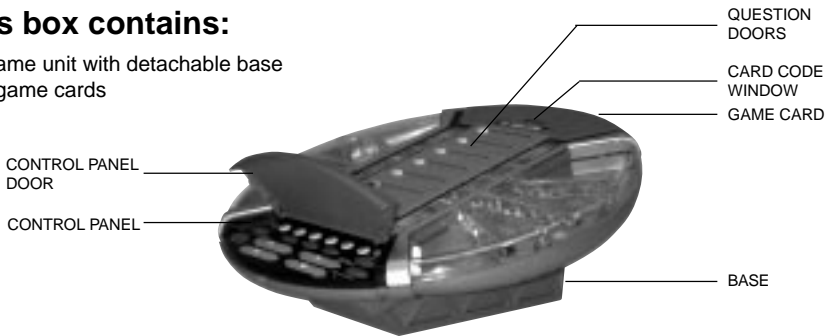


Welcome to Tiger's electronic **WHO WANTS TO BE A MILLIONAIRE** game. Now, you're in the hot seat! Before you get started, there are a few things that you should know about your game.

This box contains:

- 1** game unit with detachable base
- 53** game cards



QUESTION DOORS

- sliding doors used to expose the current question and answer choices

CARD CODE WINDOW

- displays the card code

GAME CARD

- double-sided card that contains all the questions needed to play a complete game

BASE

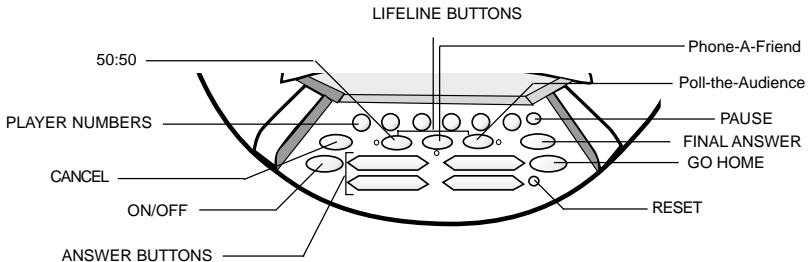
- used to store game cards when not in use

CONTROL PANEL

- used to enter all game information

CONTROL PANEL DOOR

- covers the control panel



LIFELINE BUTTONS



– used to choose your 50:50 lifeline



– used to choose your Phone-A-Friend lifeline



– used to choose your Poll-the-Audience lifeline

PAUSE

– used to pause the action

FINAL ANSWER

– used to confirm your FINAL ANSWER

GO HOME

– used to end your turn without losing your winnings

RESET

– used to reset your game

ANSWER BUTTONS

– used to enter your answer choice

ON/OFF

– used to turn the game on and off

CANCEL

– used to clear the card number

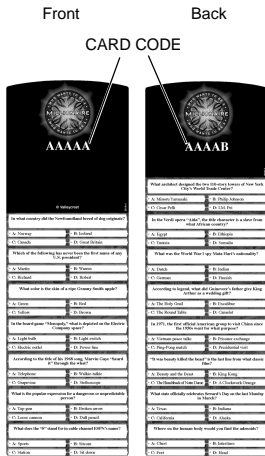
PLAYER NUMBERS

– used to identify the number of players at the start of the game and the individual players during the game

ABOUT THE GAME CARDS

CARD CODE – used to identify the game card to the game unit

GAME QUESTIONS – The front of each card has seven (7) questions with answer choices on it. These are the \$100 question through the \$4,000 question. The back of each card has eight (8) questions with answer choices on it. These are the \$8,000 question through the \$1,000,000 question. It is important to always start a game with the front of the card.



INSERTING THE BATTERIES

To insert the batteries, you must remove the detachable base.

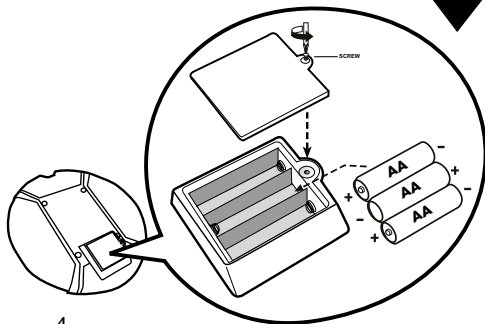
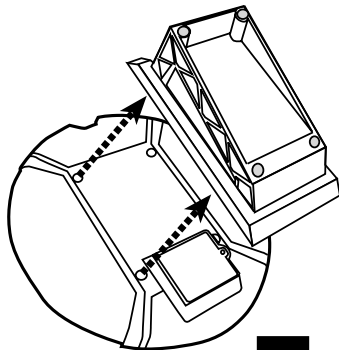
Remove the game cards from the base. While holding the unit firmly in one hand, grip the base and pull straight out.

Using a Philips® screwdriver, remove the screw in the battery compartment door and remove the door.

Insert three (3) AA/LR6 batteries making sure to align the "+" and "-" signs as shown.

Replace the battery compartment door and screw.

