

INTRODUCTION

C'mon down, you're the next contestant on The Price is Right! It's America's longest running game show — being played whenever and wherever you want!

YOU SHOULD HAVE

- one game unit
- one cartridge
- 160 double-sided prize cards divided as follows:
 - 60 1-BID cards
 - 60 PRICING GAME cards
 - 15 “ANY NUMBER” game cards
 - 15 “3 STRIKES” game cards
 - 15 “LUCKY 7” game cards
 - 15 “SQUEEZE PLAY” game cards
 - 40 SHOWCASE cards

INSERTING THE BATTERIES

Open the battery compartment cover on the back of the unit by pushing in the direction of the arrows.(Figure 1) Insert 4 “AA” batteries according to the +/- engravings on the inside of the compartment.

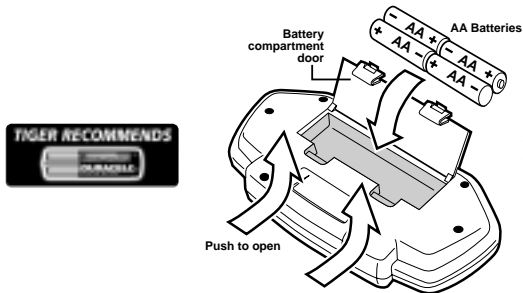


Figure 1

To insure proper function:

- Battery installation should be done by an adult.
- Do not mix new and old 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 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.

INSERTING THE CARTRIDGE

Slide the cartridge, with the label facing up, into the cartridge compartment on the back of the unit.(Figure 2) You should feel the cartridge “click” into place.

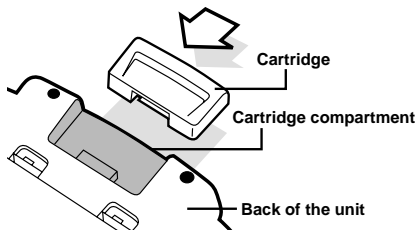


Figure 2

ABOUT YOUR UNIT

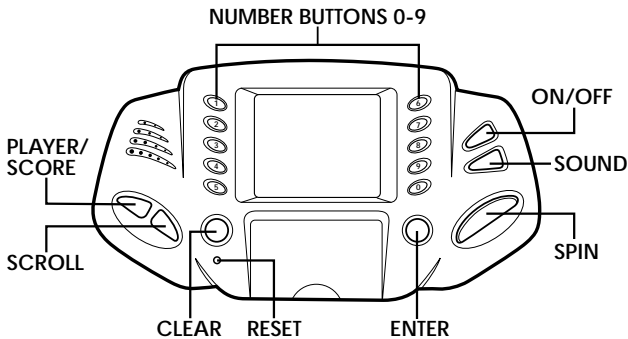


Figure 3

ON/OFF

—to turn the game on and off

(The unit will shut off automatically after 3 minutes of no play.)

—to start play

SOUND

—to turn sound on and off

PLAYER/SCORE

- to select number of players in the game
- to check the score of all players

SCROLL

- works as a space bar to highlight “blanks” by scrolling left to right in a loop
- to pass the second spin in the showcase showdown
- to pass the “bid” from first player to second player in the Final Showcase

CLEAR

- to clear typed information (if you haven’t pressed **ENTER** yet)

ENTER

- to confirm information

SPIN

- to spin the wheel in the SHOWCASE SHOWDOWN
- to spin the wheel in 3 STRIKES pricing game

NUMBER BUTTONS 0-9

—to place bids and enter card numbers

RESET

—to reset the game if your unit malfunctions

(Use a ballpoint pen to press the RESET button.)

SEPARATE THE GAME CARDS

Separate the game cards by category. To make the game cards easier to identify, all cards are number and color coded.(Figure 4)

1-BID (dark blue/white) cards begin with “1” or “2.”

ANY NUMBER (purple/white) cards begin with “9.”

3 STRIKES (green/white) cards begin with “3.”

LUCKY 7 (blue/white) cards begin with “7.”

