

the child presses a musical note button, they will hear that note. The child can create their own song using the entire musical note keyboard.

- When the child presses an OBJECT button, Barney will identify that object. At the same time, the child will see an animated graphic of that object appear and they will hear an appropriate sound effect.

Mode 3: FIND

- Slide the MODE SWITCH to the FIND position. (down)
- In this mode, Barney will ask the child to find a specific number, object or shape. The child answers simply by pressing the correct button.
- If they press the correct button, Barney will acknowledge that and the child will see a fun, animated graphic on the screen.
- If they press the incorrect button, Barney will ask them to try again and allow them to keep trying until they press the correct button.

TROUBLESHOOTING

1. If the unit does not work at all, please check that the batteries have been inserted correctly.
2. If the volume is too low or the graphics on the screen appear faint, please install new batteries.

If you are still having trouble after checking these things, please call our toll-free number at 1-800-TIGER ED and a representative will be happy to help you.

CARE AND USE/MAINTENANCE

To protect Barney's Learning Laptop follow these instructions:

- Prevent spills of food and beverage on the unit.
- Do not submerge the product in water. If the product needs to be cleaned, wipe it gently with a barely damp, soft cloth.
- Do not throw or kick the product, and do not push sharp objects through the speaker opening or the LCD screen.
- Do not put the product in direct sunlight or near any source of heat.
- Designed for children 2 and up

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 either the dealer or to Tiger.

Products 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. \$6.00. 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 products returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 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.

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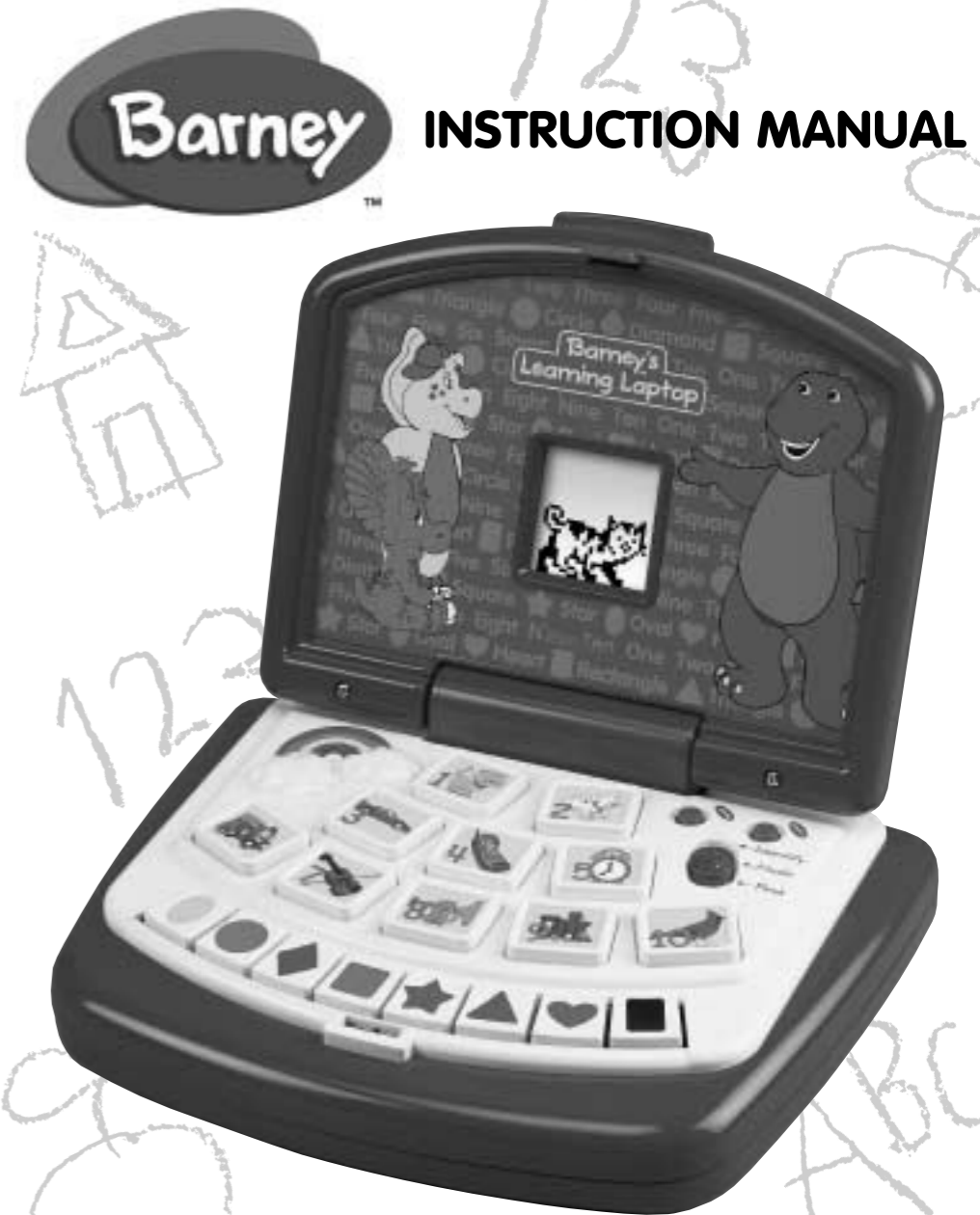
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Barney's Learning Laptop

