

game.com[®]

POCKET PRO[®]

The Ultimate Portable Gaming System - With Backlit Screen!



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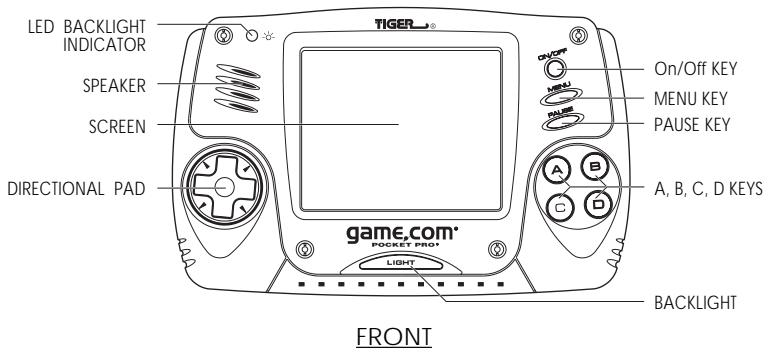
INTRODUCTION

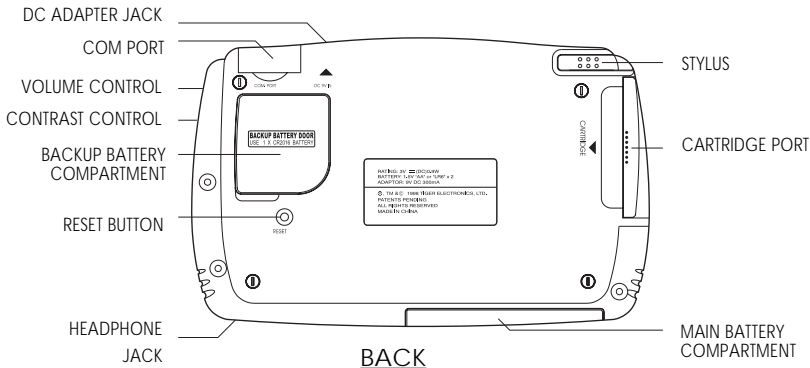
game.com ACTIVE! With the touch of a button, you'll enter - and hear! - the next generation of portable gaming. With its innovative touch screen/stylus interface, built-in speech capability, built-in organizer functions and optional Internet/email and Web Link capabilities, **game.com** propels cartridge-based, portable gaming years ahead. And, with its extensive library of challenging games, it provides endless hours of fun.

The system is cartridge-based, which means a large variety of games designed specifically for it can be purchased and played. Since games are specially designed to take advantage of **game.com's** unique features, only cartridges labeled "**game.com**" will work with the system.

In addition to playing games, **game.com** has several built-in functions: a phone book, calendar and calculator. Each has been developed for ease-of-use to keep life organized on the go. Also built-in are an automatic high-score save feature, which retains the highest score earned in up to 10 different games, and a special touch screen version of the classic card game Solitaire.

SYSTEM DIAGRAM

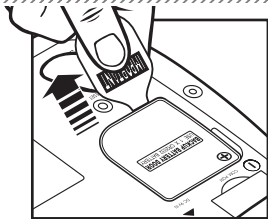




GETTING STARTED

In only 3 simple steps your **game.com** is ready to use.

1. Remove the Battery Insulator (see inset).
2. Install 2 AA/LR6 batteries (please refer to INSERT BATTERIES).
3. Press the ON key to start playing.



EXPLANATION OF FEATURES

IMPORTANT NOTE: Your system is equipped with an **AUTO TIME-OUT** feature that will turn the main unit off if there has been no user activity for three minutes. A warning tone will sound just before the unit shuts off. Pressing any key before the unit turns off resets the timer.

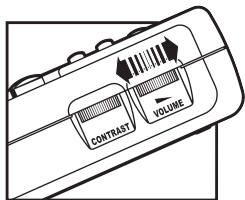
You can make screen selections one of two ways: use the **STYLUS** to touch your choice, or use the **DIRECTIONAL PAD** to position the cursor on your selection. Then press the **A** key to enter your choice.

