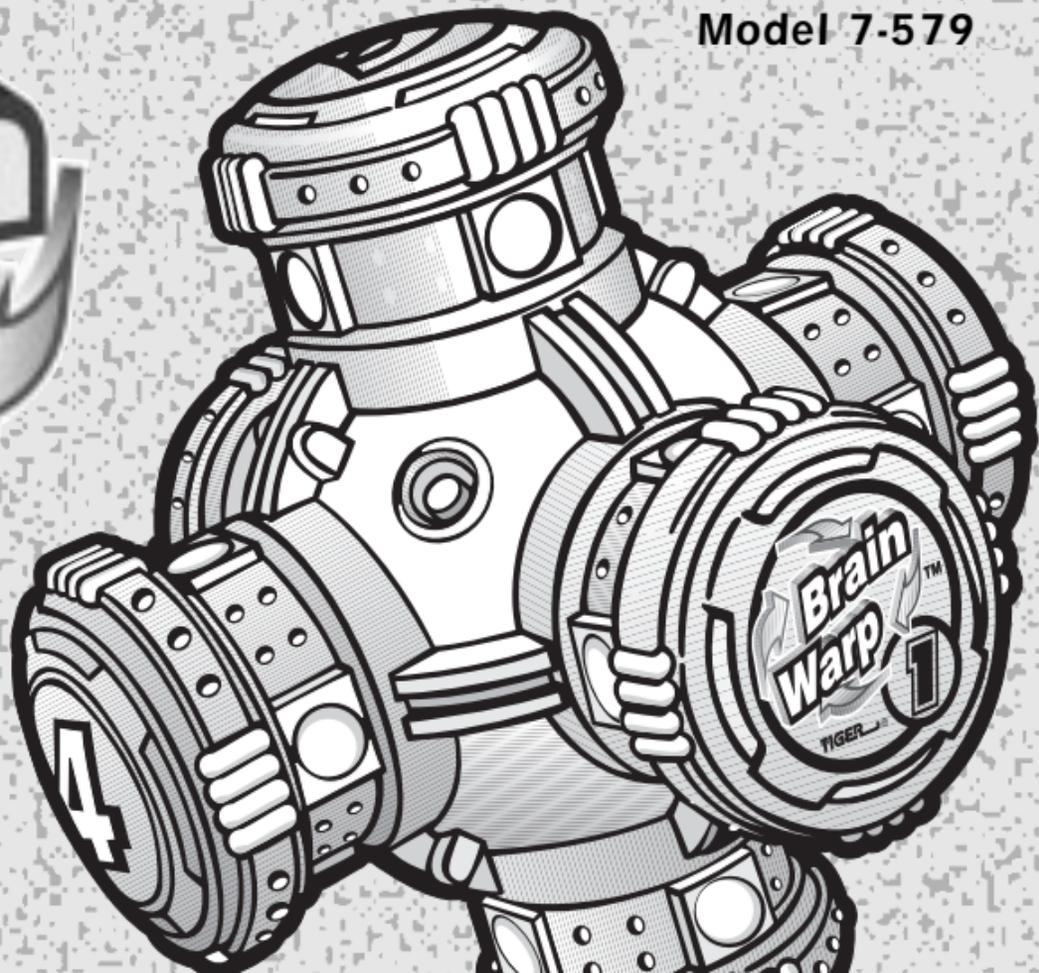


Model 7-579

**Brain
Warp**™

™



TIGER ELECTRONICS
INC.®

"GET READY TO BRAIN WARP!"

BRAIN WARP is six different games in one and can be played by 1 to 6 players.

QUICK DESCRIPTION OF THE GAMES

GAME 1-- COLORS (1- 6 players)

Player must react to verbal commands, rotating BRAIN WARP so that a particular color is in the top position. Each command will be one of 6 colors: **RED, YELLOW, PURPLE, ORANGE, WHITE OR GREEN.**

GAME 2 -- NUMBERS (1 - 6 players)

Same as Game 1, except that numbers 1 through 6 are used instead of the colors.

GAME 3 -- COMBO (1 - 6 players)

Same as Game 1, except that a combination of colors and numbers are intermixed, making this game more difficult.

GAME 4 -- MEMORY MATCH (1 - 6 players)

In this game, a verbal command consists of a combination of colors and numbers given as a group. The player must therefore remember the numbers and colors in the correct order and then rotate BRAIN WARP into the positions commanded in the correct sequence.

GAME 5 -- CODE BUSTER (1 player only)

Instead of verbal commands, the player is required to discover a hidden sequence of colors which is randomly selected by BRAIN WARP.

Trial and error rotation accompanied by positive and negative tones lead the player to discover the sequence. The player has 60 seconds to "BREAK THE CODE".

