


AGES 8+
For 1 Player



designer's world™

INSTRUCTIONS

TIGER
GAMES®

Keep for future reference.

Will you be the next hot fashion designer? Now you can find out! Use your creativity to design and market your own line of cool clothes. Pick which models you'll hire to show off your designs, then hit fashion shows around the world to see how you do. Will the judges love your work...or will they send you back to the drawing board?

Each time you play, you can design new outfits, open different markets, and show off all-new clothing lines at shows in New York, Paris, and Tokyo!

Contents : Game remote, Game console, Instructions



REQUIREMENTS

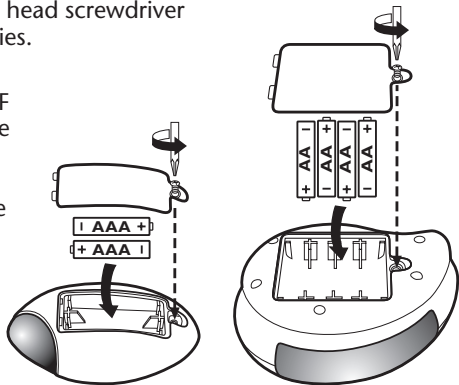
TV, VCR or DVD player with AV input. Or you may use the AV input on a VCR or DVD player that is connected to your TV.

- RF adapter required if TV has no AV input.
- You cannot play this game through a cable box or satellite hookup. Game must be connected directly to the TV, VCR or DVD player.
- If the game malfunctions or "locks up," you can RESET the unit by sliding the ON/OFF switch to OFF, and then back to the ON position.

BATTERIES

Game Remote requires 2 x 1.5V "AAA" or LR03 size batteries (not included). Game Console requires 4 x 1.5V "AA" or LR6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Make sure the ON/OFF switch on the side of the Game Console is in the OFF position. Then loosen the screw on the battery compartment, located on the underside of the console, and remove the door. Insert 4 AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw. Repeat with Remote, installing 2 AAA-size batteries.



Note: Instead of using batteries in the Game Console, you may purchase an AC to DC power adapter at any electronics store. It should be DC 6V, 300mA or above, and center positive. \ominus \oplus For example, Radio Shack adapter P/N: 273-1758, with accessory tip B, P/N: 273-1705. Please note this example is provided for information and convenience only. Hasbro does not have control over availability or specifications of other manufacturers' products.

DC Power Adaptor:

DC power adapter used with the game are to be regularly examined for damage to the cord, plug, enclosure and other parts, and that, in the event of such damage, the toy must not be used with this DC power adapter until the damage has been repaired.

- This game is not intended for children under 3 years old ;
- This game must only be used with the recommended transformer ;
- The transformer is not a toy ;
- Game liable to be cleaned with liquid are to be disconnected from the transformer before cleaning.



CAUTION:

1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and always follow the game and battery manufacturer's instructions.

3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

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 them correctly by matching the + and - polarity markings.
2. Do not mix old batteries 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 battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.



SETUP

Place the Game Console on top of, or near, your TV set, as shown.

Connecting to a TV:

1. Insert the Game Console's white plug into the white audio-in jack on the TV.

2. Insert the Game Console's yellow plug into the yellow video-in jack on the TV.

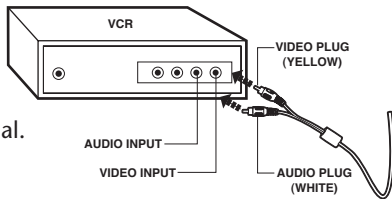
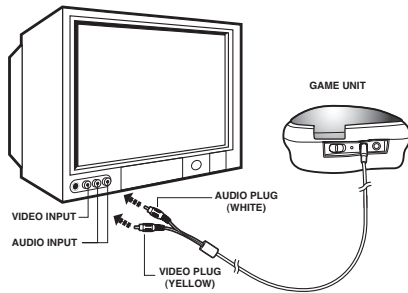
Note: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

3. Turn on your TV and set it to the channel/video input mode directed by your TV owner's manual.

Connecting to a VCR or DVD player:

1. Make sure the VCR or DVD player is properly connected to the TV.
2. Insert the Game Console's white plug into the white audio-in jack on the VCR or DVD player.
3. Insert the Game Console's yellow plug into the yellow video-in jack on the VCR or DVD player.
4. Turn on your TV and VCR or DVD player.
5. Set your TV, VCR or DVD player to the channel / video input mode directed by your TV, VCR or DVD player owner's manual.
6. Slide the ON/OFF switch on the [game console control pad] to ON.

See Troubleshooting on page 17, if necessary.



IMPORTANT

When using the Game Remote:

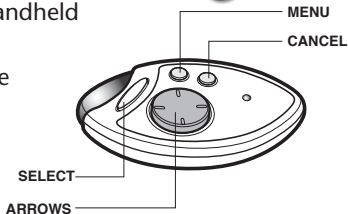
- Aim directly at the Game Console.
- Position yourself within 3 to 10 feet of the Game Console.
- Store the Game Remote in the Game Console when not in use.