PAUSE KEY

Press this button to pause game play. **PAUSE** will only activate while playing a game. Pressing **PAUSE** causes all activity in a game to stop. Pressing the **PAUSE** button again resumes play. Note that while playing Solitaire, the unit will automatically turn off after being in **PAUSE** mode for 3 minutes.

WARNING:

When playing with a game cartridge, **PAUSE** will not automatically turn the unit off. If you leave the unit in **PAUSE** for an extended period of time, you risk draining the batteries and losing any information you may have saved.

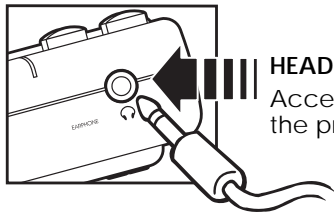
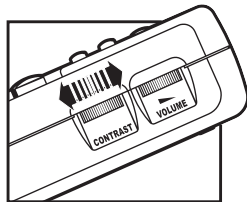


VOLUME CONTROL

Adjusts the sound level.

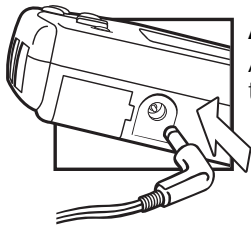
CONTRAST CONTROL

Adjusts the contrast of the LCD screen.



HEADPHONE JACK

Accepts headphones with the proper adapter.

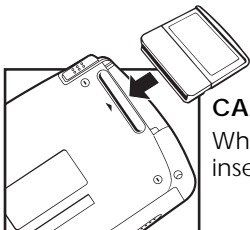
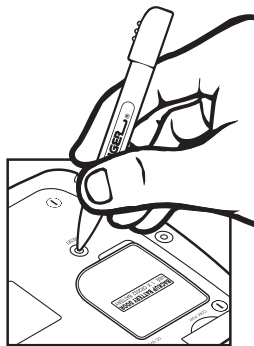


AC ADAPTER JACK

Accepts AC 9V adapter to conserve batteries.

RESET BUTTON

Press to restart the system.

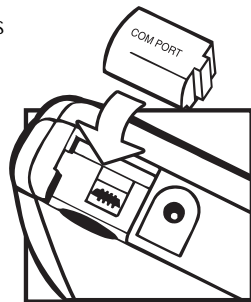


CARTRIDGE PORT

Where a game cartridge is inserted.

COM PORT

Accepts optional cables for a variety of Internet-related and head-to-head gameplay activities.



USING game.com

1. Press the **ON** button to activate the unit.
2. An opening sequence appears and "**game.com ACTIVE!**" is heard. Then the **MAIN MENU** appears.

KEY FUNCTIONS

DIRECTIONAL PAD In the **MAIN MENU**, use this key to move the black cursor to make a selection.

A key This key functions as the **ENTER** key for menu selections and as the **START** key for game functions.

B, C, D keys In cartridge games these keys are assigned specific functions. Please refer to the individual game manual for correct operation.

MENU This key will allow you to return to the **MAIN MENU**. Once selected, touch YES or NO with the **STYLUS**, or use the **DIRECTIONAL PAD** to select the option you want. If you use the **DIRECTIONAL PAD**, press the **A** key to confirm your selection.

The **MAIN MENU** screen displays the following options:

Cartridge
Phone Book
Calendar
Calculator
High Score
Solitaire



Select an option from the **MAIN MENU** one of two ways: Touch your selection with the **STYLUS**, or use the **DIRECTIONAL PAD** to move the cursor until your choice turns dark, indicating it's available. Then press the **A** key to enter your selection.

CARTRIDGE

IMPORTANT NOTE: Turn the system off before inserting or removing cartridges. Inserting or removing cartridges when the unit is active will result in a system error, and the unit will have to be reset.

To activate a cartridge once it's been inserted, select **CARTRIDGE**.

If you select the cartridge option without having a cartridge in the slot, you will be prompted to insert a cartridge. If a cartridge is inserted, selecting **CARTRIDGE** will automatically load the game.

PHONE BOOK

The **PHONE BOOK** allows you to store dozens of names, addresses, phone numbers and email addresses. To access the phone book, use the **STYLUS** or the **DIRECTIONAL PAD/A** key to select the **PHONE BOOK** option.