GAME 6 -- PASS ATTACK (2 - 6 players)

In this game, the players, in turn, create their own sequence of colors. Each player adds a new color to the sequence and passes it on to the next player. Players must keep track of the sequence as it is added to by each player, and must repeat everything all the other players have done and then add one more color choice of his own. This continues until each player is eliminated by a wrong move. The one remaining player wins the game.

DETAILS OF GAME PLAY



Games 1-4 consist of 3 rounds of play. BRAIN WARP will tell each player when to take his turn and will keep track of individual scores. Individual and CUMULATIVE scores are given for each player after each round. After the third round, in addition to announcing the cumulative scores, BRAIN WARP will also announce the order of final scores indicating which player placed 1st, 2nd, 3rd, etc.

NOTE: At the end of any game, the scores will be repeated as many times as necessary if the START/SELECT button is pressed within 5 seconds after the scores have been announced.

In Games 1-3, players receive VERBAL COMMANDS to rotate BRAIN WARP to a particular color or number at ever-increasing speeds. Each time BRAIN WARP is rotated to the correct color or number, a "CONFIRMATION TONE" reinforces the correct move. Players continue to play until a wrong move is made, either by selecting an incorrect color or number or by not responding fast enough. A "razz" sound is given and player's turn is over.

When a VERBAL COMMAND is given, BRAIN WARP recognizes a correct input only from the commanded color or number. The player has time between commands to quickly select the correct color or number. If a player is not fast enough moving to the commanded color or number he will be "razzed" out. **In Games 1-3**, the time between commands will decrease making it harder to keep up! The shortest time between commands is .7 seconds which will challenge even the fastest players.

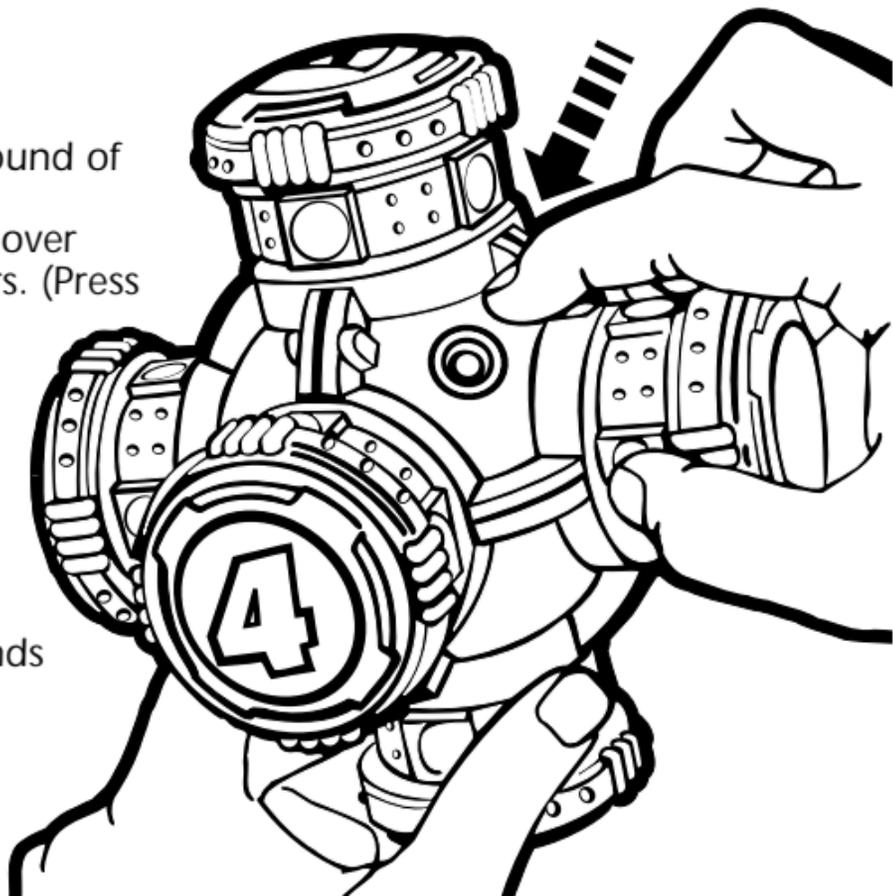
"IF YOU DON'T KEEP UP WITH ME YOUR FINISHED!"

Game 5 (CODE BUSTER) has an unlimited number of rounds. Each round is 60 seconds, but in each new round, an additional color is added to the "secret code". If the player successfully breaks the code, he goes on to the next round. If a player does not break the code, "HE'S FINISHED!" (GAME OVER).

