

BOOGY BALL

INSTRUCTIONS

TURN ON YOUR GROOVE MACHINE!

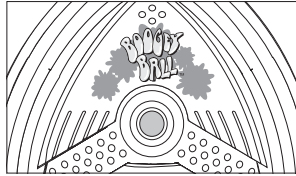
Swingers, get ready to twist and turn Boogey Ball to catch and chase the flashing lights. In six fab games you must snag the YELLOW lights, ditch the RED ones or follow my hip commands. Continue to move the hipster GREEN light through the maze of LEDs as the nasty RED lights try to chase you down. The longer you survive the more points you score.

PRESS MY BUTTON!

Boogey Ball only uses one single button to turn the game ON/OFF, select the games and how many players.

ON/OFF

- press the button to turn the game on
- hold the button down for three seconds to turn the game off.



SELECTING GAMES:

- after the intro, press the button to scroll through the six games.

SELECTING HOW MANY PLAYERS

- after a game is selected, press the button to select the number of players.

RESTART THE SAME GAME.

- after a game is over if you press the button within 5 seconds you can restart the same game with the same number of players.

NOTE: If you don't rotate the ball during any of the games, the unit will auto shutdown within 3 minutes. Also the unit will auto shutdown if you take more than 30 seconds to select a game or how many players.

START UP WALK THROUGH:

When you first press the button Boogey Ball will say "You tum me on baby lets boogey...what's your game baby?"

Press the button to cycle through the different games. Each time you press the button it will select a different game. Once you have reached the game you wish to play, wait a second for Boogey Ball to confirm your game selection.

Boogey Ball will next say, "How many we got playing?" Again press the button to cycle through how many players you want in a game. Once you have selected the number of players you wish to play, wait a second for Boogey Ball to confirm your player selection.

After Boogey Ball has confirmed how many players, the unit will say, "Press my button cause it's time to groove!" Next press the button again to start the game.

After a game has ended Boogey Ball will say, "If you want to boogey again press my button." If you press the button again within 5 seconds you will repeat the same game with the same number of players. If you don't press the button, the game will shutdown.

If you want to play a different game and change how many players you want in a new game press and HOLD the button down for 3 seconds, this will shut the unit off. Then press the button again to start the intro and select which game you wish to play and how many players.

BOOGIE GAMEPLAY BASICS: In each of the six games, you play as the GREEN light, which always moves to the top of the ball as the Boogey Ball is rotated.

As you tum Boogey Ball in any direction the GREEN light will follow along the LED path direction you are rotating on until you stop. The faster you rotate Boogey Ball the faster the GREEN light will follow.

For example if you want to move the GREEN light 90 degrees to the right you would rotate Boogey Ball to the first cross LED section to the right. The GREEN light would then move along the right LED path and stop at the top again.

GENERAL SCORING FOR MULTI PLAYER GAMES:

With the exception of game 6 Boogey Ball can be played as a one to six player game. For each multi player game, each player will be announced sequentially. The first player will take his tum and will set a score. Each following player must try to match OR beat this score. If they fail, they are out of the game. If they succeed in BEATING this score, they have just set the NEW score to beat.

FOR EXAMPLE: This is a four-player scenario:

Player One scores 15 points.

Player Two must now score 15 or more points to stay in the game. Player Two scores 17 points.

Player Three must now score 17 or more points to stay in the game. Player three only scored 14 points, and is out of the game.

Player Four must now score 17 or more points to stay in the game. Player Four scores 16 points, and is out of the game.

Player One must now score 17 or more points to stay in the game. Player One scores 23 points.

Player Two must now score 23 or more points to stay in the game. Player two scores 19 points. Player Two is out of the game AND PLAYER ONE WINS THE GAME!

BOOGIE BALL GAMES:

Below is a description on how to play the six different games.

