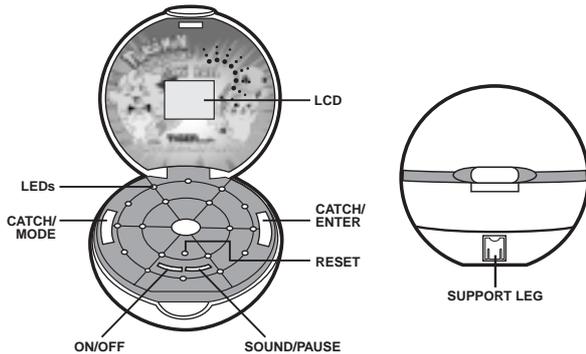




With Tiger's electronic Pokémon Poké Ball, you can capture 149 Pokémon and become a true Pokémon Master!

Before you get started, there are a few things you should know.



ABOUT THE GAME

LCD

- displays Pokémon characters and game information

CATCH/ENTER

- used to activate catch function or to confirm choices

RESET

- used to reset the unit if it becomes unresponsive

SOUND/PAUSE

- used to turn the game sounds on/off and to pause the games

CATCH/MODE

- used to activate catch function or to scroll through choices

LEDs

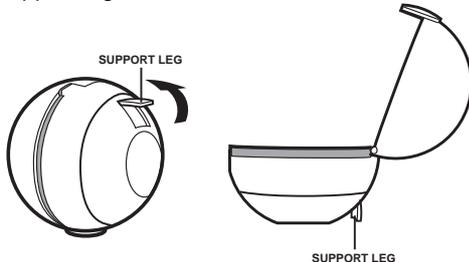
- used to represent the Pokémon characters

SUPPORT LEG

- used to support the Poké Ball while it is open

TO DISPLAY YOUR POKÉ BALL

If you want your Poké Ball to stand on the table with the top open, flip out the support leg on the bottom of the unit.

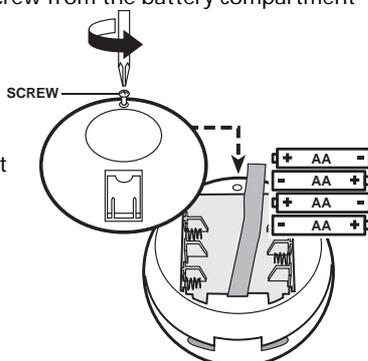


INSERTING THE BATTERIES

Using a screwdriver, loosen the screw from the battery compartment door and remove the door.

Insert four (4) AA batteries, making sure to align the "+" and "-" signs.

Replace the battery compartment door and tighten the screw.



CAUTION/DEFECT OR DAMAGE

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

LET'S PLAY

1. Press **ON** to turn on the unit. "Pokémon Poké Ball" will scroll across the screen and you will be greeted by Pikachu.
2. **GAME 1** will be displayed on the screen. Press the **CATCH/MODE** button to scroll through the games. When the game number you want is displayed, press **CATCH/ENTER**. (There are 5 different games in your Poké Ball. Individual games will be explained separately.)
3. **HIGH SCORE** will be displayed on the screen. (This is the highest score ever achieved on this Poké Ball, not for a specific game.) Then, the game will start.
4. When a game starts, Pokémon graphics will appear on the LCD. Also two LEDs will be lit. The LEDs represent the Pokémon that you are playing as and the Pokémon you are trying to catch.
5. Rotate the ball so that the lights move around the grid. Your goal is to try and hit the wild Pokémon first to weaken it, then you must get the wild Pokémon into the center.
6. When the large LED in the center of the grid is lit, press both **CATCH** buttons. If you timed it right, you will "CATCH" the weakened wild Pokémon and will be rewarded with graphics on the LCD.
7. Use the **CATCH/ENTER** button to scroll through the information in a BIO category. Use the **CATCH/MODE** button to scroll to the next BIO category.
8. When you have finished reviewing the information, press both **CATCH** buttons to display the next Pokémon.
9. Repeat steps 4 - 8 until the game is over.

SCORING

In Games 1 - 4:

+100 points for each Pokémon caught

In Game 5:

25 points each for Pokémon #1 - #25
 50 points each for Pokémon #26 - #50
 75 points each for Pokémon #51 - #75
 100 points each for Pokémon #76 - #100
 125 points each for Pokémon #101 - #125
 150 points each for Pokémon #126 - #149

GAME 1

In this game, your goal is to catch 25 Pokémon. They will appear on the grid one at a time. The game continues until you catch all 25. You play as Ash and Pikachu trying to capture the 25 Pokémon. This game is broken up into three stages. In stage one you must capture 15 Pokémon. In stage two and three you must capture 5 Pokémon.