SQUEEZE PLAY (red/white) cards begin with “5.”

SHOWCASE (orange/white) cards begin with “4.”



Figure 4

LET'S PLAY: "COME ON DOWN!"

Press the **ON/OFF** button. The unit will say "C'mon down! You're the next contestant on The Price is Right!" The words, "PLAYER 1" will appear on the screen.

SELECT NUMBER OF PLAYERS

The Price is Right may be played by 1 to 3 human players. Use the **ENTER** and **PLAYER** buttons to select number of players. Remember that "PLAYER 1" is already on the screen.

1 PLAYER GAME

If you want to play a game with 1 human player (you vs. the computer), press **ENTER**.

2 PLAYER GAME

If you want to play a game with 2 human players (you, a friend and a computer player), press the **PLAYER** button once. The words “PLAYER 1” and “PLAYER 2” will appear on the screen. Press **ENTER**.

3 PLAYER GAME

If you want to play a game with 3 human players (you, two friends and no computer player), press the **PLAYER** button twice. The words “PLAYER 1,” “PLAYER 2” and “PLAYER 3” will appear on the screen. Press **ENTER**.

3 ROUNDS OF 1-BID

The unit will then prompt you to enter a 1-BID card. Any player can enter the card.

Here's how you enter each card:

Throughout play, you will be prompted to enter prize cards — either 1-BID cards, one of the four pricing games cards, or a SHOWCASE card. Choose a prize card of the game you are playing and lay it in the unit.(Figure 5)

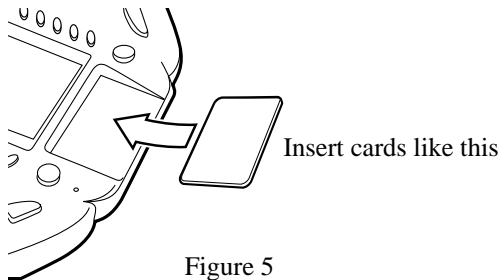


Figure 5

AFTER INSERTING A CARD, ENTER THE 5 DIGIT CARD CODE NUMBER WHICH IS SHOWN ON THE BOTTOM OF THE GAME CARD USING THE NUMBER KEYS. IF YOU ENTER THE WRONG CARD CODE NUMBER, PRESS THE “SCROLL” BUTTON AND RE-ENTER. IF YOU ENTER A NUMBER FOR THE WRONG GAME, THE UNIT WILL NOT ACCEPT IT.

\$ THE PRICE IS RIGHT

Once a 1-BID card and code number are entered, each player in turn is asked to enter what they feel is the correct price for the item described on the card. The unit begins by flashing **PLAYER 1**.

In a 1 player game, player 1 is always the human player and player 2 is always the computer player. In a 2 player game, players 1 and 2 are always human players and player 3 is always the computer player.

Player 1 uses the ten number buttons to enter in what he/she feels is the actual retail price —**WITHOUT GOING OVER**. Like the show, if you go over the actual retail price, you automatically lose. As Player 1 enters in a price, it appears on the screen. If you make a mistake while entering, just press the **CLEAR** button and start over. When you are satisfied with your price, press **ENTER**.

Now **PLAYER 2** flashes on screen. Player 2 enters in a price. If player 2 is a computer player, the unit will enter in a price.

Now **PLAYER 3** (if 3 players are playing) is flashing. Player 3 enters in a price. If player 3 is the computer player, the unit will enter in a price.

If all entries GO OVER THE ACTUAL RETAIL PRICE, then nobody wins the 1-BID, and all bids are erased from the screen. Players take turns entering in bids again. Repeat this procedure until someone guesses a price that is lower than or equal to the actual retail price.

After all 3 prices are entered and one or more contestants has guessed either the actual retail price or an amount lower than the actual retail price, the unit will flash the score of the player who was closest to the actual retail price without going over. The unit will also flash the word “WIN” and will flash the actual retail price.

