

Ages 8+

Item No. 60328

Mission: **Paintball**

Turn your TV into a paintball park!

INSTRUCTIONS



Get a Tiger!
Get the Roar!



TIGER^{TV}
GAMES



Get ready to compete in a variety of action-packed paintball environments – right in your living room! Whether battling in forests, forts, or fields, you'll find exciting competition that gets your adrenaline pumping, and challenges your shooting skills.

REQUIREMENTS

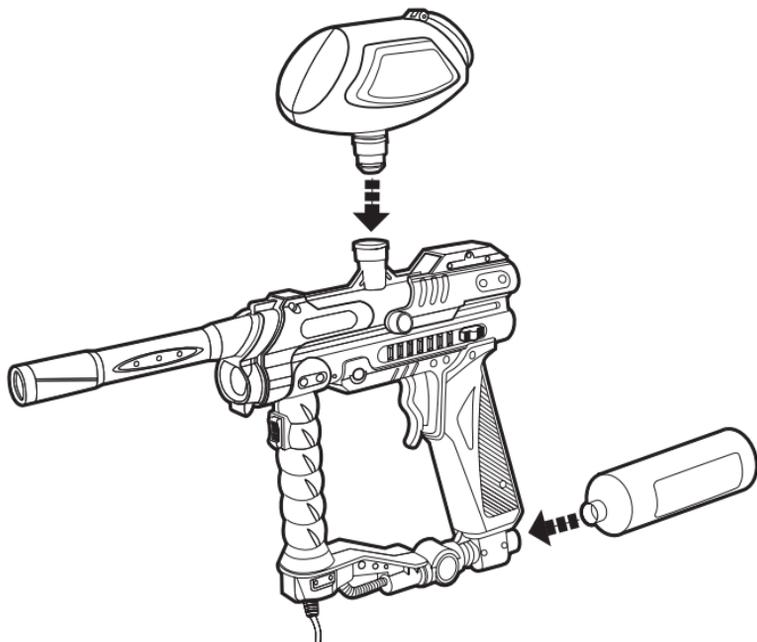
- **TV or VCR with AV input.** RF adapter required if TV has no AV input. Or, you may use the AV input on a VCR that's connected to your TV.
- **Standard glass screen TV only.** Not for use with Projection, LCD, High Definition, or Flat Screen (Plasma) TV.

IMPORTANT: You cannot play this game through a cable box or satellite hookup. Game must be connected directly to the TV or VCR.



MARKER GUN ASSEMBLY

Carefully attach the "Hopper" and the "CO₂ Tank" to the Marker Gun as shown below.



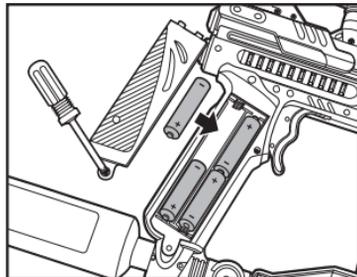
INSTALL BATTERIES

4 "AA" / LR6 SIZE BATTERIES ARE REQUIRED (NOT INCLUDED)

Phillips head screwdriver (not included) needed to install batteries in marker gun.

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (located as shown below) and open the door.
2. Insert 4 new "AA" / LR6 size batteries, making sure to align "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.



Note: You may also purchase an AC to DC power adaptor at any electronics store. It should be DC 6V, 800mA or above, and center positive. 

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.

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2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
 3. Remove exhausted or dead batteries from the product.
 4. Remove batteries if product is not to be played with for a long time.
 5. Do not short-circuit the supply terminals.
 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
 7. Do not use rechargeable batteries in the product.
 8. Do not dispose of batteries in fire. Batteries may explode or leak.
 9. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.

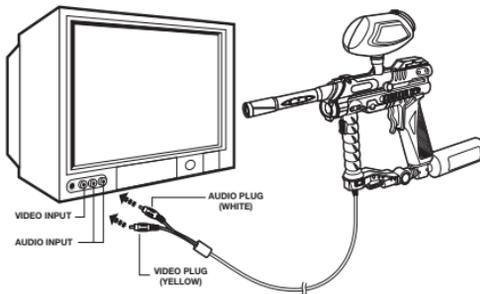
SET UP

Connecting to a TV

1. Insert the marker gun's white plug into the left (white) audio-in jack on the TV.
2. Insert the marker gun's yellow plug into the video (yellow) jack on the TV.

Note: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

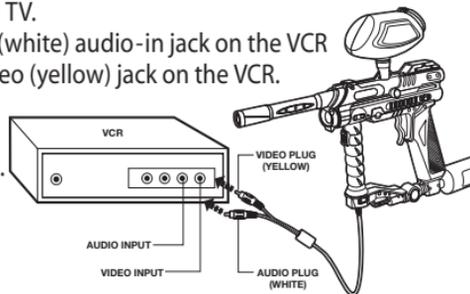
3. Turn on your TV set.
4. Set your TV to the channel / video input mode directed by your TV and VCR owner's manual.