The first screen which appears is the Directory screen. It lists your stored phone book entries in alphabetical order. Up to five entries can be shown on the upper half of the screen at one time. The lower half of the Directory screen consists of a keyboard and file commands.

The first time you enter this screen, the **NEW** option will be flashing. Touch **NEW** to enter a new record.

New Record

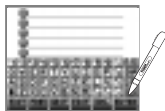
The cursor will be positioned on the first line of the entry screen. All information will be entered by touching the appropriate letters/symbols on the keyboard displayed on the screen. Use the ◀▶▲▼ keys or the "return" key to move through the lines and position the cursor where you want to begin entering information. The first line is for the name, the next line for the telephone number, the next two lines for address, and the last line for email address or other notes.

Touching a character on the keyboard will add that character into the field at the point where the cursor is positioned.


Below are additional commands for entering information:

BS to backspace

SP to insert a space



DEL to delete a character

The big  to shift to upper case for one letter or symbol

CAP to stay in upper case, touch again to return to lower case

◀▶▲▼ to navigate through text

ENTER to view a record

EDIT to change a record

DEL to remove a record

NEW to add a record

PREV/NEXT to move through the list of records

EXIT to return to the **MAIN MENU**

SAVE to save the new information to the record file



Searching for a Record

To locate a specific record, touch the first letter of that record name. The first record in the list that begins with the letter you selected will be displayed at the top of the screen. If no record exists using that letter as the first letter, you will receive a “NOT FOUND” message.



Scanning Records

Touch **PREV** or **NEXT** to move forward or backward through the records in the directory.



Viewing a Record

To view a record, touch it with the **STYLUS**, then touch **ENTER**. If you wish to **EDIT** the record, touch **EDIT**. If you wish to return to the main directory screen, touch **EXIT**.

Editing a Record

Use the **STYLUS** to touch the record you wish to change. Then

touch **EDIT** to open it. Touch the line you wish to edit. The cursor will be positioned at the beginning of the line you select. Use the ◀▶▲▼ keys or the "return" key to move through the lines and position the cursor at the point you want to begin entering information. Touch a character on the keyboard to add it to the record at the point you choose.

Deleting a Record

In the Directory screen, select the record you want to delete by touching it. Touch **DEL**. You will be prompted to confirm that you want to delete the file. Touch the appropriate response.

CALENDAR

To access the **CALENDAR** on the **MAIN MENU**, either touch **CALENDAR** or use the **DIRECTIONAL PAD/A** key to select it.



You can view any month in the calendar from 1901 to 2099 by touching **GOTO** with the **STYLUS**. You will be prompted to enter the month and the year. Touch **ENTER** and your selection will be displayed. By touching **PREV** or **NEXT**, you can move backward or forward month-by-month.

Touch **EXIT** to return to the **MAIN MENU** screen.

CALCULATOR

From the **MAIN MENU**, select **CALCULATOR**, or use the **DIRECTIONAL PAD** to move the black cursor to select **CALCULATOR**, and then press the **A** key to enter your selection.



A full calculator keypad will be displayed on the screen. This calculator performs all basic calculation functions. Enter the appropriate numbers and operations by touching them. The calculator will perform the operations and store information in memory. The information in memory will be retained when the unit is turned off.

HIGH SCORE

This function saves the single highest score from each of 10 games. To access the list, select **HIGH SCORE** from the **MAIN MENU**, or use the **DIRECTIONAL PAD** and press the **A** key.



HIGH SCORE	
★ SOLITAIRE	400
★ GUITZ MIZ	30
★ WHEEL OF FORTUNE	5500
★ LIGHTS OUT	150
★ BATMAN	5000
★ LOST WORLD	1000
★ DUKE NUKEM	2120

This screen will display a list of up to 10 games that have been played on the unit, with **SOLITAIRE** always being the first game shown. The highest score achieved for each game played will be displayed. Use the ▲▼ keys to scroll to the next page if the game you wish to review is not visible on the screen.

Touch **EXIT** to return to the **MAIN MENU**.

