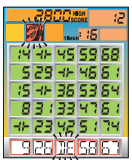




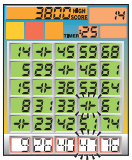
The DEVIL takes half your points. If you spin a DEVIL, the symbol will appear above the Game Card, and "DE" will appear in the Slots Window. The DEVIL will automatically take half the points displayed in the SCORE field.



A GOLD COIN adds 1,000 points to your score. If you spin a GOLD COIN, the symbol will appear above the Game Card, and "GC" will appear in the Slots Window. A GOLD COIN will automatically add 1,000 points to your score.



This indicates that you have matched this number on the Game Card with the number from the Slots Window. For each number that you match, you earn 200 points.



FREE SPIN - If you spin a FREE SPIN, an "FS" will appear in the Slots Window and the FREE SPIN total will automatically increase by 1. You can accumulate a maximum of 4 FREE SPINS in a game. FREE SPINS can only be used for spins 17 - 20. The importance of FREE SPINS will be explained later.

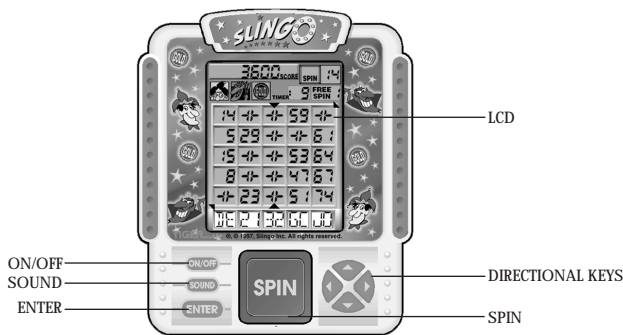


INSTRUCTIONS

070110001HWIE-1

IT'S MORE THAN BINGO. . .
IT'S MORE THAN SLOTS. . .
IT'S SLINGO!

ABOUT THE UNIT



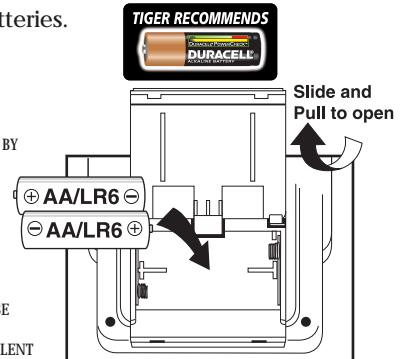
- ON/OFF** Used to turn unit on and off
- SOUND** Used to turn sound on and off
- ENTER** Used to confirm number choice and to use Free Spins
- SPIN** Used to spin for new numbers in Slots Window
- DIRECTIONAL KEYS** Used to move cursor around Game Card and to use Free Spins
- LCD** Displays Game Card, Slots Window, symbols, timer, Free Spin total, spin count and score

INSERTING THE BATTERIES

Open the battery compartment on the back of the unit by sliding the cover in the direction of the arrow and lifting. Insert 2 AA/LR6 batteries, being careful to match the "+" and "-" as indicated. Tiger recommends Duracell batteries.

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.

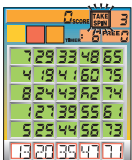


OBJECT OF THE GAME

The object of the game is to accumulate the highest number of points while trying to cover all the numbers on the Game Card. You only get 20 spins to do it, so you need to use a little strategy. You score points by covering numbers, making SLINGOs and spinning GOLD COINS. Watch out for the DEVIL! If you see him and hear his evil laugh, he takes half your points!

LET'S PLAY

1. **TURN THE GAME ON** - Press the ON/OFF button to turn on the unit. The HIGH SCORE screen will be displayed for 3 seconds, showing the top five scores.
2. **SPINNING** - The Game Card on the LCD will be filled with 25 numbers. TAKE SPIN will be flashing in the upper right hand corner and the TIMER will begin counting down from 10 seconds.

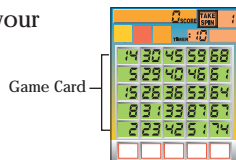


(NOTE: If the TIMER reaches 0 before you press the SPIN button, you forfeit that spin; the spin counter will advance to the next number and the TIMER will reset.) The number next to the TAKE SPIN field shows you which spin you are taking (1 - 20).

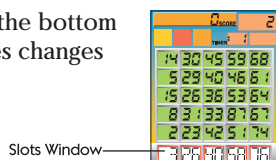
Press SPIN. Five numbers and/or symbols will appear in the Slots Window. Once you press SPIN, TAKE SPIN disappears and the spin number (1-20) is displayed.