Whenever the computer wins a round of 1-BID, the game moves directly to the next round. The computer doesn't play pricing games. But when a human player wins a 1-BID, that player goes on and plays a pricing game!

PRICING GAMES

The unit will begin randomly flashing the four pricing games on and off screen — ANY NUMBER..3 STRIKES...LUCKY 7...SQUEEZE PLAY. When the unit stops flashing, one of these four pricing games will remain on screen.

The qualifying player inserts a **PRICING CARD** and enters in the 5 digit code number. When a pricing game is complete, the player's score is adjusted to include the winnings (actual retail value) if any, from that game. Here's how each of the four pricing games works:

ANY NUMBER

Two prizes appear on the card, for example, a car and a piece of furniture. On the screen, there will be 3 rows.(Figure 6)

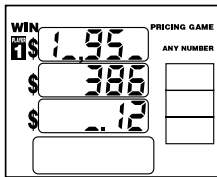
Row 1 (for the car) shows 1 followed by 4 blanks, (1 _ _ _ _).

Row 2 (for the furniture) shows 3 blanks (_ _ _).

Row 3 (which is a piggy bank), shows 3 blanks, with 2 blanks being right of the decimal point (_ . _ _).

The qualifying player selects numbers 0 -9, using the **NUMBER KEYS**. Each time you select a number, it drops into place on one of the blanks on screen. The first row to have all the numbers filled in is the prize that is won. The object of this pricing game is to win the most expensive prize.

Figure 6



Try for the highest prize!

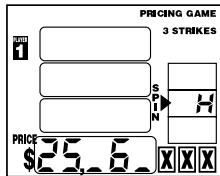
3 STRIKES

The unit will provide a number of blanks on the bottom of the screen. This is where the player will try to fill in numbers in the correct order. The qualifying player presses the **SPIN** button and the unit automatically and randomly begins spinning the numbers that make up the correct price and a strike symbol (which is an “H”).(Figure 7)

When the numbers and “H” stop spinning, either a number or the “H” is shown. If it’s an “H”, it counts as one strike. If it’s a number, use the **SCROLL** button to move left to right to highlight the blanks on the bottom of the screen. When you reach the blank where you feel the number belongs in the actual retail value of the item pictured on the card, press **ENTER**.

If you've entered the number in the wrong place, you'll hear a razz sound and the number goes back into the "pool" of spinning numbers. If you're right, the number will appear in the blank space. This number is now taken out of the spinning pool of numbers.

After each number is placed (correctly or incorrectly) or after a player gets a strike, press the **SPIN** button to spin the numbers again. Play continues until all the numbers have been placed in the correct position or until a player gets 3 strikes. If the player gets 3 STRIKES before all the numbers are placed the game is over and the player wins nothing.



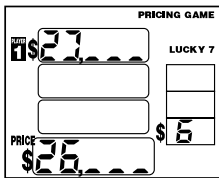
3 strikes and you're out!

Figure 7

LUCKY 7

In this pricing game, you're given seven \$1 bills. You're also given a number shown correctly in the first position of the blanks displayed along the bottom of the screen. As with the other pricing games, you're

trying to get the correct actual retail price of the item pictured on the card. Use the **NUMBER KEYS** to move down the line of blanks, trying to guess which number belongs in each blank. If you guess a number correctly, it doesn't cost you any of your seven \$1 bills. But if you guess wrong, it costs you the difference of your guess. For example, if the actual price is \$27,650, on screen you are given \$2 __ __ __. You try to fill in the remaining blanks. Enter "6" in the second blank. You're 1 off, so you lose one of your dollars. (Figure 8) Enter "6" for the next blank, and you're right, so it doesn't cost you anything. Enter "7" for the next blank. The actual number is "5", so the difference is 2, and you lose 2 dollars, so you're down to \$4. If you guess all the blanks, and still have at least \$1 left, you win the prize. If you run out of money, you lose.



Fill in the blanks!