Align the pegs on the base with the holes in the unit and push until the base locks into place. Replace the game cards



TO ENSURE PROPER FUNCTION:

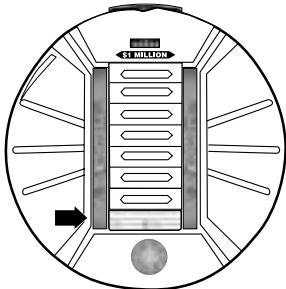
- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery installation should be done by an adult
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged (If removable)
- Rechargeable 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

BEFORE YOU START

Slide the **QUESTION DOORS** up, so that the opening is at the bottom of the unit.

Select a **QUESTION CARD** from the base and insert it into the game with the front side facing you.

REMEMBER: The front of the card has seven (7) questions.



NOW YOU'RE IN THE HOT SEAT!

Your **WHO WANTS TO BE A MILLIONAIRE** game can be played alone or with friends. Each option will be discussed separately.

SINGLE PLAYER GAME

Open the **CONTROL PANEL DOOR** to reveal the **CONTROL PANEL**.

Press **ON/OFF**. The theme music will play and Regis will welcome you to the game.

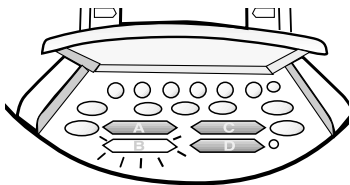
Regis will tell you to enter your player number. Press **1**, then **FINAL ANSWER**.

Use the **ANSWER BUTTONS** to enter the **CARD CODE** that is showing through the **CARD CODE**

WINDOW at the top of the game. If you have the wrong side of the question card facing up, or if the **QUESTION DOORS** are not set properly, you will be prompted to try again. Flip the card in the game unit or reset the doors and enter the correct **CARD CODE**.

If you enter the wrong **CARD CODE**, press **CANCEL** and enter the correct **CARD CODE**.

Regis will walk you through the questions. The **ANSWER BUTTONS** will be lit. After you read the question and answer choices, press the **ANSWER BUTTON** that represents your choice.

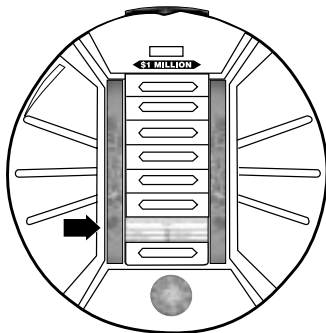


Your choice will remain lit, the other lights will turn off. If you change your mind, press a different **ANSWER BUTTON**.

When you have decided on your final answer, press **FINAL ANSWER**. Once you press that button, you can no longer change your mind. Regis will tell you if you have answered correctly.

If you answered incorrectly, the game is over.

If you answered correctly, you move on to the next question. Slide the lowest **QUESTION DOOR** down to display the next question.



After you have correctly answered seven (7) questions, you will be instructed to turn over the card and enter the new **CARD CODE**. You must reset the **QUESTION DOORS** to the top of the unit.

Play continues until you answer incorrectly or choose to **GO HOME**. The **GO HOME** option will be explained separately.

LIFELINES

Just like on the TV show, you have three **LIFELINES** available to you in each game. You can use them at any time. To use a lifeline, you must press the corresponding **LIFELINE BUTTON** after you read the question and answer choices, but **BEFORE** you press an **ANSWER BUTTON**. The small light next to each button lets you know which **LIFELINES** are still available to you.

The **LIFELINES** work as follows in a single player game:

50:50

This is the Fifty-Fifty lifeline. If you press this button, the game will automatically turn off two of the answer choices. One of the remaining answers is the correct choice. You decide which it is and press that **ANSWER BUTTON**.

Phone-A-Friend

This is the Phone-A-Friend lifeline. If you press this button, the game will pause for 30 seconds so that you can actually phone a friend! In case you choose not to phone a friend, or your friend is unavailable, the game will provide you with an answer. It **MAY** or **MAY NOT** be the correct answer. You have to decide. Press the **ANSWER BUTTON** that corresponds to your answer choice.

Poll-the-Audience

This is the Poll-the-Audience lifeline. If you press this button, the game will “poll the audience” for you and provide an answer. It **MAY** or **MAY NOT** be the correct answer. You have to decide. Press the **ANSWER BUTTON** that corresponds to your answer choice.

Go Home

At any time during the game, you can decide to take the money you have won and “go home.” After you read the question, if you decide to end the game early, press the **GO HOME** button. Regis will ask if you are sure. If you **DO** want to end the game, press **GO HOME**. If you **DON’T** want to end the game, press an **ANSWER BUTTON**.

MULTI-PLAYER GAME

Open the **CONTROL PANEL DOOR** to reveal the **CONTROL PANEL**.

Press **ON/OFF**. The theme music will play and Regis will welcome you to the game.

Regis will ask players to press their player buttons. Once all player numbers have been entered, press **FINAL ANSWER**.

NOTE: Player numbers must be consecutive. In other words, if you have four players, you must use player numbers 1 – 4.