THE HANDHELD GAME REMOTE

Make all your selections using buttons on the handheld Game Remote:

- **ARROWS:** To scroll through menus and move left, right, up and down on the screen.
- **SELECT:** To make your choice.
- **CANCEL:** To change your mind.



- **MENU:** To bring up the main game sections (Magazine, Fashion Report, Profiles, Fashion Show and End Turn) and access new screens within each of those sections.

OBJECT OF THE GAME

Turn scraps of fabric into a successful, world-renowned fashion empire! Design your own line of clothing, participate in fashion shows around the world and build your reputation as a designer. Manage your business, impress the judges and work with your models to build your success. You have to succeed in New York first, but then you'll take on the world – Paris, Milan, and even Tokyo! Win at fashion shows in the 3 major fashion capitals to win the game.

HOW TO PLAY THE GAME

During the game, screens will pop up to guide you through gameplay and give you important information. To remove these pop-up screens, press SELECT.

Main Menu

After the Tiger Games legal screen, the Main Menu will appear, with these options:

NEW GAME: To start a brand-new game

LOAD GAME: To continue a game you saved previously

DESIGN CLOTHES: To design clothing without playing the game

- OPTIONS:**
- Volume: Use the right and left arrows to move the slide bar for more or less volume
 - Tutorials – On/Off: Use SELECT to toggle between On and Off
 - Music – On/Off: Use SELECT to toggle between On and Off
 - Back: To return to the Main Menu

Starting a New Game

- 1) Select a slot to save your game to. If there are already 2 games saved, you have to save over one of them to start a new game.
- 2) Give yourself a memorable designer name, up to 9 characters long. Use the arrows to highlight letters (or go Back, or add a Space), then scroll down to DONE and press SELECT.
- 3) Give yourself a designer “look.” Use the arrows to scroll through the different characters, and SELECT one.
- 4) You’ll begin each game with \$1500 and a \$100 income to open your new fashion business.

During the Game...

Throughout the game, you will move around 4 major screens, and the sub-screens within each. At the end of each turn, you will receive an “income” from clothing sales: the amount you earn will be based on how well your clothes are selling. The four main screens are Magazine, Fashion Report, Profiles, and Fashion Show, plus you can opt to End Turn:

MAGAZINE

Use the Magazine to buy new fabrics, learn about judges and new models, and find out fashion and game tips. Use the arrows to highlight the topic you want and press SELECT to see what’s there. When you’re done, highlight BACK and press SELECT to go back to the cover.

FASHION REPORT

Here’s a quick look at where your business stands. How much cash do you have? How much money are you making? How many fabric sets do you own? What are your best sellers? This screen also shows your design skills: the more green you have in an area, the more you know about that piece of clothing...and, the more you know, the more patterns you have. You can get new patterns by designing clothes for shows or by choosing Research Designs under the End Turn Option.



PROFILES

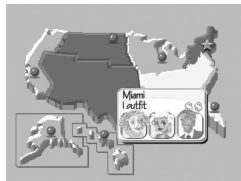
Use arrows to move through the lineup. Press SELECT to bring up a bio on each person. Highlight BACK and press SELECT to move to the previous person(s).

- All the models you have learned about through the Magazine will show up here. These are the models you can pick from to use in your show. You can use the Diva Points your models earn to give them confidence or increase their abilities. Just scroll down to the ability you want to change, then press the left and right arrows to change their status. There are 12 models in each game, but there are 20 total, so each game will be different!
- **Learn about the Judges:** Learn all about the 12 judges. The Judges range from Easy to Very Hard. As your experience grows, it will become harder to wow them, and it will be more important for you to show them what they like! You can learn their preferences by checking them out in the Magazine, or by finding out at the shows.

FASHION SHOW

Choose your Next Market: Where will you show your line? You'll need to start small and work your way to the top. Start by choosing shows that cost less money to enter; they'll have easier judges too! Move around the country – then move around the globe!

Use the arrows to move around the map, and press SELECT to pick your next Market. You'll get more details about the



show. Press SELECT to enter the show, or choose BACK to go back to the map.

Entering a Fashion Show: Once you've entered a show, you will see the Design screen. From here you'll prepare for the show.

1) Designing Clothes: Now you can put together your exciting line of clothes! Press SELECT on the shirt icon to bring up your clothing options. Use the Up arrow to highlight the type of clothing you want to design first. You only need to complete one of the two themes in any show to keep the judges happy.



Then press SELECT to open the pattern options for that piece of clothing. Once you've selected the main type (for example, a skirt can be long, knee-length or mini), additional options will open. Use the arrow keys to scroll through each of these options and create your own style. Remember to keep in mind the judges' preferences as well as the show themes while you're designing.

2) Completing Outfits: To make a complete outfit, you need to choose a top, bottom, and shoes. If you choose a jacket you need a shirt underneath. To add accessories to your outfit, select the shoe icon on the left and choose accessories just as you created the clothes.

