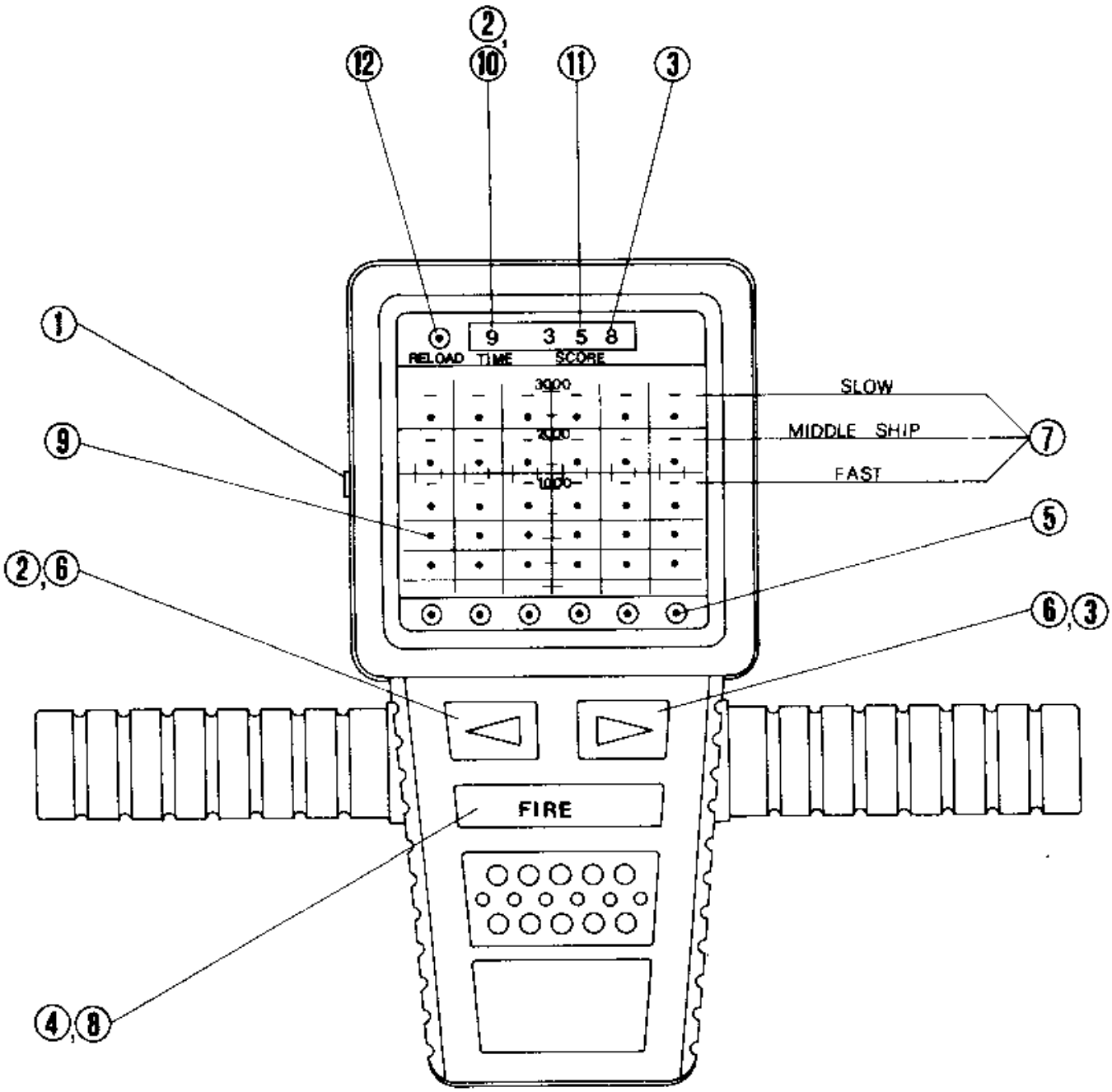
SUB WARS



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Division of Interstate Industries Inc.
Mundelein, Ill. 60060

Model #7-490

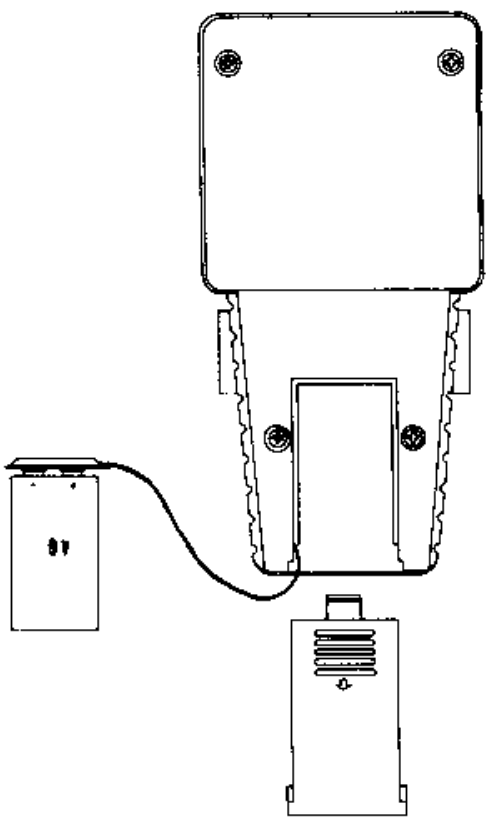

12
2
10
11
3
1
9
7
5
2,6
6,3
4,8
RELOAD
TIME
SCORE
9 3 5 8
3000
2000
1000
SLOW
MIDDLE SHIP
FAST
FIRE

PREPARATION FOR PLAY

BATTERY: Use a 9 volt transistor battery. An Alkaline battery is recommended for longer life.