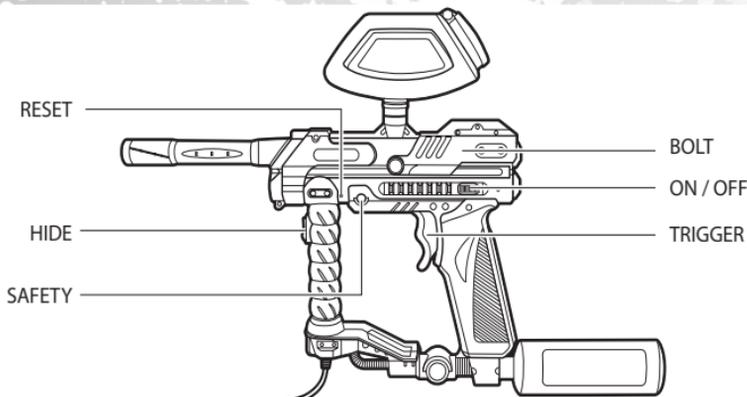
Connecting to a VCR

1. Make sure the VCR is properly connected to the TV.
2. Insert the marker gun's white plug into the left (white) audio-in jack on the VCR.
3. Insert the marker gun's yellow plug into the video (yellow) jack on the VCR.
4. Turn on your TV and VCR.
5. Set your TV, VCR to the channel / video input mode directed by your TV, VCR owner's manual.

See Troubleshooting Guide at end of Instructions if necessary.



MARKER GUN BUTTONS AND FEATURES



ON / OFF – Slide to turn the game ON and OFF.

HIDE – Press to briefly hide behind objects during competition. You cannot be hit nor can you shoot at an opponent when hiding.

SAFETY – Press to pause the game during play.

BOLT – Pull this back to reload paintballs when empty or to clear a paintball jam. (Bolt moves back and forth with each pull of the trigger)

TRIGGER – Pull to shoot a simulated paintball at the TV screen.

RESET – Press with a ball-point pen if your game operates erratically or “locks up.”



SHOOTING THE MARKER GUN

When the game is ON, point the marker gun at your TV screen to aim and shoot. Line up your target and pull the trigger.

HOW TO PLAY

Object of the Game: Defeat your opponents and take command of the environment in which you are battling.

1. Slide the ON / OFF switch to ON.
2. After a brief introduction, the Main Menu screen will appear.

IMPORTANT: All menu selections are made using the marker gun. To select a menu item, aim and shoot at it. The selection will flash to confirm it has been selected.

There are 4 options in the Main Menu:

- Shoot at **New Game** to create a player profile. You can challenge your friends by each creating your own player profile and competing for best scores and highest level completed. Two or more players cannot compete at the same time. Follow the screen directions to enter your profile, accept it, cancel it, or delete it.



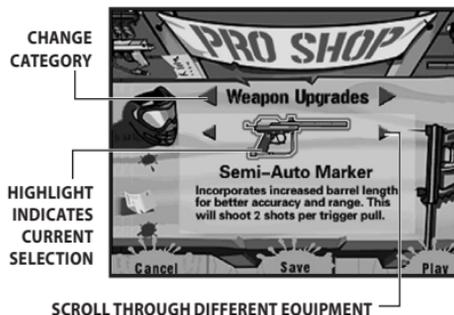
Note: Player profiles are saved by the game until you delete them. Pressing the reset button or removing the batteries will not erase player profiles.

- Shoot at **Continue Game** to continue an existing saved game and player profile(s).
- Shoot at **Options** to adjust sound effects and music volume. The automatic bolt cocking feature may also be turned on and off.
- Shoot at **High Scores** to view the top ten scores in two scoring categories: Point Total and Shooting Accuracy.

3. Pro Shop – After selecting either New Game or Continue Game, the Pro Shop Menu will appear. Various types of equipment are available at each level of competition. More powerful equipment “unlocks” as you complete levels. A lock symbol appears over an item if you have not completed enough levels to select it.

There are 3 different equipment categories:

- Marker Guns (Pump, Semi Auto, Full Auto)
- Paintball Hoppers (100,150,200 Ball)
- CO₂ tanks for power (8, 16, 32 oz.)





The currently selected item is highlighted in red. To select a different item, point and shoot at the item. It will be highlighted in red once you have selected it. Once you have selected your equipment, you are ready to play. The game will automatically go to the first level (if New Game was selected) or to the level you reached in Continue Game.

Note: You cannot select skill levels. The game progresses as you successfully complete each level of competition. There are 8 levels in the game.