Figure 8

SQUEEZE PLAY

You're shown 5 numbers. The first number and the last number are correct for the prize displayed on the card. Of the middle three numbers, one must be removed to get the actual price right for the prize. For example, the prize value is \$3,452. The screen shows "\$36452". Use the **SCROLL** key to move the cursor between the 6,4, and 5. When the cursor is under the number you feel does not belong, press **ENTER**. The remaining numbers are "squeezed together", to make up the price of the item. If the number remaining matches the price, you win. If not, you lose. So if you removed the "4" from the example, leaving \$3652, you would lose.(Figure 9)

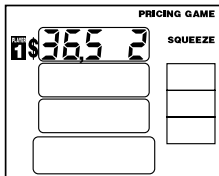


Figure 9

Don't get squeezed out of extra prize winnings!

SHOWCASE SHOWDOWN

After 3 rounds of 1-BID/PRICING GAMES are complete, it's time for the Showcase Showdown! Two players will come out of the Showcase Showdown and compete in the Final Showcase.

All players have a chance to spin in the Showcase Showdown, getting up to 2 spins, trying to come as close as possible to \$1.00 without going over. (Figure 10) Order of play in the Showcase Showdown is determined by reverse order in the scoring. So the player with the worst score spins first.

A player can choose to skip her/his second spin if she/he believes the combined total of both spins would be more than \$1.00. Press the **SCROLL** button to skip (take a pass) on your second spin.

If a player spins \$1.00 on the first spin, he/she earns a \$1,000 BONUS and a bonus spin. The value of the bonus spin is multiplied by 10 and the amount of that spin is added to the player's score. For example, Bonus Spin = $95 \times 10 = \$950$. If the Bonus Spin lands on \$1.00, the player wins a \$10,000 BONUS! If the Bonus Spin lands on 5 or 15 (five cents or fifteen cents), the player wins a \$5,000 BONUS.

In the case of a tie in the Showcase Showdown, the process is repeated by the tying players until one player is the winner.

After one player is selected in the Showcase Showdown, the process is repeated with the remaining two players to select the second (and final) player for the Final Showcase. In the case of a 2 player game (1 real player vs. 1 computer player), both players automatically qualify for the Showcase.

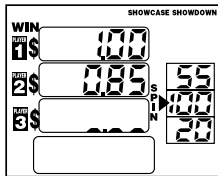


Figure 10

How close to \$1.00
can you come?

SHOWCASE

In the final Showcase, the player with the higher total score (not Showcase Showdown score), takes a card from the **SHOWCASE** pile of cards and enters the 5 digit code. The player then decides whether he/she wants to bid on that showcase or pass it to the other player. To pass the card to the other player, just press the **SCROLL** button. Then the other player's number will appear on screen, and he/she is prompted to enter a bid for this Showcase card.

Then the second Showcase card is selected and the player enters the 5 digit code. The remaining player bids on it.

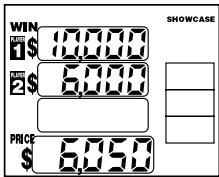
As in 1-BID, simply use the **NUMBER KEYS** to enter your bid, then press **ENTER**.

In the case of a 1 human player/1 computer player, the human player always gets first choice whether to bid or pass on the first Showcase card.

The player with the bid closest to the actual retail price of his/her Showcase, without going over, is the winner. If a player's bid is under

\$ THE PRICE IS RIGHT

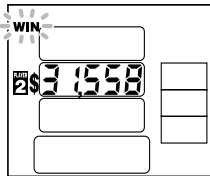
\$100 of the actual price of his/her Showcase, that player automatically wins BOTH showcases!(Figure 11)



The actual retail price is.....

Figure 11

The winning player's total score will flash on screen.(Figure 12) Then, it's time to play The Price is Right all over again!

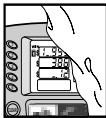


You won!

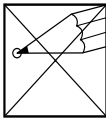
Figure 12

Thanks for being a contestant on The Price is Right!

DEFECT OR DAMAGE



Clean only with a piece of soft dry cloth.



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



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



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

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.\$18.00. 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 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.

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.

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