SOLITAIRE

Built into **game.com** is a special touch screen version of the classic card game Solitaire. To play the game, touch **SOLITAIRE** on the **MAIN MENU** or use the **DIRECTIONAL PAD** to highlight **SOLITAIRE** and then press the **A** key to select it.

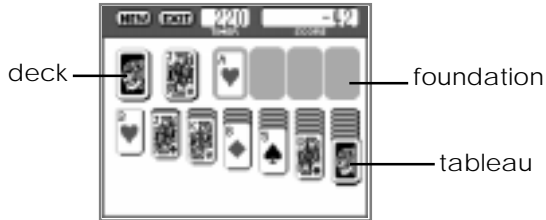


The game is played by touching each card you wish to move and then touching the location where you want it placed. You don't click and drag cards! Touch the card you want to affect, then touch its desired new destination.

This is the **TIGER** version of Solitaire. Each time you start the game you will have 240 seconds (4 minutes) to complete the game for a score. Game play will continue after the timer runs out, and you can continue to increase your score at that point, but you will no longer be eligible to earn a bonus score. Please refer to the **SCORING** section below for a more complete explanation.

Touch **NEW** and you will automatically be dealt a new 7-row tableau. Each tableau consists of:

- Row 7 - 7 cards
- Row 6 - 6 cards
- Row 5 - 5 cards
- Row 4 - 4 cards
- Row 3 - 3 cards
- Row 2 - 2 cards
- Row 1 - 1 card



The top card of each row faces up.

Above the tableau are four foundation rows.

The object of the game is to build the four foundation rows, from Ace to King, in each of the four suits. Whenever an Ace appears you must move it from the deck or tableau to the foundation. You can then build upon the Ace with the two, three and so on. If you build all four foundations from Ace to King, you win the game.

You can build in one of several ways: by moving an exposed card from the tableau onto the foundation row, by moving an exposed card from the foundation row to the tableau, by moving an exposed card from the tableau onto another exposed card of

the opposite color in the tableau, by moving an exposed card from the deck onto the foundation row, or by moving an exposed card from the deck onto an exposed card of the opposite color in the tableau.

Example:

Let's say you have an 8♠ as a face-up card in the tableau. You then move a 7♥ from another row in the tableau onto the 8♠. To build in the tableau, the card must be the next lower in rank and opposite in color. Now turn the card that was face down under the 7♥ face up.

The card you just turned face up is a 9♦. Now you can move the "run" of 8♠ and 7♥ onto the 9♦. To make this move you must touch the 7♥ and 8♠. This moves the cards off that tableau row. Now touch the 9♦, and both cards will move onto this row. You can now touch the face-down card that was under the 8♠ to turn it face up. This procedure applies no matter how many cards are in the run. You must touch each individual card to move it.

Continuing Play

When you have made all the moves that are possible in the tableau, draw the top card from the deck by touching it. If possible, play this card in the tableau or on the foundation. If no move is possible, touch the deck again to expose another card. If you should expose an Ace, move it to a foundation row by touching it and then touching an empty position in the foundation row.

If you use all the cards in one tableau row, you may start a new row by placing a King as the anchor card. You can move a “run” that starts with a King from another row into the empty space by touching each card with the **STYLUS** until you reach the King, and then touching the empty space where you want to start the new row.

Scoring

Each game starts with a score of -52 (-1 point for every card in the deck). For every card that you place in the foundation you will receive 5 points. You will also receive 1 bonus point for every second left on the timer. Remember, the timer is only 4 minutes, so play quickly to receive a higher score. You must attain a score of more than zero to be able to enter it in the HIGH SCORE SAVE function. The game is over when every card from the deck has been exposed and no further moves are possible. To win, you must build all four foundations, Hearts, Diamonds, Clubs and Spades, from Ace to King. Remember that you can continue to score once the timer runs out. You will not, however, be eligible for a bonus once the timer has expired.

EPILEPSY WARNING

PLEASE READ BEFORE PLAYING!

Some common patterns of lights or flashing may trigger epileptic seizures or momentary losses of consciousness in some people with specific medical conditions. Certain television and video game programming may prompt such responses, even in people who haven't previously experienced any symptoms of an epileptic condition.

