TIGER®

4 IN A ROW WINS!

80 Sounds & Phrases!

# HEAR

MATCH THE SOUNDS MEMORY GAME!

CRASH!

FOUR SCORE AND SEVEN YEARS AGO...

GONG!

71728011WTIE-01
MODEL 71-728

game.com™

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# INTRODUCTION

The new kid making the rounds on the electronic circuit is HENRY! HENRY is the cool sound and memory matching game that's fun to play, but difficult to master. We recommend that you read through the entire manual before you start. . .hear what I'm saying?

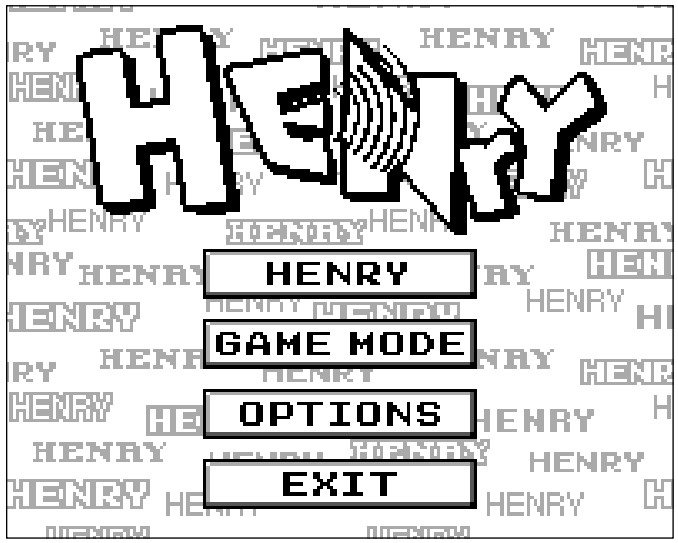
# OBJECT

HENRY will randomly mix-up sounds and pictures and place them under 16 buttons. Your goal is to match the clue HENRY gives you with the correct sound and picture. When a pair is found, the button will light. When there are four lights in a row, horizontally, vertically or diagonally, the game is over. If you make the last match, you win. If HENRY makes the last match, you lose. Sounds like fun!

# PLAYING THE GAME

Make sure your game.com system is OFF. Insert the HENRY cartridge into cartridge slot 1. Turn on game.com. Touch CARTRIDGE on the Main Menu Screen. After a brief animation, you will find yourself at the Henry Title Screen.

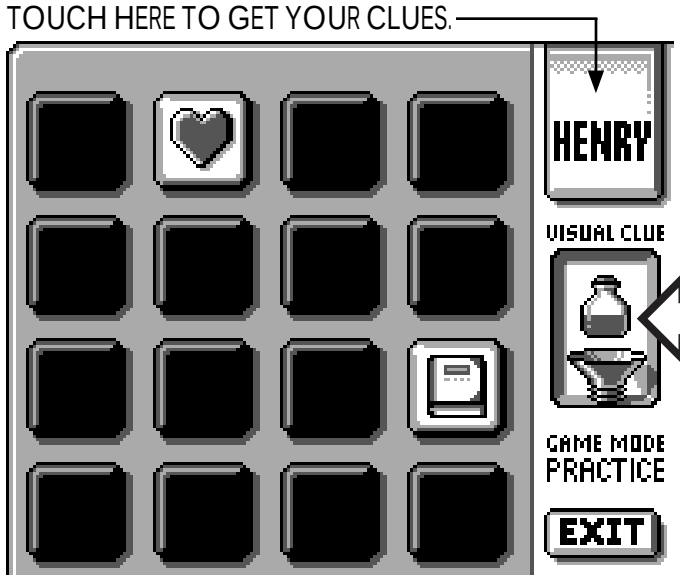
At the main Henry Title Screen, touch the HENRY button. This will start the game. Your other choices on this screen will be discussed later.




TOUCH "HENRY" TO TAKE ON HENRY!

