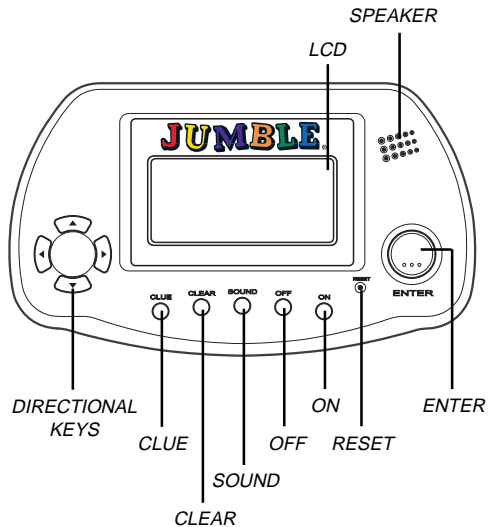

Congratulations on
your purchase of
Tiger's electronic
JUMBLE!

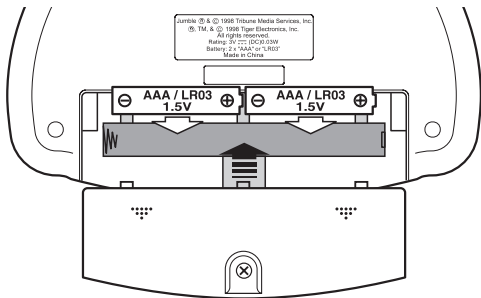
Before you get
started, here are a
few things you
should know to help
you enjoy
your game.



| | |
|-------------------------|---|
| ON | Used to turn the unit on |
| OFF | Used to turn the unit off |
| SOUND | Used to turn the sound on and off |
| CLEAR | Used to change letter placements |
| CLUE | Used to get help in the first screen and to move between the surprise answer and the clue |
| ENTER | Used to confirm letter/spelling choices |
| DIRECTIONAL KEYS | Used to move the cursor around the screen |
| RESET | Used to reset the game unit |
| LCD | Displays jumbled words, clues and surprise answers |

INSERTING THE BATTERIES

Remove the screw in the battery compartment door on the back of the unit.
Remove the battery compartment door.
Insert 2 AAA/LR03 batteries, being careful to match the "+" and "-" as indicated. Replace the battery compartment door and screw.



TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- 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.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

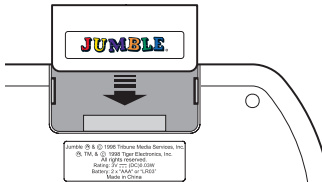
OBJECT OF THE GAME

The object of the game is to solve the JUMBLE puzzles. A JUMBLE puzzle consists of four jumbled words, a clue and a surprise answer. Using the circled letters from the four jumbled words and the clue, solve the SURPRISE ANSWER. You must solve all four words correctly before advancing to the SURPRISE ANSWER.

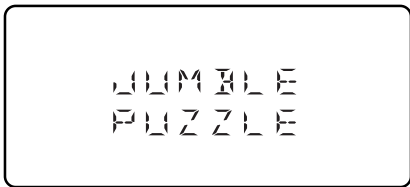
LET'S PLAY

1. INSERT THE CARTRIDGE -

Slide the included cartridge into the slot on the bottom of the unit. The label on the cartridge should face out. You should feel the cartridge click tightly into place.



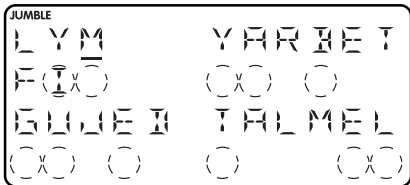
2. **TURN THE GAME ON** - Press the **ON** button. You will see the title screen.



While in the title screen, you can adjust the contrast of the screen by using the **UP DIRECTIONAL KEY** (darker) or the **DOWN DIRECTIONAL KEY** (lighter). Press **ENTER**.

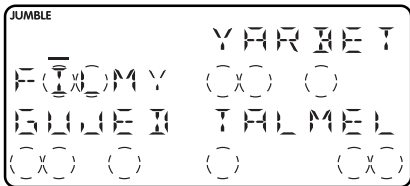
3. The four jumbled words for the first puzzle will appear on the screen. Using the **LEFT** and **RIGHT DIRECTIONAL KEYS**, move the cursor under the letter you want to place in the first blank space. Press **ENTER**.

4. The letter will be removed from the top line and placed into the first empty space on the bottom line.

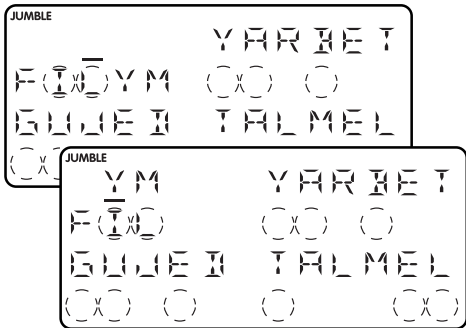


Repeat this process until all letters are placed. If you need a little help solving the word, press **CLUE**. The unit will place the correct letter in the first empty place.

5. Once all the letters are placed on the bottom line, press **ENTER**.

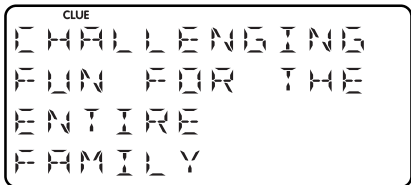


6. If you spelled the word ***incorrectly***, you will hear a long beep. Press **CLEAR** to remove letters one at a time (right to left) from the bottom line. Then, repeat steps 3 through 5.



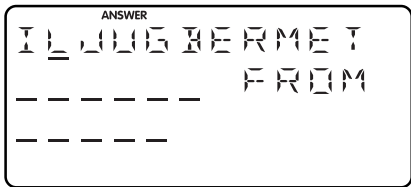
7. If you spelled the word ***correctly***, you will hear three quick beeps. Press the **DOWN DIRECTIONAL KEY** to move to the next word. Repeat steps 3 through 5.

8. When you have correctly solved and entered all four words, the unit will display the **CLUE** for the **SURPRISE ANSWER**.



After reading the clue, press **ENTER**

9. The jumbled **SURPRISE ANSWER** will appear on the screen.



10. Using the **LEFT** and **RIGHT DIRECTIONAL KEYS**, solve the puzzle just like the four jumbled words. Press **CLUE** to review the clue screen. You can review the clue as often as needed. Once all the letters are placed, press **ENTER**.
11. If you solved the word(s) *incorrectly*, you will hear a long beep. Press **CLEAR** to remove letters one at a time (right to left) from the bottom row, and try again.
12. If you solved the word(s) *correctly*, you will hear three quick beeps. Then, the four jumbled words of the next puzzle will appear on the screen.
13. You can turn off the game at any time. However, the unit will not save half-solved JUMBLE puzzles.

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.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free of defects in material 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.\$12.00. Payments must be by check or money order payable to Tiger Electronics, 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:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

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.

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For Ages 8 and up

MODEL 07-010

JUMBLE®

ELECTRONIC Word Game



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