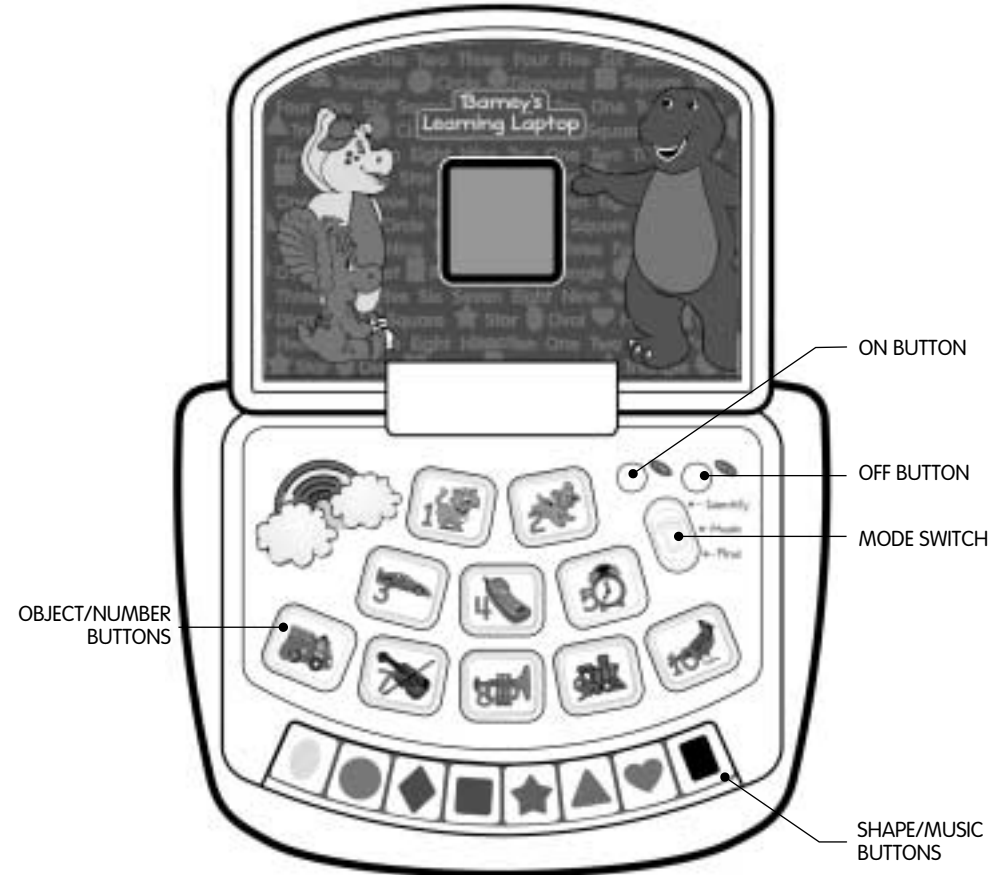
TIGER
ELECTRONICS, LTD.