3) Saving Outfits: When you have created an outfit, the game will automatically store it in one of the 4 hanger icons on the right. The number of outfits you need for a show varies, so these icons will show you how many outfits you need (additional icons will be grayed out). To start a new outfit, highlight one of the empty hangers and press SELECT. You can always go back and modify

a previous outfit by pressing SELECT on the appropriate hanger icon. When you've completed all the outfits you need for the show, highlight DONE and press SELECT.

- 4) **Hire Your Models:** Your clothes come to life on your models, so pick them carefully! Each outfit you've created will appear on the left. Pick which model you want for each outfit. If you change your mind, press CANCEL and you can start again.
- 5) **Prep Your Models:** Pick your models' hairstyles and the music they will walk down the runway to. Your models will pick their moves based on what moves they know and their confidence level.



- 6) **Runway Competition:** This is it – the big day! Watch your models do their thing...and cross your fingers that they don't stumble!



- 7) **Judging & Rewards:** How did you and your models do? Did the judges like the fabrics and the quality? Judges award stars and half-stars, plus Diva Points

you can invest later. You need an average of 3 stars or more (over all your outfits) to be successful and open a market. If you don't open the market, you can try again when you've earned some more cash.

After each successful show, you'll review your line. Press SELECT to choose an item from the top. Then use the arrows to select a place to put it in your line. You can have only 12 items, so after a few shows you'll have to replace the old with the new. You can always keep your favorites, and you don't have to add all your new items to your line.

Remember to check how your clothes are selling by viewing your Fashion Report. Press SELECT on an open market in the Map to see the specifics.

“DESIGN CLOTHES”

There is so much you can do with this design program! Selecting this option from the Main Menu allows you to design the clothes you want without playing the game. No rules and no judges. You can save up to 4 outfits here. The game will automatically save them in the hanger icons.

END OF TURN

Your turn ends when a Fashion Show is over. A successful show will increase your income, but whatever your income is, you'll earn it now. Then you can start a new turn. Head back to the Magazine to check for new stuff, or head to the Map to select a new show.



You can also choose to End Your Turn at any time. You might want to choose this option to take a quick break from the shows and get more cash, or to up your design skills. When you choose this option, you'll have 4 choices:

Enter a Fashion Show: This will take you to the Map.

Manage Your Business: Managing your books for a turn will earn you income, but don't do it too often or your market sales will stagger.

Research New Designs: It will cost you some cash, but this is a quick way to gain access to new patterns in the area of your choice. Select which pattern you want to increase your skill in, and then press SELECT.

Save and Quit: Select this option to save your game and return to the main menu.

GAME OVER and SUMMARY OF ACCOMPLISHMENTS

When you've won rave reviews at the 3 major fashion shows, the game ends. How many turns did it take you to become an "overnight success"? What did the Judges say? What's your fashion world reputation? How much money have you made?

When you've reviewed your accomplishments, highlight done press SELECT to exit. The game will back to Main Menu options.

Note: The game will shut off automatically after 10 minutes of non-use. The game

will be saved automatically during auto shutdown. The Game Console will then need to be turned OFF and ON again to continue play. You may start a NEW GAME or LOAD a saved game.

HOW TO SAVE A GAME

Your game saves automatically while you play. You can save 2 games in the unit at the same time: this means that two different players can use the game, at different times, each playing the game she saved.

To review your score from the last game you played, select LOAD from the Main Menu when you turn the game on. Highlight the game you want and press SELECT.

TROUBLESHOOTING

If you do not see the legal screens and then the main title screen after turning the TV and Game Console on:

Check Plugs and Jacks – Make sure that the video and audio plugs are inserted into the correct jacks on your TV, VCR or DVD player.

Check Batteries – Make sure the batteries in the Game Console and the Game Remote are fresh and properly installed.

Check TV Channel – Your TV channel should be set to its auxiliary “gaming” channel. This is usually indicated as “AUX,” “AV” or “Video.” You may have to refer to your TV owner’s manual to determine this. To locate your auxiliary channel (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until “Line 1,” “Line 2,” “Video 1,” “Video 2,” “Front,” “AUX,” “AV” etc. appears on the screen. Then press the ON button on the [game unit]. If you are on the right channel, the game should come on. If this does not work, see if your TV remote has a button (labeled “Input,” “AUX,” “AV,” “Line,” “TV/Video,” or “Video”) that takes you to the correct channel. If your remote has one of these buttons, turn your TV to Channel 3 and then hit that button. Then press the ON button on the [game console]. The game should come on.

Check VCR / DVD Player Connection – Your VCR / DVD player should be set to “AUX,” “AV” or “Video.” You may have to refer to your VCR or DVD owner’s manual to determine this.

No Picture – Try putting a videotape/DVD in your VCR/DVD player, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from “cable” to “video” and get a blue screen.

If you have an older TV, you may find a “hidden door” on the TV that has color, picture, horizontal, vertical, and antennae/cable buttons. If your TV does have these, press the antennae/cable button to get a blue screen.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, try resetting the game by pressing the **RESET** button, or by removing and replacing the batteries.

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.

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 to which the receiver is needed.
- Consult the dealer or an experienced radio/TV technician for help.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

CONSUMER INFORMATION

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.



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CLASS 1 LED PRODUCT

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