Game 6 (PASS ATTACK) is one round with no time limit. When a player makes a mistake, he is out of the game, but the other players keep on going until only one player is left!

FUNCTIONS OF START/SELECT BUTTON

1. To turn on the unit.
2. To confirm game selection.
3. To confirm number of players.
4. To begin each player's turn in each round of play.
5. To "fast start" (repeat) the same game over again with the same number of players. (Press button right after BRAIN WARP says, "This game is finished" but before it says: "Want to warp again?")
6. To repeat your final scores, press the START/SELECT button within 5 seconds after final scores are announced.
7. To shut off the game at any time. (Press and hold the button for 5 seconds until BRAIN WARP says: "This game is finished.")

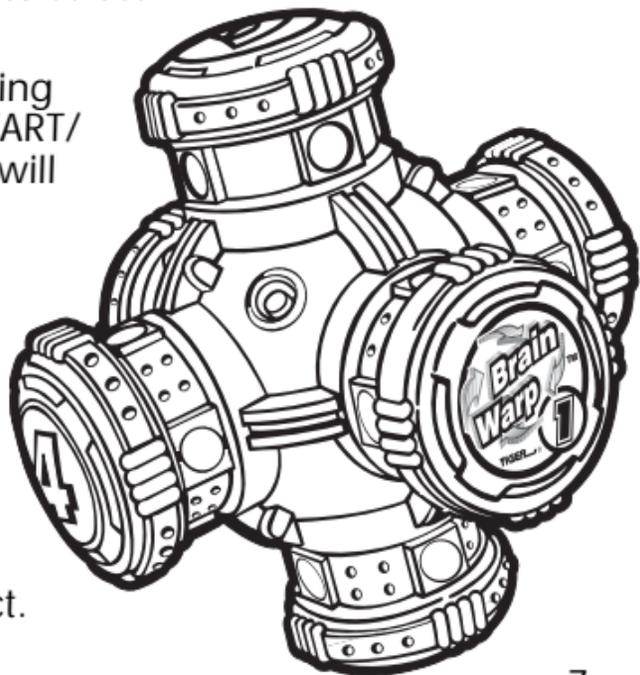


IMPORTANT: BRAIN WARP MUST BE HELD STRAIGHT UP FOR THE GAME SENSORS TO “READ” YOUR SELECTIONS CORRECTLY! ALSO, YOU MUST ROTATE DIRECTLY FROM SELECTION TO SELECTION—NOT DIAGONALLY OR THROUGH ANOTHER COLOR.

TO PLAY: Press the START/SELECT button to turn on BRAIN WARP. The unit will say, “GET READY TO BRAIN WARP!” and will then instruct you to select your choice of game.

Turn BRAIN WARP so that the game you select (1-6) is facing straight up as in the illustration above. Then press the START/SELECT button to confirm your game—and BRAIN WARP will announce the game you selected.

Next, BRAIN WARP will ask for the number of players. Again rotate BRAIN WARP so that your choice of number of players is straight up. Then press the START/SELECT button to confirm the players—and BRAIN WARP will announce the number players selected. BRAIN WARP will THEN tell the first player to take his turn. The player will hear the “CONFIRMATION TONE” whenever he makes a correct move. A “RAZZ” tone will indicate that a move is incorrect.



GENERAL COMMENTS ON THE GAMES

In Games 1-4, an incorrect move simply ends a player's turn in the round. In game 5, a player has 60 seconds to "FIND THE CODE." If the code is not found, game is over. In game 6, an incorrect move means a player is eliminated from the game!

- **In Games 1-4**, a player completes his turn by successfully completing all commands in the round or by "razzing" out (making a mistake).
- **In Game 5**, a player completes his turn by solving the code or by running out of time.
- **In game 6**, a player completes his turn by correctly repeating and adding to the sequence or by "razzing" out (making a mistake).

After a player completes his turn, BRAIN WARP pauses. The next player must press the START button in order to begin his turn.

Games 1 and 2 are pretty easy. Players just have to respond to verbal commands of COLORS OR NUMBERS.

Game 3 is harder because it's a COMBINATION of colors and numbers.

Game 4 is even more difficult because it's a GROUP of colors and numbers to remember before obeying the command.

DETAILS OF GAMES 5 & 6

In GAME 5, the player is trying to break a secret color code in each round. There is only 60 seconds to break the code, the method of breaking the code is trial and error. BRAIN WARP will tell the player what color to start on before play begins. The player selects the next possible color and rotates BRAIN WARP to that color. Each time the player hears a positive confirmation tone it means he has chosen the correct next color of the code. The player then continues to select the next color, BUT WHEN THE "RAZZ" SOUND, IS HEARD, THAT INDICATES AN INCORRECT COLOR AND THE PLAYER MUST START OVER AGAIN FROM THE FIRST COLOR. The player must always go back to the start color whenever he gets "razzed" and must rotate through the sequence of correct colors over again. If the player "breaks the code" within 60 seconds, BRAIN WARP will announce "You broke the code" and the next round will begin with a new code.