GAME ONE:

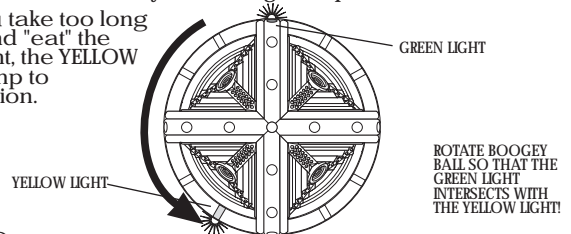
You play as the GREEN light, which always moves to the top of the ball as you rotate it. The object of Game One is to maneuver the ball so that the GREEN light will intersect with the YELLOW light.

Each time the GREEN light "eats" (intersects and removes) the YELLOW light, one point is scored.

Another YELLOW light will now appear somewhere else on the ball. It can appear in any of the positions on the ball except the position occupied by the GREEN light.

The object is to "eat" as many YELLOW lights as possible in 30 seconds.

NOTE: If you take too long to reach and "eat" the YELLOW light, the YELLOW light will jump to a new position.



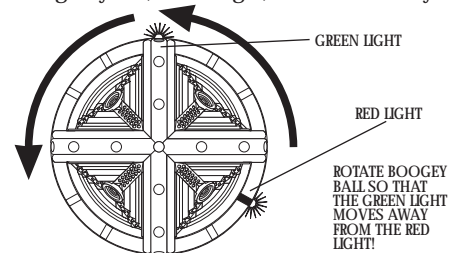
GAME TWO:

You play as the GREEN light, which always moves to the top of the ball as you rotate it. A RED light will begin to chase you attempting to intersect with the GREEN light.

You must try to avoid the RED light for as long as possible. The game will keep track of the time that you avoid the RED light.

The game will continue as long as you (GREEN light) can successfully avoid the RED light.

NOTE: The game will announce the time every 5 seconds to give you an indication how long you are avoiding the RED light.



GAME THREE:

You play as the GREEN light, which always moves to the top of the ball as you rotate it. You must maneuver the ball so that the GREEN light will intersect with the YELLOW light, "eating" it.

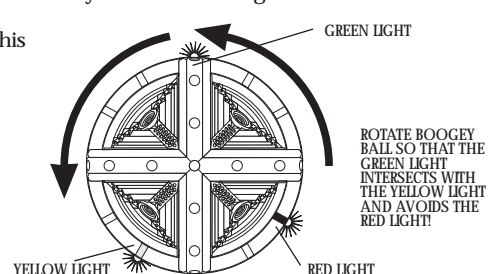
Each time the GREEN light "eats" (intersects and removes) the YELLOW light, one point is scored.

Another YELLOW light will now appear somewhere else on the ball. It can appear in any of the positions on the ball except the position occupied by the GREEN light.

At the same time that you are "eating" YELLOW lights, a RED light will be chasing you, attempting to intersect with the GREEN light.

The object of the game is to "eat" as many YELLOW lights as possible before the RED light catches you. The game will continue as long as you (GREEN light) can successfully avoid the RED light.

NOTE: The amount of time you make this round last is of NO consequence to the score.



GAME FOUR:

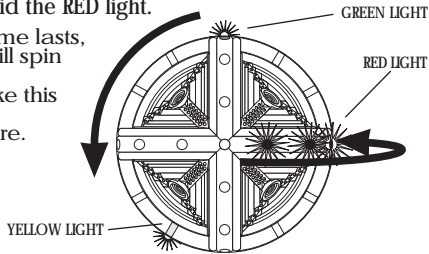
You must maneuver the ball so that the GREEN light will intersect with the YELLOW light, "eating" it. Each time the GREEN light "eats" (intersects and removes) the YELLOW light, one point is scored.

At the same time that you are "eating" the YELLOW lights, a RED light will be spinning around the ball (always staying in the same axis). This spinning always happens around the axis that is between you (the GREEN LIGHT) and the YELLOW light.

Once you have "eaten" a YELLOW light, another one will appear somewhere in the opposite hemisphere (separated by the RED light axis).

