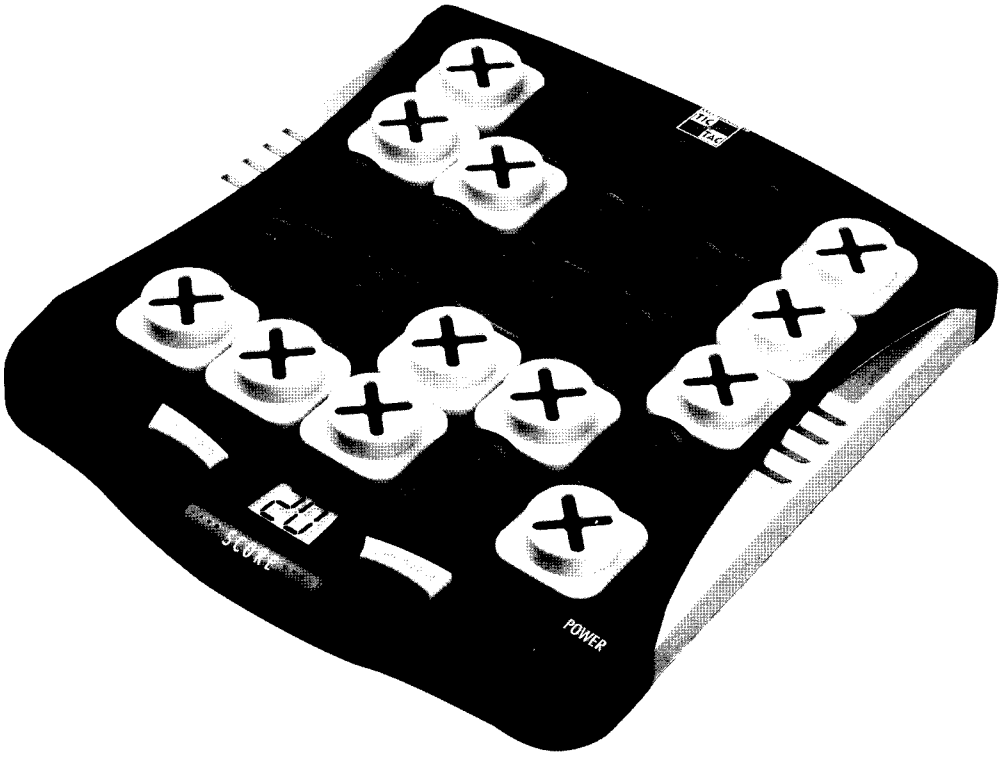
TIGER ELECTRONICS INC.®

MODEL 07-024
For Ages 8 and Up

ELECTRONIC TIC TAC TOE™



Instruction Manual

Installing or Replacing Batteries

1. With the power switch off, turn over the game and open the battery door.
2. Insert 4 "AA" or "LR6" size batteries, as shown below.
3. Always install the batteries correctly according to the positive (+) and negative (-) signs on the batteries.
4. Close the battery compartment cover, making certain that it snaps shut.
   Note: Tic Tac Total will turn itself off after a few minutes if left unattended.

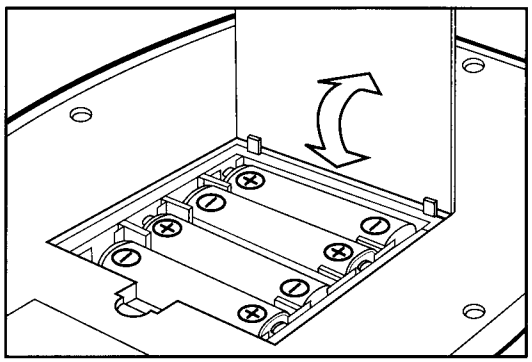


Fig. 1

CAUTION

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Batteries 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.
- Only batteries of the same or equivalent type as recommendeare to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not be short-circuited.

Rules

1. The objective of the game is to connect as many of your chips in a row as possible, while "blocking" your opponent from creating rows. You get THREE points for three in a row, FIVE points for four in a row, and EIGHT points for five in a row.
2. You will notice that the middle chip on the board is both an "X" and an "O". Either player can use this chip to create a row.

Fig.2

3. When you connect three, four, or five chips in a row, the game will light up these chips in sequence while playing a sequence of sounds. Wait for it to finish before placing any more chips on the board.

Scoring

After the board has been filled with chips, press the score button. The computer will automatically tally up the final score for each player. As it does so, you can see it count each row by lighting up the chips and playing sounds. It counts "X"s first, adding up the number of three chips in a row, then rows of four, and then rows of five. Next it repeats this process with "O"s. The winner of the game will have his or her score flashed along with the lights on his or her chips.

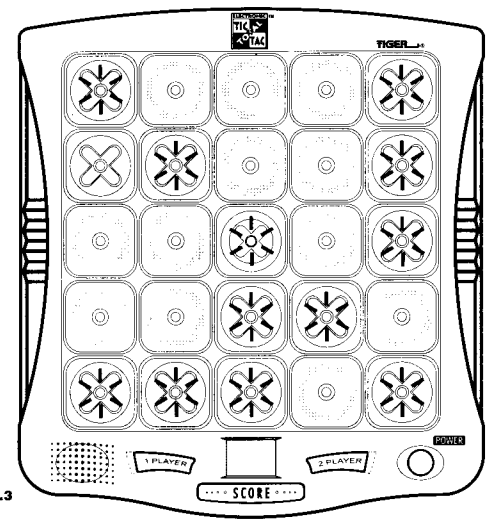


Fig.3

Playing a One Player Game

You can play Tic Tac Total against the game's built in computer. When playing a one player game, you will always be "X"s and the computer will always be "O"s. You will have to help the computer place it's "O" chips; when it flashes one of the lights on the game grid, place an "O" chip there so the light becomes solid.

1. Turn the game on, and press the 1 Player button.
2. You go first. Take one of your "X" chips and place it on the board.
3. The computer will flash one of the lights on the board, this is where it wants to go. Take one of the "O" pieces and place it in that square, the light will stop flashing and remain solid.
4. Continue until the board is filled.
5. Press the score button to see who wins.
6. Good Luck!!

Playing a Two Player Game

1. The two player game works just like the one player game, except you play another human.
2. Divide the X and O chips between players.
3. Either player can go first, however, when the score is added up, "X"s will be added up first.
4. Each player takes turns placing their chips, when the board is full, press the score button to see who wins.

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Tiger Electronics, Inc. (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 orworkmanship.

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.$19.50. Payments must be by check or money order payable to Tiger Electronics, Inc.

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, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l 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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