

Laser Tennis™

INSTRUCTIONS

Congratulations on your new LASER TENNIS game! LASER TENNIS is a fast-action game that uses a super-bright LED* to project a ball on the table or floor. Players use special reflective rackets to hit the ball. The game plays like real tennis with real tennis scoring. LASER TENNIS may be played by one or two players.

*NOTE: The infra-red beam and LED are safe and will not harm the eyes if you look directly at it.

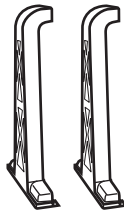
GETTING STARTED

The game consists of the following parts:

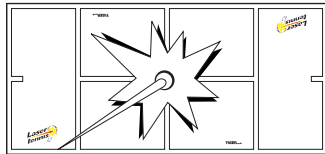


Mechanism Box

2 pcs. Trestles

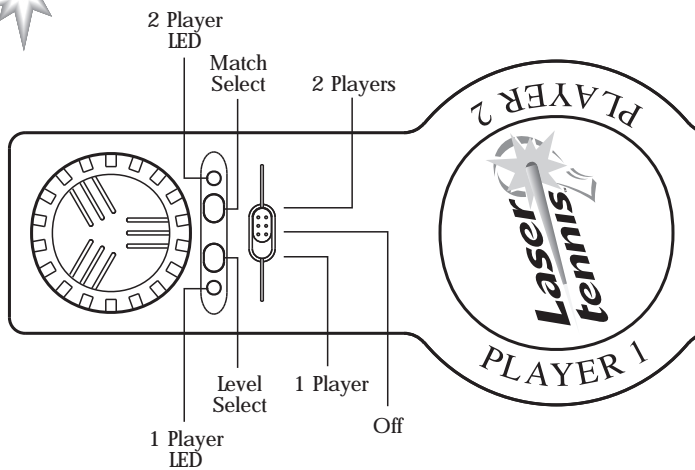


2 pcs. Rackets



Tennis Court

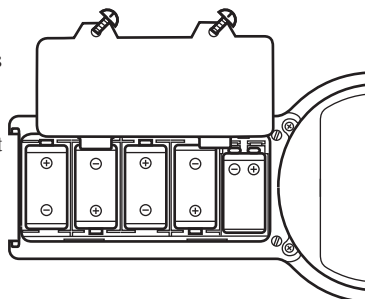
GENERAL CONTROLS



BATTERY INSTALLATION

CAUTION: Battery installation and replacement should be done by an adult. This product is not suitable for children under 36 months, it contains small parts.

To insert the batteries, loosen the screws on the battery compartment cover at the back of the game. Insert 4 "C" or "LR14" batteries and 1 "9V" battery (not included) into the battery compartment, making sure to align the "+" and "-" signs as shown.



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.
- 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 correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be .

Replace with new batteries at the first sign of erratic operation.

NOTE: The game will reset to preset mode after the batteries have been replaced or removed.

SET UP

The LASER TENNIS games requires simple assembly before playing:

1. Attach trestles to the mechanism box (see illustration 1)
2. Place the tennis court on the table or floor.
3. Place the assembled unit at the center of the tennis court (see illustration 2)
4. Align the center of the tennis court with the center dots on the inside of the trestles and align the slots on the tennis court with the raised line on the feet of the trestles.



Illustration 1

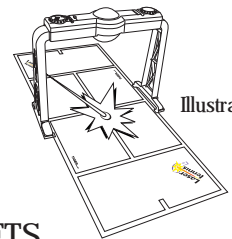


Illustration 2

USING THE RACKETS

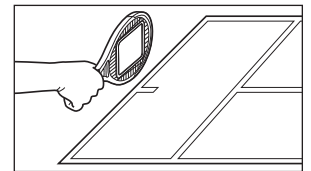
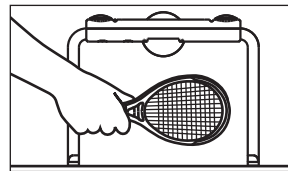
HELPFUL TIP: before playing it is recommended players practice using the rackets to get a feel how to properly hit the ball.

1. Each racket has a special reflective surface on it that is used to "HIT" the ball.
2. To "HIT" the ball, swing the racket to reflect the light to the other side of the court.



Reflective Side

Hold the racket so that it is perpendicular to the tennis court and parallel to the mechanism box (see illustrations below)



When the light appears on your side of the tennis court, swing the racket to "HIT" the light back toward your opponent. It is more effective to "HIT" the light ball with a forward pushing movement rather than a full swing.