Use the **ANSWER BUTTONS** to enter the **CARD CODE** showing through the **CARD CODE WINDOW** at the top of the game. If you have the wrong side of the question card facing up, or if the **QUESTION DOORS** are not set properly, you will be prompted to try again. Flip the card in the game unit or reset the doors and enter the correct **CARD CODE**.

If you enter the wrong **CARD CODE**, press **CANCEL** and enter the correct **CARD CODE**.

As in a single player game, Regis will walk you through the questions. The **ANSWER BUTTONS** will be lit. One player reads the question aloud. Each player answers the question. After ALL players have answered, the correct answer will be given.

Regis will announce which players answered correctly and which didn't. Those who answered incorrectly are out of the game. Those who answered correctly will proceed to the next question.

Play will continue until the last player in the game answers incorrectly, chooses to **GO HOME** or wins \$1,000,000.

After you have correctly answered seven (7) questions, you will be instructed to turn over the card and enter the new **CARD CODE**. You must reset the **QUESTION DOORS** to the top of the unit.

LIFELINES

Each player has three **LIFELINES** to be used at any time during the game. To use a lifeline, you must press the corresponding **LIFELINE BUTTON** after the question is read, but BEFORE you press an **ANSWER BUTTON**. The small light next to each button lets you know which **LIFELINES** are still available to you.

The **LIFELINES** work as follows in a multi-player game:

50:50

This is the Fifty-Fifty lifeline. If you press this button, the game will automatically turn off two of the answer choices. One of the remaining answers is the correct choice. You have to decide which it is and press that **ANSWER BUTTON**.

Phone-A-Friend

This is the Phone-A-Friend lifeline. If you press this button, the game will pause for 30 seconds so that you can actually phone a friend! In case you choose not to phone a friend, or your friend is unavailable, the game will provide you with an answer. It **MAY** or **MAY NOT** be the correct answer. You have to decide. Press the **ANSWER BUTTON** that corresponds to your answer choice.

Poll-the-Audience

This is the Poll-the-Audience lifeline. If you press this button, the **OTHER PLAYERS** will act as the audience. You will wait until all the other players have made their answer choices. Once all other answers have been entered, the game will tell you how many people chose each answer. For example, you are in a six-player game. Two players chose A, two players chose B, no one chose C and one player chose D. Once you are given this information, **YOU HAVE TO DECIDE** on an answer. Press the **ANSWER BUTTON** that corresponds to your answer choice. If you are the last player in the game, this lifeline will act the same as it does in a single-player game.

Go Home

At any time during the game, players can decide to take the money they have won and “go home.” After the question is read, if you decide to end **YOUR** part of the game, press the **GO HOME** button. Regis will ask if you are sure. If you **DO** want to end the game, press **GO HOME**. If you **DON'T** want to end the game, press an **ANSWER BUTTON**.

Play will continue for the other players. You will no longer be allowed to answer questions. However, the game will keep track of your winnings until someone has won more money than you have.

SCORING

Scores are based on the value of the questions answered correctly. Scoring is **NOT** cumulative, but is broken down into three plateaus — \$1,000, \$32,000, \$1,000,000. The **PRIZE TABLE** is listed below:

QUESTION VALUE	CORRECT ANSWER SCORE	INCORRECT ANSWER SCORE
\$100	\$100	\$0
\$200	\$200	\$0
\$300	\$300	\$0
\$500	\$500	\$0
\$1,000	\$1,000	\$0
\$2,000	\$2,000	\$1,000
\$4,000	\$4,000	\$1,000
\$8,000	\$8,000	\$1,000
\$16,000	\$16,000	\$1,000
\$32,000	\$32,000	\$1,000
\$64,000	\$64,000	\$32,000
\$125,000	\$125,000	\$32,000
\$250,000	\$250,000	\$32,000
\$500,000	\$500,000	\$32,000
\$1,000,000	\$1,000,000	\$32,000

EXAMPLE #1: You answer the \$500 question correctly, your score is \$500. You answer the \$1,000 question incorrectly. Because you did not reach the first plateau, your score is \$0.

EXAMPLE #2: You answer the \$16,000 question correctly, your score is \$16,000. You answer the \$32,000 question incorrectly. Because you successfully reached the first plateau (the \$1,000 question), you get to keep that prize and your score is \$1,000.

EXAMPLE #3: You answer the \$125,000 correctly, your score is \$125,000. You realize that you don't know the answer to the \$250,000 question and you have no lifelines left. You decide to "go home." Your prize is \$125,000.

NOTE: When you **GO HOME**, you leave with, and keep, the dollar value of the last question you answered correctly.

PAUSE

If you need to stop the action, press the **PAUSE** button. Press it again to restart the action.

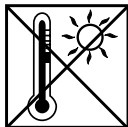
RESETTING YOUR GAME

If your unit begins acting erratically or becomes unresponsive, use a ballpoint pen to press the **RESET** button.

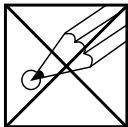
AUTOMATIC SHUT OFF

Your game unit will shut off automatically after three minutes of non-use.

CAUTION



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



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



Clean only with a piece of soft dry cloth.

**DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY
EXPLODE OR LEAK.**

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 \$22.00. 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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