If the player can't break the code within the allotted 60 seconds, it's a "GAME OVER".

In game 6, BRAIN WARP will tell the player which color to start on. The player must rotate BRAIN WARP to that color and then ADD ONE MORE COLOR to the sequence. Starting from the original color, the next player has to repeat the pattern and ADD STILL ONE MORE COLOR to the sequence. If a player cannot repeat the ever-increasing sequence correctly, he is "razzed" out of the game! The last player left WINS!

“WANNA WARP AGAIN”

As you've probably noted, BRAIN WARP likes to talk. When you begin play, he'll tell you to "GET READY TO BRAIN WARP!" When a game is completed, he'll say "THIS GAME IS FINISHED" and then ask you if you "WANNA WARP AGAIN?" If you press the START/SELECT button within 5 seconds of him saying "THIS GAME IS FINISHED", you can "quick start" yourself into a repeat of the same game selection with the same number of players. Also, BRAIN WARP will repeat the final scores within 5 seconds after scores are announced if the START/SELECT button is pressed. This is important if conversation or other noises cause the players to miss some of the score announcements.

To shut BRAIN WARP off, you can also press the START/SELECT button at any time and hold it for 5 seconds until "THIS GAME IS FINISHED" is said. BRAIN WARP will shut off automatically after three minutes of no action.

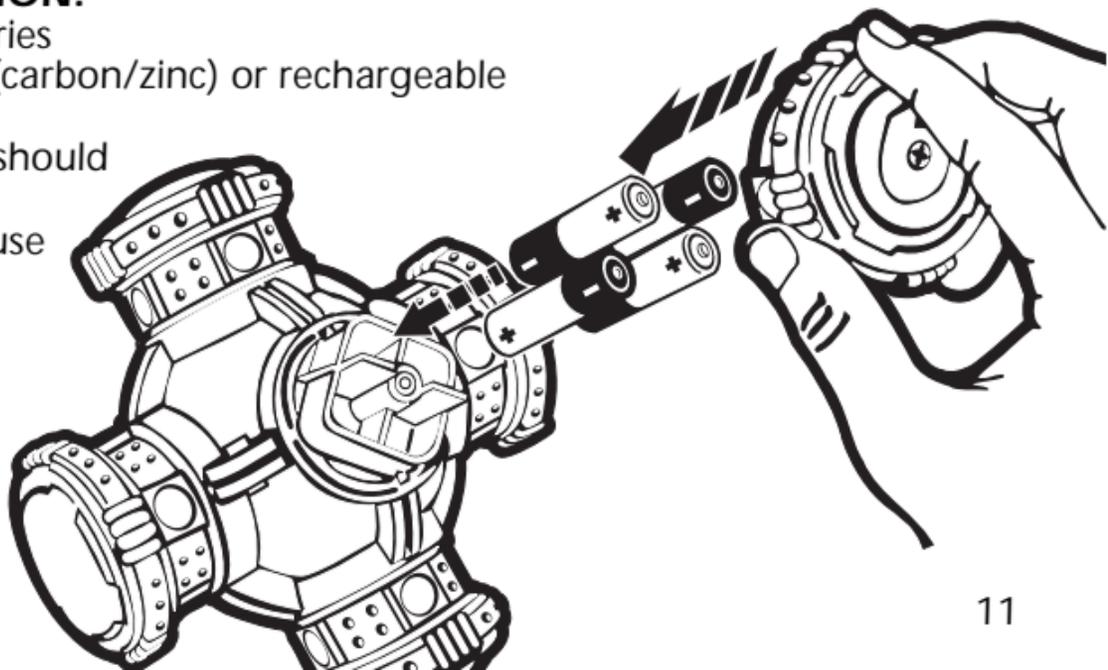
INSERTING THE BATTERIES

To insert/replace batteries, remove the battery compartment cover on the game as shown, which is located in the # 6 spike. Have an adult unscrew the battery cover and remove.

Insert 4 "AA" batteries, UM-3 or equivalent making sure to align "+" and "-" as shown.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries
- Do not mix alkaline, standard (carbon/zinc) or rechargeable (nickel/cadmium) batteries.
- Battery insertion/replacement should be done by an adult.
- Replacing the batteries will cause your game to reset, losing all previous scoring or stored information.



DEFECT 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 ELECTRONIC TOYS REPAIR CENTER

980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

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

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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