When you first start game one you will see a few sub screens, press either Catch button to advance and start stage one. When the game starts two LED lights will appear. One will be the wild Pokémon and the other will be Pikachu. The goal is to move Pikachu and attack the wild Pokémon, this is done by rotating the ball. When you successfully attack and "hit" the wild Pokémon you will hear an attack sound effect and the wild Pokémon LED light will start to flash. You must "hit" each wild Pokémon 3 times to weaken them in stage one. In stage two and three you must "hit" them 5 times. Once you have attacked and "hit" the wild Pokémon (the correct number of times) Pikachu will automatically move to the center LED light returning into the Poké Ball. Now you must again rotate the ball to get the weakened wild Pokémon to the center LED light position, then quickly press both Catch buttons to "Catch" the wild Pokémon.

GAME 2

In this game, your goal is to catch 25 Pokémon. They will appear on the grid one at a time. The game continues until you catch all 25. You play as Ash and Pikachu trying to capture the 25 Pokémon. This game is broken up into three stages. In stage one and two you must capture 10 Pokémon. In stage three you must capture 5 Pokémon.

When you first start game one you will see a few sub screens, press either Catch button to advance and start stage one. When the game starts two LED lights will appear. One will be the wild Pokémon and the other will be Pikachu. The goal is to move Pikachu and attack the wild Pokémon, this is done by rotating the ball. When you successfully attack and "hit" the wild Pokémon you will hear an attack sound effect and the wild Pokémon LED light will start to flash. You must "hit" each wild Pokémon 3 times to weaken them in stage one. In stage two and three you must "hit" them 5 times. Once you have attacked and "hit" the wild Pokémon (the correct number of times) Pikachu will automatically move to the center LED light returning into the Poké Ball. Now you must again rotate the ball to get the weakened wild Pokémon to the center LED light position, then quickly press both Catch buttons to "Catch" the wild Pokémon.

However once you capture a wild Pokémon they will be added to a capture list. This capture list will show you which wild Pokémon you have caught. Once you have caught a wild Pokémon they are now under your control, meaning you can then select that Pokémon to battle the next wild Pokémon, instead of using Pikachu each time.

GAME 3

In this game, you will be battling against Team Rocket. Team Rocket will start the game by selecting 25 Pokémon character. You will then be able to select 25 Pokémon from the remaining 150. Once you select your 25 Pokémon you will then see which Pokémon Team Rocket will attack with first. You then need to select a Pokémon out of your 25 to battle against Team Rocket. For each battle you must try to "hit" Team Rocket's Pokémon 5 times. However, after you "hit" the enemy Pokémon, they will be able to chase after and counter "hit" your Pokémon. If you get "hit" three times you will lose that battle. To avoid a counter attack quickly move away from the enemy Pokémon after you "hit" him. You only need to move away for a few seconds, then you can attack the enemy Pokémon again. For each battle a point will be rewarded to the winner. Whoever wins the most battles out of 25 will win the game. Please note: you can use each of your selected 25 Pokémon once per battle. Can you beat Team Rocket?!

GAME 4

Game 4 will follow the same rules as game 2, however you only have 20 seconds to catch each Pokémon. If you don't catch each one in the allotted time, all the Pokémon will escape and you lose the game.

GAME 5

Game 5 will follow the same rules as game 1, however you can select the number of Pokémon you wish to battle by pressing the Catch/Mode button after the select number of battle screen appears. Please note: the game will start with a minimum of 25 Pokémon.

AUTOMATIC SHUT OFF

Your game will shut off automatically after three (3) minutes of non-use.

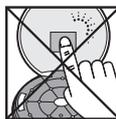
RESETTING YOUR GAME

If your game becomes unresponsive, use a ball point pen to press the RESET button.

CAUTION



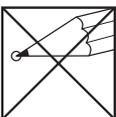
Clean with a piece of soft dry cloth only.



Do not press the liquid crystal display (LCD screen). Avoid heavy shock or the display may fail.



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



Do not use a pencil or pin to press the RESET button. Use a ball-point pen.

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 material 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 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 \$10.00. Payment 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 products 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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