LEVEL 1 – Daytime Forest. Basic training level.

Your Goal: eliminate all enemies before you are eliminated

Description: Single elimination – you against TV opponents in the field.

LEVEL 2 – Evening Forest. A bit more challenging.

Your Goal: eliminate all enemies before you are eliminated

Description: Single elimination – you against TV opponents in the field.

LEVEL 3 – Guarding the Fort.

Your Goal: As you are perched atop your fort, stop enemy advances by eliminating your opponents. If you cannot stop the enemy advance when atop your fort, you will have to defend the entrance to the fort downstairs as a last ditch effort before they take it over!

Description: Two red arrows on the lower left and right hand corner of the screen allow additional movement. Shoot at these arrows to turn and face a different side of the fort (4 different directions). Radar (upper left hand corner) indicates location of opponents, and which direction you are facing with respect to their location.





LEVEL 4 – Attacking the Enemy Fort.

Your Goal: Find the enemy fort and overtake it. Eliminate all enemies along the way.

Description: Toward the end of this level you reach the enemy fort. You will circle the fort, eliminating the enemies guarding it, and then enter the first floor.

LEVEL 5 & LEVEL 7 - Professional Paintball Parks

Your Goal: Eliminate all of the opposing team members before you or your team is eliminated.

Description: You are a member of a paintball team in a professional paintball park. In the upper left hand corner of the screen is the teammate count. It shows how many “imaginary” TV teammates remain in the game.

Beware! Your “sniper-like” opponents are very clever in both of these levels. They will pick you off if you don’t come at them from the correct direction. However, you now have the ability to move forward and backward (in addition to left and right). To move forward, shoot the flashing targets that look like cross-hairs. To move backwards, shoot the flashing arrows pointing downwards.

LEVEL 6 – Capture the Flag.

Your Goal. Eliminate all opponents and capture the enemy flag before your flag is captured.

Description: Begin at your flag and advance across the field to capture the enemy flag. Use the red arrows to advance towards the enemy flag or back to your flag to protect it - similar to level 3. Be careful not to put your flag in jeopardy by moving ahead too fast. A warning meter in the upper middle of the screen has a series of 4 lights and a timer. It indicates how close your opponents are to your flag. When the meter reaches RED, they are very close and the timer begins. If you do not get back to your flag and eliminate all nearby enemies before the time is





up, your flag is captured. When you get to the enemy base, the flag will be hidden behind an object. Be careful with your ammo, because you'll need several hits to destroy that object!

LEVEL 8 – Team Elimination

Your Goal: Eliminate all of the opposing team members before you and your team are eliminated.

Description: You are a member of a paintball team. In the upper left hand corner of the screen is the teammate count. It shows how many “imaginary” TV teammates remain in the game. When your TV teammates are in “trouble” the teammate count goes down faster. When the red arrow at the bottom of the screen flashes and the “HELP!” caption sounds, you must battle your way to the screen where your troubled teammates are under siege. Once you get there and eliminate those opponents, the arrow will stop flashing, and your teammate count will drop much more slowly.

4. Getting More Ammo – If you are not careful, you could run out of paintballs and/or CO₂ and will be at the mercy of your opponents! Luckily, however, there are “power-ups” hidden behind certain objects like barrels, crates, windows, etc. A unique sound is emitted when you hit an object that’s hiding a power-up. Hit that object 4 more times (for a total of 5 hits) to unlock the power-up. Once unlocked, shooting the paintball power-up will store extra paintballs that you can use to reload your weapon with when you run out of paintballs. Shooting a CO₂ refill will immediately increase your CO₂ amount.

There are two types of power-ups:

• Extra paintballs 

• CO₂ Refill 





To reload the marker gun with paintballs pull back on the bolt. (You can store extra paintballs, but not extra CO₂)

5. Earn Points - Points are earned in a variety of ways. You receive more points for eliminating more skilled enemies. Accuracy is also recorded during each level of play. You will receive more bonus points the more accurate you are. Extra points are also received when finding power-ups and breaking objects. Try to complete a level without hiding and you will get a bonus when completed, if you make it !

6. Taking a Hit – When you are hit, a large orange splat of paint appears on the screen and a “Not Me!” is heard.

7. Continuing after being hit – When you take a hit, you will be prompted with a “continue” screen. You may then continue from the point where you were hit by shooting the “Yes” caption on the screen. If you select “No,” the game is over. You are only allowed 3 “continues” per level. At the start of each “continue,” your ammo count goes back to the initial settings for that level. However, you do retain any extra paintball power-ups you have earned. After using the 3 continues, the game is over.

You can try again by selecting Continue Game from the Main Menu, as described earlier in the instructions. You will return to the beginning of whatever level you were on.