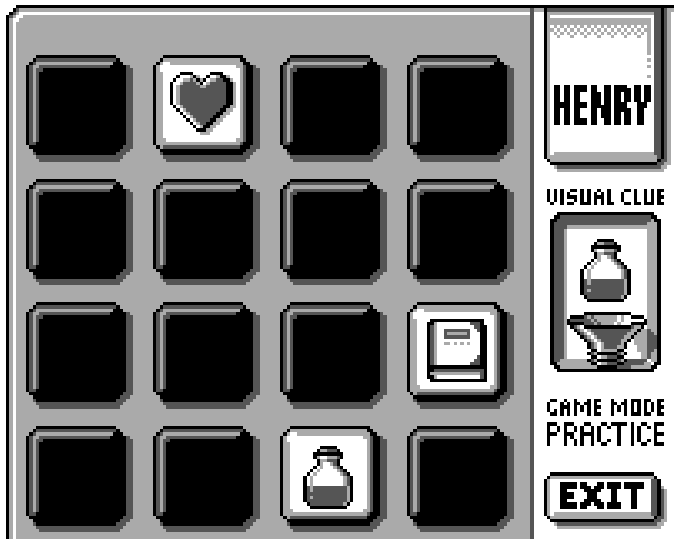
First HENRY will randomly sort 16 sets of sounds and pictures. HENRY will then place each set under one of the 16 buttons on the game grid.

Now the game is ready to begin. Touch the HENRY button to receive your first clue. The clue will appear in the clue box. Remember to always touch the HENRY button to begin your turn.



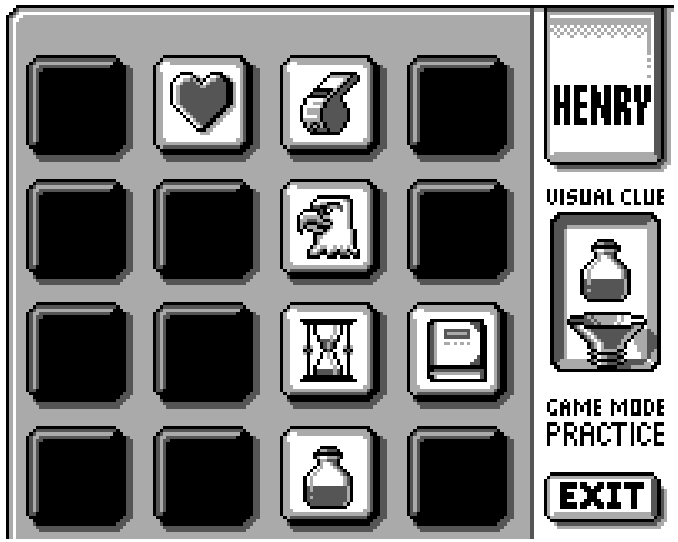

Once you've heard and seen your clue, you may try to uncover its match from the grid of buttons.

If you make a match, the button will light up and you will get to go again. If you can't find the right one, HENRY gets to take a turn.




TOUCH A BUTTON TO REVEAL WHAT'S HIDDEN UNDERNEATH.

Once four buttons in a row are lit, the game will be over. If you made the last correct match, you win. But, if HENRY makes the last one, you lose. It's that simple . . . or is it?




LIGHT FOUR IN A ROW TO WIN!

# GAME MODE

If you touch the GAME MODE button on the Henry Title Screen you will be taken to the GAME MODE screen. Here you may select what type of HENRY game you wish to play. There are three possibilities: PRACTICE, SINGLE and TWO PLAYERS.