If anyone intending to use this system has experienced seizures, loss of awareness or any other symptoms relating to an epileptic condition, please have them consult a physician before playing video games. Also, if anyone using the system ever experiences dizziness, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation or convulsions, please immediately discontinue use and seek medical attention.

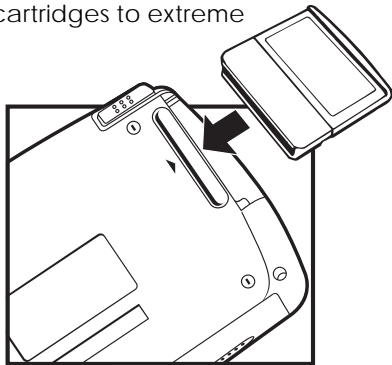
OTHER MEDICAL PRECAUTIONS

As a matter of course, it's beneficial to take a short (10-15 minute) break from play every hour. Taking a break may also help prevent eye strain and/or repetitive stress discomfort. Please be sure to use the system in an environment that is well lit.

CARING FOR YOUR SYSTEM AND CARTRIDGES

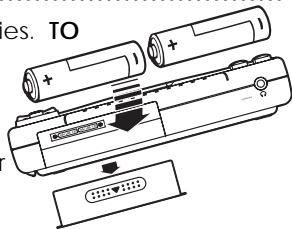
Remember that **game.com** and **game.com** cartridges are full of electronic components. As such, they require special care. Please be sure to:

- Turn the system **OFF** before inserting or removing cartridges.
- Seek help from **TIGER** if the system malfunctions. Trying to repair your **game.com** unit yourself will void your warranty.
- Keep the system and cartridges free from dust and dirt.
- Avoid exposing the system and cartridges to extreme temperatures.
- Avoid damaging the LCD screen; be particularly careful not to puncture it with sharp objects.
- Dry the unit and cartridges completely if they accidentally get wet.
- Avoid cleaning agents such as alcohol, paint thinner and other solvents.



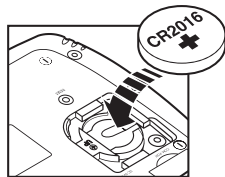
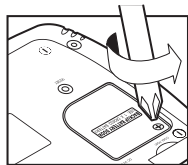
INSERT BATTERIES

game.com requires 2 1.5V "AA"/LR6 batteries. **TO INSTALL THEM, TURN THE SYSTEM OFF.** Then open the battery door on the bottom of the unit, following the indications for plus (+) and (-) to position the batteries properly. Be sure to close the battery door once the batteries are inserted.



Replacing the Back-Up Battery

1. Be sure always to leave the main batteries in place to protect memory contents before you replace the back-up battery.
2. Remove the screw that holds the back-up battery cover in place. Remove the cover, then remove the old battery with a thin pointed, non-metallic object.
3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the system, making sure that its positive (+) side is facing up (so that you can see it).



4. Replace the battery compartment cover, screwing it into place.

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 SYSTEM BEFORE BEING CHARGED.
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION.
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- INSERT BATTERIES WITH THE CORRECT POLARITY.
- REMOVE NON-FUNCTIONAL BATTERIES FROM THE SYSTEM.
- AVOID SHORT-CIRCUITING THE SUPPLY TERMINALS.

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 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. \$25. Payments 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 product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER 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 TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER 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.

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.

FCC INFORMATION

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.

NOTE: This device 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. This device has been tested and found to comply with the limits for a Class B digital device. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, which can be determined by turning the device off and on, please try to correct the interference by the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the device and receiver.
- Connect the device into an outlet on a circuit different from that to which the receiver is connected.

CAUTION: Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the device.

IMPORTANT NOTE.



Please read this guide carefully to ensure proper use of your **game.com** system. With minimal effort, your **game.com** can deliver years of enjoyment. If you need assistance, please email us at www.game.com or call us toll-free at 1-888-TIGR-SOS (1-888-844-7767).

If you can't find game.com-related products at your favorite retailer, you can order them directly by calling 1-888-377-3335.

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© 1998 TIGER ELECTRONICS UK LTD.
Belvedere House, Victoria Avenue
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Other patents pending.

PRINTED IN CHINA
718010001IWTI-02