate.

These lessons are only the beginning: with time and practice, you'll teach yourself new songs and new ways to play your new guitar.

| <i>SONG NUMBER</i> | <i>SONG TITLE</i>   |
|--------------------|---|
| 1                  | "Basic Strumming Blues"   |
| 2                  | "Wild Thing"<br><i>(made famous by The Troggs)*</i>               |
| 3                  | "Punkitude"   |
| 4                  | Intro to Hammer-Ons   |
| 5                  | "Smoke on the Water"<br><i>(made famous by Deep Purple)*</i>      |
| 6                  | Intro to Palm Mute/Stops  |
| 7                  | "My Own Worst Enemy"<br><i>(made famous by Lit)*</i>              |
| 8                  | Intro to Palm Strum   |
| 9                  | "Breaking the Law"<br><i>(made famous by Judas Priest)*</i>       |
| 10                 | "Ace of Spades"<br><i>(made famous by Motörhead)*</i>             |
| 11                 | "Hard Rock Blues"   |
| 12                 | "Frankenstein"<br><i>(made famous by The Edgar Winter Group)*</i> |

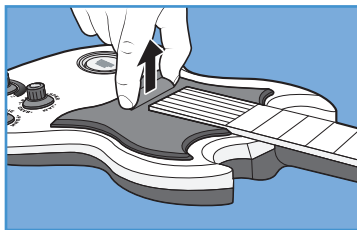
\* ALL MUSIC IS DIGITALLY RECREATED AND NOT RECORDED BY THE ORIGINAL ARTISTS, WHO HAVE NO CONNECTION TO OR SPONSORSHIP OF THIS PRODUCT.

Remember: with great rock comes great responsibility – the responsibility to enjoy music, love life, and have fun.

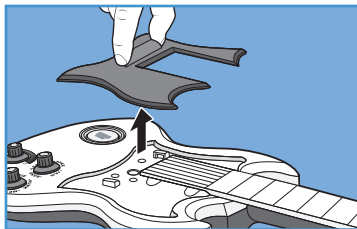
## FACE PLATES

You can remove the Face Plate of your guitar: for example, if you want to replace it with a new Power Tour™ Face Plate (sold separately).

It's easy:



1. Press in on the tabs on either side of the Strum Bar.



2. With your fingernail, lift up the Face Plate and gently remove it.

If you have a replacement Face Plate (sold separately), position it over the Face Plate area and click it into place.

## TIPS

1. If you are not playing with your guitar for an extended period of time, turn the Volume Button down to turn the guitar OFF. Doing so will help conserve battery life.
2. If your guitar starts acting erratically, try turning it OFF, wait a few seconds, and turn it ON again, or change the batteries.
3. Do not expose your guitar to areas of high or low temperature, dusty or humid areas, or direct sunlight.
4. Your guitar is an electrical device. Do not play it in a bathtub full of water, on a flotation device in a swimming pool, or in concert in the rain.



## FCC STATEMENT

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.

VISIT

**TIGER**ELECTRONICS.com

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