TO INSTALL BATTERY: Press and slide the battery cover out to remove. Install battery, observing polarity as shown inside battery compartment.

REPLACE COVER: Replace the cover by sliding it back into place.



OPERATION

OBJECT OF SUB WARS:

Imagine yourself looking through the Sub's periscope and you see 3 lanes of ships — even your own torpedoes and actual distance markers for calibrated hits. Hit the fast and slow moving ships while positioning the Sub's torpedoes to avoid being hit by the ships. Play with one or two players during the COUNTDOWN for the highest score.

1. OFF ON Switch — (1) slide to turn ON.

2. ◀ Button (2) — push for one or two players. (1 or 2 will show in Time display). Also used later to reset Sub Wars for next player.

3. ▶ Button (3) — push as many times to set skill level (1 slow — through 4 fast). Each player must use same skill level. Skill level shows in right hand digit of Score display (10)

4. Fire Button ④ push to Start Sub Wars (torpedo is not fired at this time).

5. Sub Torpedo Position ⑤ — one of the six lights indicates the position of Sub ready for firing.

6. ◀ ▶ Button ② ③ push left or right button to position Sub Torpedoes in line with moving ships. (Also used to position Sub to avoid being hit later.)

7. Ships ⑥ — three lanes of ships — slow through fast — start moving from left to right and their sonar starts beeping.

— ACTION STARTS NOW —

8. Fire Button ④ — after positioning the Sub for a hit (Step 6) push the Fire Button to release a torpedo.

9. Torpedoes ⑦ — the torpedo shoots up with sound for a possible hit. If you hit the ship, it

will flash and sound off. If you do not keep moving your Sub torpedo position, the ships will fire back at you.

10. Time (9) – Countdown starts (9 to 0 – approximately 1 minute of actual time). Try for maximum hits until zero time is reached and then the display starts flashing, with a warble sound indicating end of game.

11. Score (10) – each lane of ships has a different point value. The top lane – 3 points. The middle lane – 2 points, and the bottom lane – 1 point.

    If you score 70 points or more during countdown, an extra time bonus is awarded. This will be shown by the Time display flashing after it reaches zero along with a warbling sound, and finally the countdown time is reset to 3 for your bonus.

    It is also possible to lose 3 points if the ship's

missile hits your Sub. To avoid this loss, position the Sub away from the ship and keep moving. (See Step 6).

When countdown time is over, Player 1 is shown in Time display and final score in Score display. If two people have played, Player 1 will be indicated with score — then Player 2 will be indicated with score. They will continue to flash back and forth until reset ◀ or turned OFF.

12. Reload after firing 6 torpedoes (Steps 5 through 11), the Reload lamp ⑧ goes on, indicating the torpedo tubes are being reloaded. You cannot fire or move again until the light goes off.

13. Two Player Game — when two people are playing the second player's turn starts after Countdown ⑨ reaches zero.

    To start again for the Second Player, push

▶ button to reset Sub Wars (Step 2) and continue with Steps 3 through 12.

BE SURE to turn OFF Sub Wars at end of play to save batteries. If Sub Wars is turned OFF during play, start with Step 1. This sets up a new skill level and number of players.

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90 DAY LIMITED WARRANTY

For 90 days from the date of purchase, © Tiger Electronic Toys will repair or replace (at tiger's option) any defect in material or workmanship. The purchaser is responsible for retaining proof of the purchase date.

© Tiger will not be responsible for defects caused by misuse, improper handling or unauthorized repair. This warranty gives you specific legal rights, and you may also have other rights which very from state to state.

During the 90 day warranty period units which qualify for warranty may be returned with proof of the date of purchase to either the dealer where purchased or direct to © Tiger Electronic Toys, 111 S. Washington Blvd., Mundelein, Illinois 60060. The units must be safely packed, shipped prepaid and insured. The outside of the carton must be clearly marked In Warranty.

After the 90 day warranty period your defective unit may be returned to © Tiger for repair or

replacement (at tiger's option) at a cost to you of $10.00. This offer is good only for a period of one year from the original date of purchase. To obtain out of warranty service: (A) repack the unit in its original carton, (B) enclose proof of purchase date, (C) enclose your $10.00 check or money order, (D) be sure to list your name and address, and (E) mark the outside of the carton Out Of Warranty Service. Send to: © Tiger Electronic Toys, 111 S. Washington Blvd., Mundelein, Ill. 60060.

IMPORTANT NOTICE

If the digital score readout or lights appear to be malfunctioning, this is first sign of battery wear. Fresh batteries should solve the problem. For longer battery life, use Alkaline batteries.