

#### Dear Parent,

My First Tiger learning games have been developed in conjunction with a child development specialist for children aged 3 to 5 years. While each game plays with all the fun and excitement of classic LCD games, they also teach valuable skills that are essential to preschool aged children.

As your child plays Coach Kermit, they will be encouraged to try again and to learn with the help of the actual character voices of Kermit and Miss Piggy!

The following learning skills are featured in Coach Kermit:

- Recognizing Differences and Similarities
- Matching
- Eye/hand coordination

We hope that you and your child will enjoy the fun and learning that go hand in hand with this and each My First Tiger game and the accomplishment your child will have knowing the feeling of "I Can Do It!"



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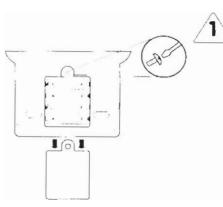
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# BATTERY INSERTION

To insert batteries, remove the battery cover at the back of the game. (To remove cover, unscrew and push in direction of the arrow.)

Insert four "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

After battery insertion the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The LCD display should appear as shown in the diagram to the right.









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# LEARNING SKILLS CONJENT MOITHERN YRETTAR

As children play with Coach Kermit, they obtain hands-on experience with skills which are fundamental to learning. These include: \_\_\_\_\_\_\_

#### Visual discrimination

Being able to recognize differences and likenesses is a key skill to both reading and math. Your child gets the opportunity to build on that skill as they observe and identify the movements of the game's characters.

#### Matching

Matching is another way of exploring how things are alike or different. As your child explores and grows, she becomes capable of recognizing more subtle distinctions.

#### Patterning

Recognizing the combination of parts that make up a whole sequence is called patterning. In Coach Kermit, your child observes and analyzes patterns of movement. This skill is an important part of understanding math and music.

• Fine motor skills and eye-hand coordination

Using the control buttons helps children develop eye-hand coordination and fine motor skills, both of which are important in writing and drawing.

# **BUTTON FUNCTIONS**

MOVES to make Fozzie or Miss Piggy do the matching movement or restart the unit from game over

#### MATCH-

to select that movement or restart the unit from game over

#### ON/OFF to turn the game unit on/off

SOUND to turn the sound on or off





MATCH

05=

## HOW TO PLAY

• Press the ON/OFF button to turn on the unit and start the game. Press the SOUND button if you want to play in silence. Press it again to start the sound.

ON/OFF

• When the game begins, Coach Kermit starts an exercise movement. After a moment, Miss Piggy and Fozzie Bear also begin doing a movement. But Miss Piggy is doing a different movement from the other two. JPECIAL HEATURES

 Your job is to match Miss Piggy's movements to those of Kermit and Fozzie Bear.Press the MOVE button to make Miss Piggy's movements match the other two. When you think all the characters are doing the same movement, press the MATCH button to check your answer.

-sca

 If you choose correctly, balloons will appear on the screen and you score a point. If you choose incorrectly, Kermit encourages you to try again. You get two chances to match the character's movements.

#### In the first and second levels, Miss Piggy's movements will be different than the other two. In the third level, sometimes Fozzie Bear will be doing different movements and sometimes Miss Piggy will be doing different movements.

# LEVELS OF PLAY

- Level 1 is the easiest level of play. Miss Piggy's movements will be very different from the others. You get 10 chances to make a match.
- In Level 2, Miss Piggy's movements will be very similar to the correct movement, but still different. You get 10 chances to make a match.
- In Level 3, either Miss Piggy's or Fozzie Bear's movements will be very similar to the correct movement, and you get 10 chances to make a match.

SPECIAL FEATURES

The My First Tiger line of pre-school learning games includes special features that make learning for children even more fun! Each game plays a melody and features actual character speech to encourage the player as he or she plays. When the game is turned ON, it progresses through each level of play automatically. The game will turn itself OFF after 1 minute of non-use.

# SCORING

The game score is located at the top of the game screen. Each time you make a match, you score a point and balloons appear. At the start of every game, the highest score ever obtained will display at the top of the screen.

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# GAME CARE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ballpoint pen.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.



### 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 date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or unit returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$14.00. 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 TOY'S, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for lass of use of the product or other incidental or consequential costs, expenses, or damoges incurred by the purchaser. Any implied warrantys 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 limitions may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other cause 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, durning the 90-day warranty period or during the non-warranty period you choose to obtain service from Tiger Electronic Toys Tepair Center, follow thee instructions:

 Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.

 Carefully print on the box or carton the following name and address:

TIGER ELECTRONIC TOYS, REPAIR CENTER 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA. Also include your return address.

Enclose check or money order for US\$14.00 is applicable.
Affix proper postage and insure contents before mailing.



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