SYMBOLS & WORDS YOU SHOULD KNOW

Game Card - The 25-square matrix contains your SLINGO numbers.



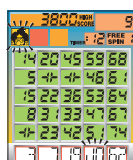
Slots Window - The row of 5 squares at the bottom of the LCD. The contents of these squares changes with each spin.



SLINGO - A SLINGO is scored when you cover 5 numbers in a row vertically, horizontally or diagonally. When you get a SLINGO, a flashing arrow will appear at each end. There are 12 possible SLINGOs, and each one adds 1,000 points to your score.



JOKER - The JOKER is used as a wild card. If you spin a JOKER, the symbol will appear above the Game Card, and "JO" will appear in the Slots Window. You can use the JOKER to cover any number in the column above the "JO."



3. COVERING THE GAME CARD - Numbers or letters will appear in the Slots Window. You have 30 seconds to match the numbers in the Slots Window with the numbers in the columns above them. Use the DIRECTIONAL KEYS to move the cursor up, down, left and right, then press ENTER to confirm your choice. Cursor location is indicated by flashing number(s) on the Game Card.

(NOTE: The contents in the first square of the Slots Window can only be matched with numbers in the first column, the contents of the second square can only be matched with numbers in the second column, and so on.) You have 30 seconds to complete all matches.

EXAMPLE: The number in the upper left-hand corner is flashing. The number in the second square of the Slots Window matches the number in the middle of the second column. Press the RIGHT arrow to move the cursor one column to the right. Press the DOWN arrow twice to move the cursor down two rows. Press ENTER.

Matched numbers will be replaced by the Match Icon and 200 points will be added to your score. (If you have matched incorrectly, you will hear the negative sound effect.)

After 30 seconds, the TAKE SPIN icon will start flashing indicating that you must take your next spin. This process is repeated until you have matched all the numbers on your Game Card or until you reach SPIN 17.

If you finish making your matches before the 30 second timer runs out, press SPIN once to activate the SPIN timer. Press SPIN again to TAKE SPIN.

4. SPINS 17 - 20 - After spin #16, you have to "buy" additional spins 17-20. You do this by using accumulated points or FREE SPINS. (NOTE: IF YOU DO NOT HAVE ENOUGH ACCUMULATED POINTS OR FREE SPINS TO BUY A SPIN, YOUR GAME IS OVER.) The cost of each spin is as follows: 17 - 500 points, 18 - 1000 points, 19 - 1500 points and 20 - 2000 points. Before each of these spins, a screen will display the cost of the remaining spins, then the GAME BOARD will return and TAKE SPIN will be flashing. If you want to use points, press SPIN. If you want to use a FREE SPIN, see step 5.



5. HOW TO USE A FREE SPIN - FREE SPIN are NOT used automatically. When TAKE SPIN is flashing in the upper right-hand corner, press ENTER. The cursor will move to the FREE SPIN field. When FREE is flashing, press SPIN. The FREE SPIN total will decrease by 1. (If you have less than 4 FREE SPINS, you will have to decide if you want to use them for the less expensive spins, like spin 17, or save them for more expensive spins.)

6. SCORING - For each number covered, you earn 200 points. For each SLINGO, you earn 1,000 points. For each GOLD COIN, you receive 1,000 points. If you cover your entire card within 20 spins, you earn BONUS POINTS. The earlier you cover the card, the more points you receive.

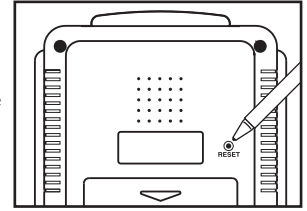
FULL CARD BONUS VALUES

Number of Spins	Points received
Less than 13	15,000
13	10,000
14	9,000
15	8,500
16	8,000
17	7,500
18	7,000
19	6,500
20	6,000

7. After 20 spins, the game is over. You will hear the game music and your final score will be displayed. Then, the unit will display the top five scores. If your score is one of the top five, it will be displayed automatically.
8. A new game will start automatically after 30 seconds.
9. The game will shut off automatically after 3 minutes of nonuse.

RESET BUTTON

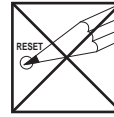
On the back of the unit, above the battery door is a RESET button. If for some reason, your unit does not respond when you press the keys, use a ball point pen to press the reset button.



CAUTION



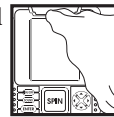
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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, Ltd. (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.\$10.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

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, 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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