

TURNING THE UNIT OFF

MONSTER SCREAM CATCHER TABLETOP GAME has an automatic shut-off feature to help prolong battery life. After 3 minutes of inactivity, MONSTER SCREAM CATCHER TABLETOP GAME will say "BYE" and shut off. Pressing the "ON" button again will restart the game.

FCC STATEMENT

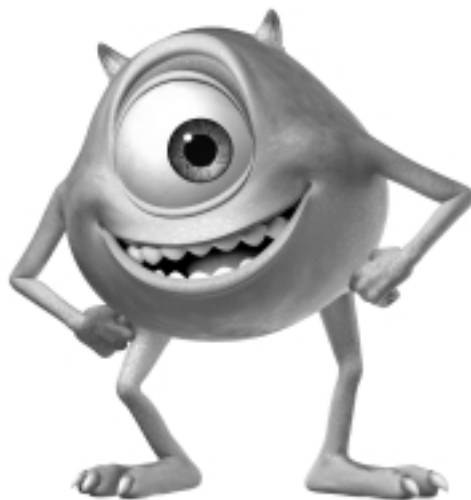
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (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.



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90-DAY LIMITED WARRANTY

Tiger Electronics (Tiger) 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 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.\$17.00. Payments must be by check or money order payable to Tiger Electronics.

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 Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, USA.

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 TIGER 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.

For more information about Tiger Electronics, our products and special promotions, please visit our web site at: www.tigertoys.com

Please retain instructions for future reference.

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Visit the Monsters, Inc. website at www.monstersinc.com

TIGER ELECTRONICS

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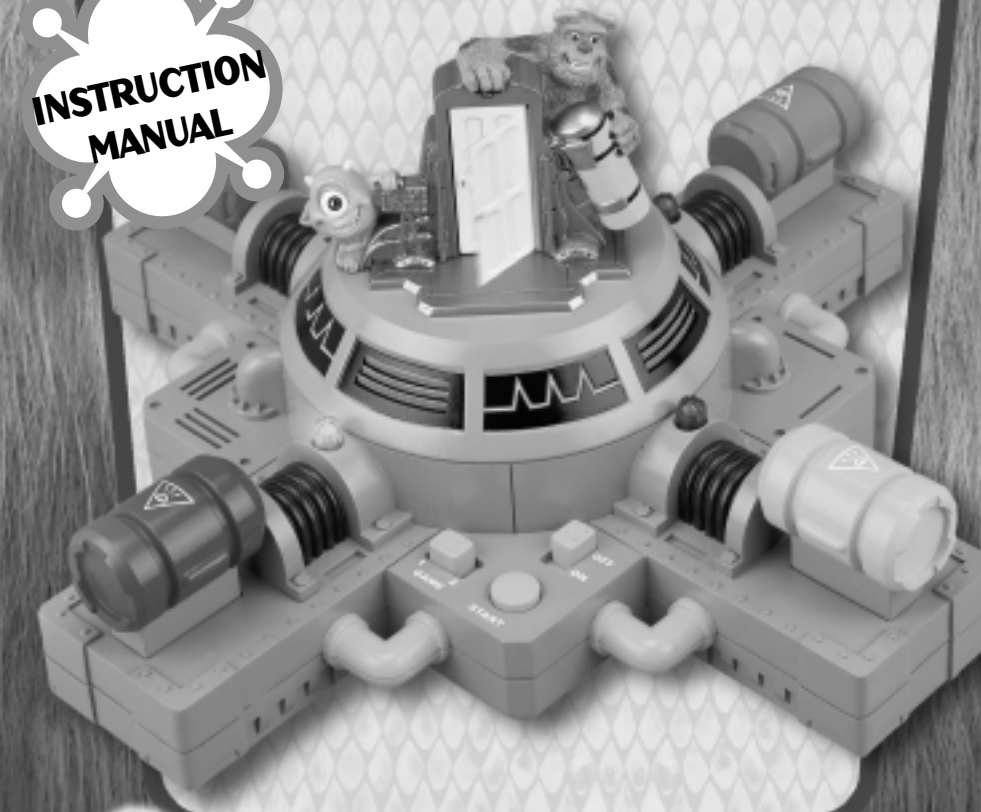
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TIGER ELECTRONICS

Ages 3 & Up
Item No. 59854

Disney·PIXAR
MONSTERS, INC.