8. Display Information – The following items are displayed on the screen during certain levels:

Your score – shown in the upper left hand corner of the TV screen.

CO₂ level and the remaining paintball count – shown in the upper right hand corner.

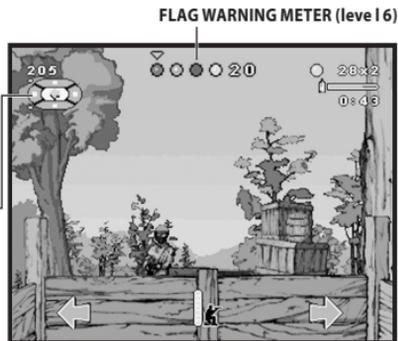
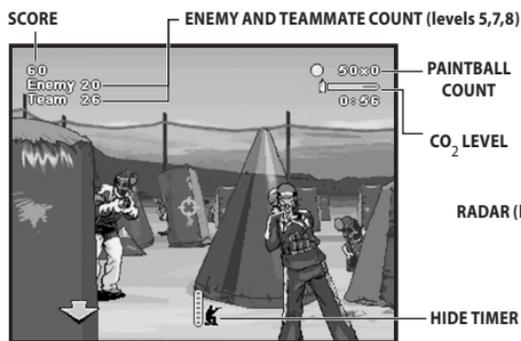


Hide Timer – shown in the lower middle of the screen. Indicates how much time you have left when hiding. (You may only hide for 7 seconds at a time. It takes an additional 10 seconds to recharge timer once it is depleted.)

Opponent and teammate count – shown in the upper left hand corner of the screen in levels 5, 7, and 8. Indicates how many players you and your opposing team have remaining.

Flag warning meter – shown in the upper middle of the screen in level 6. Indicates when your flag is in danger of being captured.

Radar – shown in the upper left hand corner of the screen in level 3. Indicates the location of opponents, and which direction you are facing with respect to their location.





9. Completing a Level – Each time you complete a level, your total score is shown, and you are automatically taken to the Pro Shop where something new is unlocked. To select a new weapon, shoot at its icon in the pro shop. Your CO₂ tank and Paintballs are automatically restored to your gun upon completion of a level

The game then automatically brings you to the next level of competition.

AUTOMATIC SHUT OFF

Your game will shut off automatically after ten minutes of non-use. After the auto off the unit will need to be turned off and back on again to continue play.

TROUBLESHOOTING GUIDE

If you do not see the title screen after pressing the ON button on the marker gun, do one or more of the following:

- **Check Plugs and Jacks** – Make sure that the video and audio plugs are inserted into the correct jacks on your TV or VCR.
- **Check Batteries** – Make sure the batteries in the marker gun are fresh and properly installed.
- **Press RESET Button** – If this game malfunctions or “locks up,” turn the unit off and then on again. If there is still a malfunction use a ballpoint pen to press the RESET button.





Check TV Channel

Your TV channel should be set to its auxiliary “gaming” channel. This is usually indicated as “AUX,” “AV” or “Video.” You may have to refer to your TV owner’s manual to determine this.

To locate your auxiliary channel, (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until “Line 1” or “Line 2,” “Video 1” or “Video 2,” “Front,” “Aux,” “AV” etc. appears on the screen. Then press the ON button on the marker gun. If you are on the right channel, the game should come on. If this does not work, take a look at your TV remote. There may be a button on it that takes you to the correct channel. Look for a button labeled “Input,” “AUX,” “AV,” “Line,” “TV/Video,” or “Video.” If your remote has one of these buttons, turn your TV to Channel 3 and then hit that button. Then press the ON button on the marker gun. The game should come on.

Check VCR Connection

Your VCR should be set to “AUX,” “AV” or “Video.” You may have to refer to your VCR owner’s manual to determine this.

No Picture: Try putting a videotape into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from “cable” to “video” and get a blue screen.





If you have an older TV, you may find a “hidden door” on the TV that has color, picture, horizontal, vertical, and cable, antennae buttons. If your TV does have these, press the antennae/cable button to get a blue screen.

Important: You cannot play this game through a cable box or satellite hookup. Game must be connected directly to the TV or VCR

MAINTENANCE

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game, or push in the **RESET** button.

DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, **DO NOT RETURN IT TO THE STORE**. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200,
Pawtucket, RI 02862

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





90-DAY LIMITED WARRANTY

Hasbro Inc. 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 Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro 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 Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro 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:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862



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 HASBRO 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 HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary, from state to state. For more information about Hasbro Inc., our products and special promotions, please visit our web site at: www.hasbro.com



FCC NOTICE

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:



- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.



TIGER TV
G A M E S

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PROOF OF PURCHASE

**Electronic
Mission: Paintball**

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