Ages 2 and Up
Model 87-523

INTRODUCTION

Barney's Learning Laptop was designed to be a preschooler's first laptop! One which preschoolers can use to learn numbers, objects, colors, shapes and music. Who better to learn all of that with than their favorite purple dinosaur.....BARNEY!

KEY FUNCTIONS



ON BUTTON
OFF BUTTON
MODE SWITCH

- Press this button to turn the laptop on.
- Press this button to turn the laptop off.
- Slide the switch to select one of three ways to play:
Mode 1: Identify
Mode 2: Music
Mode 3: Find

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OBJECT/NUMBER
BUTTONS

- Press these buttons to hear an object or number identified or to answer questions that Barney will ask in the FIND mode.

SHAPE/MUSIC
BUTTONS

- These buttons serve a dual purpose. One as color and shape buttons and another as music buttons. Press these buttons to hear a shape identified in the IDENTIFY mode, to answer a question that Barney will ask in the FIND mode, or to play music with in the MUSIC mode.

REPLACING THE BATTERIES

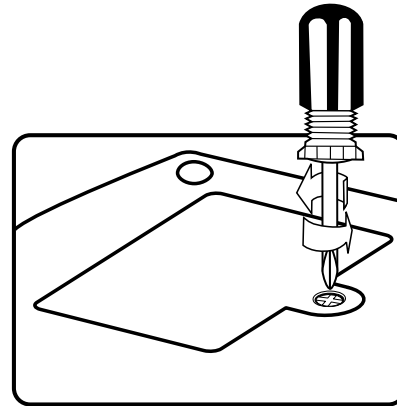


ILLUSTRATION 1

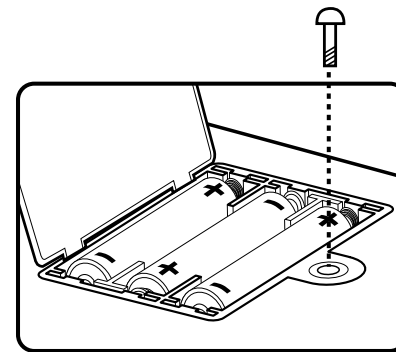


ILLUSTRATION 2

Battery installation should be done by an adult. Always install the batteries correctly according to the positive (+) and negative (-) signs on the batteries.

1. Open the battery compartment door on the bottom of the unit using a UNIVERSAL HEAD SCREWDRIVER. (Illustration 1)
2. Insert 3"AA"/LR6 batteries. Be sure to match the "+" and "-" symbols as shown. (Illustration 2)
3. Close the battery compartment door and replace the screw using a UNIVERSAL HEAD SCREWDRIVER.

CAUTION

To ensure proper function and avoid battery leakage:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.

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- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity, and follow the toy and battery manufacturer's instruction.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Remove the batteries if you won't be using the Laptop for a long period of time.

HOW TO PLAY:

Note: The unit will automatically shut off after 2 minutes of non-use.

1. To turn Barney's Learning Laptop on, press the ON button.
2. The laptop will begin play in the mode selected. If you wish to play a different mode, slide the MODE SWITCH to another mode. You can change modes at any time during play.

The 3 modes are: Mode 1: Identify
Mode 2: Music
Mode 3: Find

GAME PLAY

Mode 1: IDENTIFY

- Slide the MODE SWITCH to the IDENTIFY position. (up)
- When the child presses a number button or a shape button, Barney will identify that number or shape. If the child has pressed a number button, little stars will "pop" on the screen one at a time as Barney counts them. The same amount of stars will appear as the number that was pressed. If the child has pressed a shape button, Barney will identify the shape and then that shape will "dance" across the screen.

Mode 2: MUSIC

- Slide the MODE SWITCH to the MUSIC position. (middle)
- In this mode, the shape buttons serve as musical note buttons. When

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