INSTRUCTION
MANUAL



SCREAM CATCHER



MESSAGE TO PARENTS

Thank you for bringing home the **MONSTER SCREAM CATCHER TABLETOP GAME**. This is an exciting and fast paced game that your child will enjoy playing alone or with friends. This game will give your children many hours of enjoyment and make them laugh again and again with the Monsters, Inc. characters of Mike and Sulley.

The **MONSTER SCREAM CATCHER TABLETOP GAME** can be played by one player or by two, three or four players.

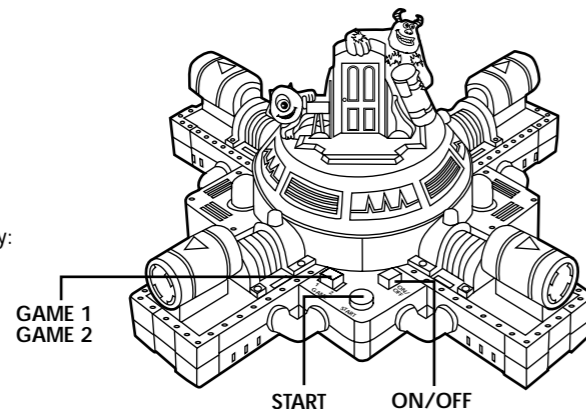
Please read the instructions carefully and learn about the different features of the **MONSTER SCREAM CATCHER TABLETOP GAME**. This will allow you to explain them to your child in a way that is easy for them to understand.

ON
- Push to turn the unit ON.

OFF
- Push to turn the unit OFF.

GAME SWITCH
- Slide this switch to select between the two different modes of game play:
GAME 1 (for 1 player),
GAME 2 (for 2, 3 or 4 players).

START
- Press this button to start the game play!



INSERTING THE BATTERIES

Important Note: battery installation should be done only by an adult.

1. **MONSTER SCREAM CATCHER TABLETOP GAME** requires 4 x 1.5V "AA" or LR6" batteries.
2. The battery compartment is located on the bottom of the unit.
3. Unscrew and remove the battery compartment door on unit bottom. (ILLUSTRATION 1)
4. Remove discharged batteries if necessary and insert new batteries according to the diagram provided in the battery compartment. (ILLUSTRATION 2)
5. Close the battery compartment door and tighten the screw.

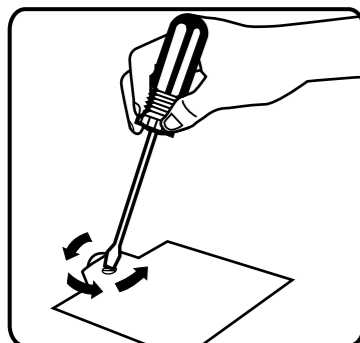


ILLUSTRATION 1

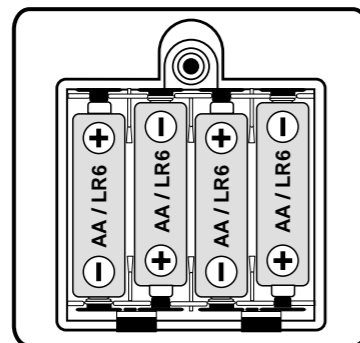


ILLUSTRATION 2

Note: These instructions are also stamped onto the back of the product for future reference.

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HOW TO PLAY

Set the game on a smooth surface so that it is easily reachable for all players. Players choose a colored canister and sit directly behind it.

Move the **GAME** switch to either **GAME MODE 1** (one player game) or **GAME MODE 2** (two, three or four player game).

Press the **ON** button to turn on the game.

If you have selected **GAME 1**, Mike will explain that it is your job to collect screams and laughs. He will then tell you to press the **START** button when you are ready to begin. Press the **START** button and enjoy **GAME 1**!

If you have selected **GAME 2**, Mike will welcome everybody to the game and ask for the **NUMBER OF PLAYERS**. At this time, each child will press the canister in front of them. Players can "join" the game in any order they want as the game automatically registers each player.

Once all the players have "joined" the game, Mike will ask that someone press the **START** button and **GAME 2** will begin!

Now it's time to start having fun catching screams and laughs! The first one to get 10 points wins the game and gets "Top Scarer Award" from the monsters!

The game play is different depending on which game mode the players select. Both game modes are described in further detail below.

GAME MODE 1

GAME 1 is for one player only. The top of the game will begin to whirl and as the door opens, a scream or laugh will be heard! You need to hit the "scream canister" in front of you to "capture" the sound! The light in front of you will light up when you are successful!