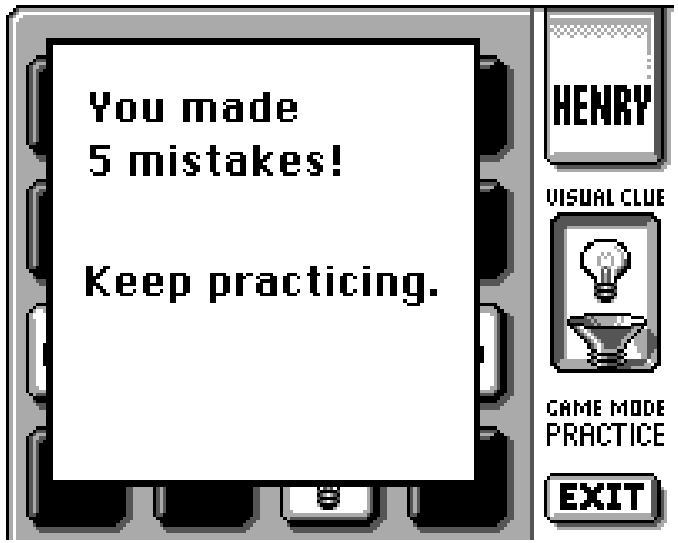

TOUCH THE GAME OF HENRY YOU WANT TO PLAY.

A SINGLE game is the default setting. This is the mode that pits you against HENRY, one-on-one! You and HENRY will take turns trying to uncover matches. The one who lights the last button in a row of four will be declared the winner.

The TWO PLAYERS game allows you to play against a friend. HENRY will not participate in this version. You and your opponent will alternate turns until a row of four is lit up. The person who made the last match will be the winner. Remember: always touch the HENRY button to start your turn.

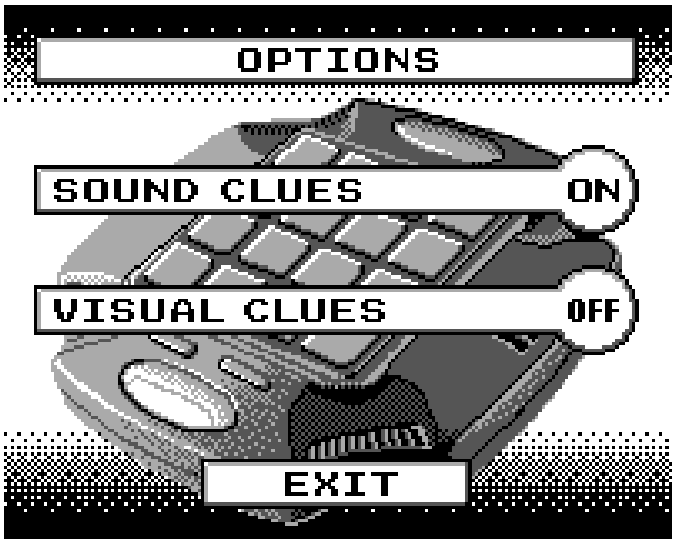
In PRACTICE mode, you only compete against yourself. The game will be played like normal, but you will have no opponent and you may go every turn. The goal here is to light four in a row while making no mistakes. Once a clue appears or is heard, and its match has not yet been uncovered under one of the 16 grid buttons, it is considered a "free move." However, if the match has previously been shown, and you don't correctly pair it with the clue, then it is considered a mistake.

Once four lights in a row are lit, HENRY will let you know how many mistakes you made. You can hone your HENRY memory skills to a razor sharp edge in PRACTICE mode. When you achieve the perfect score, you'll be ready to take on anyone . . . HENRY included!




WILL YOU BE ABLE TO ACHIEVE A PERFECT SCORE?

# OPTIONS




YOU MAY TURN CLUES ON OR OFF HERE.

If you touch the OPTIONS button on the Henry Title Screen you will be taken to the OPTIONS Screen. Using this menu you will be able to change the options that will affect your game.

This screen will allow you to play a game of HENRY using both sound and visual clues, only sound clues or only visual clues. When you want to change something on this screen simply touch the option.

If you don't want to listen to the clues, but would like to see the pictures, turn Sound Clues OFF.

If you don't want to see the clues, but only want to hear them, turn Visual Clues OFF.

You will not be able to turn both Sound and Visual Clues OFF at the same time, only one or the other.

The default setting will be Sound Clues ON, Visual Clues ON.

# DEFECTIVE CARTS

If you find that your new HENRY game.com cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges.

Instead write to us at:

TIGER ELECTRONICS REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

WARRANTY

# 90 DAY LIMITED WARRANTY

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 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 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. $10. 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 60061 USA

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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If your product is not working properly, or if you have any questions and/or comments, please call us toll-free at 1-888-TIGR-SOS, and a service representative will be happy to help you.

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