3. To serve the ball simply use the same motion as described above.

HOW TO PLAY

ONE PLAYER GAME

1. Slide the power switch to the "1P" side to play LASER TENNIS against the computer. The 1 player LED on the mechanism box will flash to indicate one-player mode.
2. You will hear the level of the game and number of sets in a match. Select the number of sets in a match and the game level.

To select the number of sets in a match, press the "MATCH SELECT" button once for a 1-set match or twice for a 3-set match. Once the desired number of sets is heard, stop pressing the "MATCH SELECT" button. The default number of sets in a match is one.

To select the game level, press the "LEVEL SELECT" button once for each level. Stop pressing the "LEVEL SELECT" button after the desired level is heard. Default game level is level 1.

LEVEL 1 is for beginners and the ball movement is generally slow.

LEVEL 2 is for intermediate players and the ball movement increases in speed as the rally progresses.

LEVEL 3 is for advanced players and the ball movement increases in speed as the rally progresses.

LEVEL 4 is for a real challenge and the ball movement increases in speed as the rally progresses.

In level 3 and 4 if you hit the ball short of the service line, the ball will go back to the opponent more quickly.

- The player should be on player 1 side of the mechanism box and serve the ball first. The computer will be player 2.
- A red projected ball will appear on the tennis court. To serve the ball reflect the red ball with the reflector on the racket.
- Move the racket and cut the ball (reflect the ball) in front of the service line to serve a faster ball. If you cut too quickly, you cannot serve or the serve will be a fault.
- If you double fault, the computer will get the point.
- When you serve the ball, the red ball will move to the opponent (computer) side and the opponent must hit the ball back to you.
- Hit the ball between the base line and service line to return it to the other side of the court.
- Scoring is the same as real tennis but without tie breakers.
- The service side will change on each game. The computer will serve automatically.
- A set is 6 games. There are no tie breakers.
- To win the player must win one set in a 1-set match or two sets in a 3-set match before the computer.
- Press the "MATCH SELECT" button any time during the game to announce the score:
EXAMPLE: "30 LOVE"
Service side point will be announced first.
- Press the "LEVEL SELECT" button any time during the game and the game level and sets of match, current set points, current game points will be announced.
EXAMPLE 1: "LEVEL 2"
"3 SET MATCH"
"SET COUNT 1-0 COMPUTER LEADS"
"GAME COUNT 2-1 PLAYER LEADS"
- At the end of a match, fanfare sound will be heard and the score will be announced.
EXAMPLE: "FANFARE"
"GAME COUNT 6-3" (WINNER COUNT ANNOUNCED FIRST)
"GAME SET"
"FANFARE, FANFARE, FANFARE"
"SET COUNT 2-1 PLAYER WINS"
- If you would like to know the result after the match is finished, the score will be announced if the racket is placed in line with the red projected ball.
- To re-start or play again, press either the "GAME SELECT" or "LEVEL SELECT" button.

TWO PLAYER GAME



- Slide the power switch to the "2P" side to play the LASER TENNIS game with 2 players. The 2 player LED on the mechanism box will flash to indicate two-player mode.
- To select the number of sets in a match, press the "MATCH SELECT" button once for a 1-set match or twice for a 3-set match. Once the desired number of sets is indicated stop pressing the "MATCH SELECT" button.
- Select game level by pressing the "LEVEL SELECT" button once for each level. Stop pressing the "LEVEL SELECT" button after the desired level is heard.

LEVEL 1 is for beginners

LEVEL 2 is for experts

- Player 1 serves the ball first.
- The other details are the same as one player game. Level 2 in the two player game is the same as levels 3 & 4 in the one player game.

NOTE: Warning sounds will be generated after 40 seconds if you leave the product switched on without playing.

CAUTION/DEFAULT OR DAMAGE

If a part of your game is damaged or something has been left out, do not return the game to the store. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS TOY REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

Include a note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include the sales slip, date and place of purchase and price paid. We will do our best to help.

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 US\$ 27.00 FOR THE COMPLETE GAME. REPLACEMENT RACKETS ARE \$2.50 EACH, TENNIS COURT IS \$2.50, EACH TRESTLE IS \$3.00. 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 ELECTRONICS, LTD. REPAIR DEPT.
980 Woodlands Parkway
Vernon Hills, Illinois 6006, 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.

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.

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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