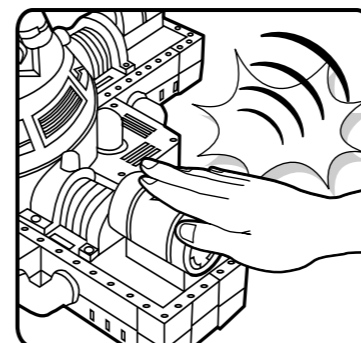
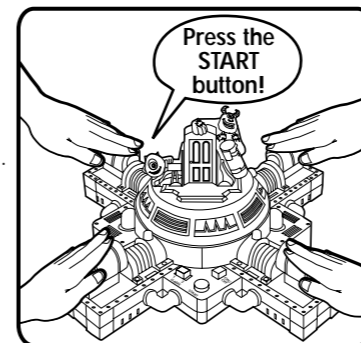
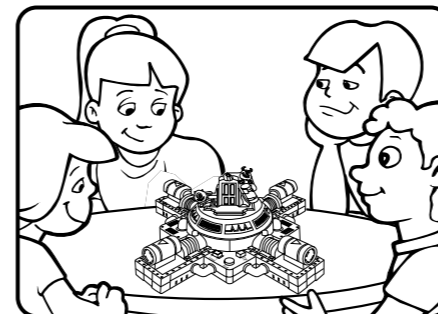
The game keeps score for each successful capture of either a scream or a laugh.

In **GAME 1**, keep practicing as long as you want with no limits. Only **SCREAMS AND LAUGHS** are heard in this mode.

GAME MODE 2

GAME 2 is for 2,3 or 4 players. In **GAME 2**, in addition to hearing **SCREAMS AND LAUGHS**, you will also hear phrases of speech (talking!). You score points for correctly hitting your canister after hearing a scream or a laugh, but will lose a point if you press your canister after speech!

As in **GAME 1**, you need to hit the "scream canister" in front of you to "capture" the scream or laugh. The player who presses their canister **FIRST** when they hear the scream or the laugh gets the point! The light in front of you will light up when you capture a scream or laugh successfully!



As the monsters and the door whirl around, the object of the game is to listen carefully for screams or laughs. Remember if you press your canister when you hear Mike talking, instead of a scream or a laugh, you will lose a point!

The first player to score ten (10) points **WINS** the game! Play continues until one player wins. When a player wins, you will see a "light show".

After a few seconds, the game automatically gets ready to start the next round of play.

Enjoy the game and remember, "MONSTROPOLIS NEEDS YOUR HELP!" So be sure to capture plenty of screams and laughs!

SCORING FOR GAME 2:

In **GAME 2**, players score:
- 1 POINT for each scream captured.
- 2 POINTS for each laugh captured.

Players also **LOSE 1 POINT** when they press their canister when they hear speech instead of a scream or a laugh.

WHEN TO REPLACE BATTERIES

Change the batteries when game does not respond to being turned on, Mike does not say "hello" or game play becomes random or does not trigger a response from the unit.

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 (if removable).
- 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.

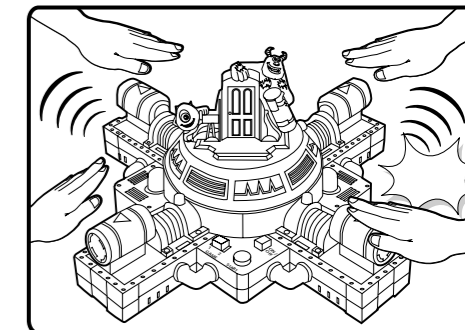
WARNING: DO NOT DISPOSE OF BATTERIES IN FIRE. BATTERIES MAY EXPLODE OR LEAK.

TAKING CARE OF MONSTER SCREAM CATCHER TABLETOP GAME

To protect your **MONSTER SCREAM CATCHER TABLETOP GAME**, follow these instructions:

- Prevent spills of food and beverage on the unit.
- Do not submerge the product in water. If the product needs to be cleaned, wipe gently with a barely damp, soft cloth.
- Do not throw or kick the product, and do not push sharp objects through the speaker openings.
- Do not put the unit in direct sunlight or near any source of heat.
- Designed for children ages 3 and up.

Adults should examine this unit periodically. If there is any damage, this unit must not be used until the damage has been properly removed or repaired by Tiger Electronics.



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