The object of the game is to "eat" as many YELLOW lights as possible before the RED light catches you. Play continues as long as you (GREEN light) can successfully avoid the RED light.

NOTE: The longer the game lasts, the faster the RED light will spin around the ball. Also the amount of time you make this round last is of NO consequence to the score.



ONCE YOU "EAT" THE YELLOW LIGHT, ANOTHER YELLOW LIGHT WILL APPEAR SOMEWHERE IN THE OPPOSITE HEMISPHERE!

GAME FIVE:

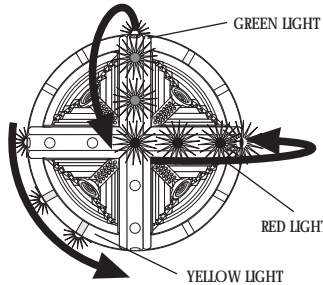
Lights will begin to spin in one of the three axes. If the color of the lights are RED rotate the ball so the lights are spinning HORIZONTALLY. If the ball is already positioned so that RED lights are spinning HORIZONTALLY, DO NOT rotate the ball.

If the color of the lights are GREEN, rotate the ball so the GREEN lights are spinning VERTICALLY. If the ball is already positioned so the lights are spinning VERTICALLY, DO NOT rotate the ball.

If the color of the lights are YELLOW, DO NOT rotate the ball at all.

You score one point each time the ball registers the proper position.

NOTE: The longer the game lasts, the faster the lights will begin to spin around the ball.



KEEP THE RED HORIZONTAL, KEEP THE GREEN VERTICAL AND DON'T MOVE THE YELLOW ONE!

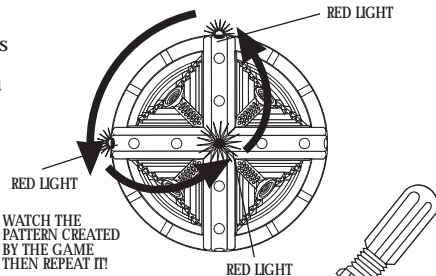
GAME SIX:

Game six is a ONE-PLAYER GAME. AS A RED LIGHT. The game will trace a patten on the ball, starting at the top and going to three other positions. Each new position would be 90 degrees from the last. You need to watch the patten and then repeat the same patten (AS THE GREEN LIGHT) by rotating the ball in the appropriate directions when the RED light patten stops and the GREEN light appears.

If you correctly repeat the patten, the game will create a new patten consisting of FOUR positions, always starting with the light on the top of the ball.

One point is scored for each patten correctly repeated. The number of positions in the patten increases by ONE after each time you correct repeat the patten. The object is to try and repeat as many patterns as possible.

NOTE: The first five patterns the upper hemisphere of the game. This allows you to see the whole patten without having to rotate the ball. After the FIFTH will start to create patterns that travel between the upper and lower hemisphere of the ball.

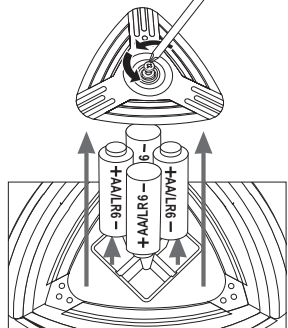


WATCH THE PATTERN CREATED BY THE GAME THEN REPEAT IT!



INSERTING THE BATTERIES

Open the battery compartment door located on the bottom of the unit. To open the battery compartment door, push the lever and lift. Insert four (4) "AA"/LR6 batteries, making sure to align the "+" and "-" signs. Close the battery compartment door. Installation of batteries should be done by an adult.



To ensure proper function:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged. (if removeable)
- 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, and follow the toy and battery manufacturer's instruction.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Remove the batteries if you won't be using the unit for a long period of time.

CAUTION/DEFECT OR DAMAGE



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



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

If a part of your bed is damaged or something has been left out, DO NOT RETURN THE BED TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

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.\$17.00. 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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