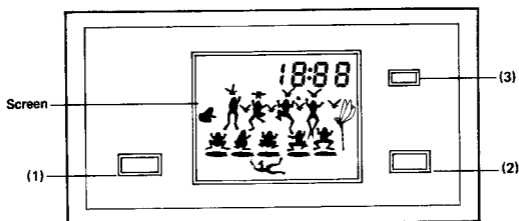


QUARTZ GAME CLOCK

MR. BULL FROG

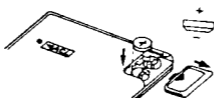
MODEL NO. 7-600



- (1) LEFT, HOUR, START, ALARM ON/OFF
- (2) RIGHT, MINUTE, SKILL
- (3) TIME SET

INSERTING THE BATTERIES

1. When battery needs replacing, remove battery compartment cover on the back of the unit.
2. Replace battery with one LR41 or SR41 or equivalent. The new battery must be inserted with the positive electrode on top (see diagram).



THE DIGITAL CLOCK

RESETTING THE CLOCK

1. Push keys in order of (1), (2), (3) and keep all pressed simultaneously.
2. All of the segments on the display will turn on.
3. After two seconds, the unit will go to TIME SET mode.



TIME SETTING

1. HOURS SET— push HOUR key
2. MINUTES SET— push MINUTE key
3. After TIME SETTING, push TIME SET key — the unit will go to CLOCK mode.
4. SECOND set — when MINUTE key is pushed, the SECOND is reset to "0".

ALARM TIME SETTING:

1. ALARM ON/OFF — while in clock mode, push TIME key.
2. HOURS SET — push HOUR key.
3. MINUTE SET — push MINUTE key.
4. After alarm time setting, push TIME SET key, the unit will go back to CLOCK mode. Then push ALARM ON-OFF. Leftest BULL FROG sign indicates alarm is on.

SKILL SELECT

1. While in CLOCK mode, press SKILL button — the skill level 1 will be displayed.
2. skill level will advance one level each press of the key.

GAME START:

1. Game starts when START key is pressed. The highest score will be displayed for one second.
2. The remaining number of play (each game has 3 times) will be displayed for one second.
3. You may start playing with LEFT and RIGHT buttons controlling the object.

THE GAME

1. Select the skill level desired.
2. When game starts, the FROG is ready to jump.
3. Press the RIGHT control key. The FROG will jump to the LILY PAD.
4. Control the FROG to jump from left to right or right to left and catch the FLIES.
5. Watch out the floating LILY PADS and do not fall.
6. Catch DRAGON FLY for special bonus.

MAXIMUM SCORE: 1995

GAME OVER:

1. Game ends:
 - A. When MAXIMUM SCORE 1995 is reached.

- B. When you miss 3 times.
2. The score will be displayed after game over.
3. After game over and score display, you may press any one of following keys:
 - A. Press START key – start game again.
 - B. Press SKILL key – select skill then start game again.

AUTO RETURN TO CLOCK MODE – the unit will automatically go to CLOCK mode from any one of following function after one minute without operation:

Skill select, Highest score displayed, Remaining number of play displayed, Game over.

GAME DEMONSTRATION:

When the game is not in progress, the unit will be displaying a demonstration of game play.

www.handheldmuseum.com

90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to © Tiger Electronic Toys, 909 Orchard, Mundelein, Illinois 60060.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$ 5.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to ©TIGER ELECTRONIC TOYS, REPAIR CENTER, 909 ORCHARD, MUNDELEIN, ILLINOIS 60060.

© Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitation may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE © TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD: During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased if, however, during the 90-day warranty period, you choose to obtain repair or replacement from the © Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address:

© TIGER ELECTRONIC TOYS
REPAIR CENTER
909 Orchard
Mundelein, IL 60060

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package, insure the package; then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for \$ 5.00 as payment for the repair service.

TIGER ELECTRONIC TOYS INC.

© Copyright Tiger Electronic Toys, Inc.
909 Orchard
Mundelein, IL 60060
Printed in Taiwan