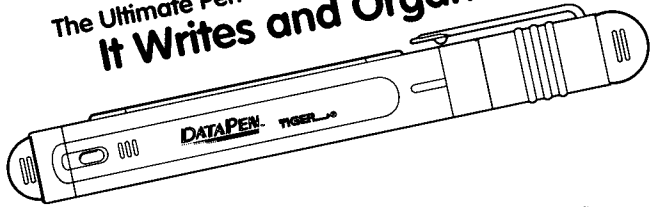


TIGERModel 71-504
For Ages 6 and up

DATA PEN™

The Ultimate Pen – It Writes and Organizes!



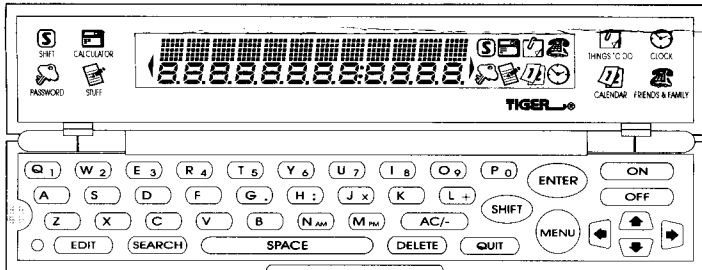
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I N S T R U C T I O N S

USING DATA PEN

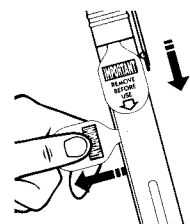
- Add, subtract, multiply and divide quickly and easily.
- Keep a list of things to do ... and keep them according to the exact time and date you choose.
- Save the names, phone numbers and birthdays of at least 20 special people.
- Use a secret password to keep others from seeing your files.
- Put all the extra stuff you want to save here. (up to 70 characters)
- Check any day for 100 years (1950 to 2049) and put in a message for any date.
- Quickly check the time of day, month, and year ... and set an alarm for any time on any day.

SPECIAL DATA PEN KEYS AND HOW TO USE THEM



- ON and OFF** Press key to turn Data Pen "ON" or "OFF."
- EDIT** Press **EDIT** when you want to change information on the screen. You then add or remove data using the keyboard.
- SEARCH** Press **SEARCH** to look through a list.
- DELETE** Press **DELETE** to erase a blinking character, or to erase an item in Friends and Family file.
- QUIT** Press **QUIT** to stop editing or reading a list and go back to the beginning of a file (or sometimes to choose the SELECT screen).
- MENU** Press **MENU** to jump back to the SELECT (main menu) screen.
- UP, DOWN, RIGHT, LEFT Arrows** Press keys to make words on screen move up or down or to move the blinking character right or left.
- L, K, J, H Keys** Keys do math functions during calculator operation (L = add, K = subtract, J = multiply, H = divide).
- AC** Press **AC** (all clear) to clear the calculator.
- ENTER** Press **ENTER** to make a selection when Data Pen asks you to. For calculator, **ENTER** is the = (equal) sign.
- RESET** Pressing **RESET** allows you to clear all data from Data Pen or to leave all data in. A ball point pen is used to press **RESET**.

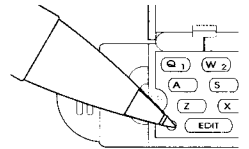
GETTING STARTED



- In only 4 simple steps your Datapen is ready to use.
1. Remove the Battery Insulators (see inset).
 2. Open the Data Pen door until you hear a "click" sound. This will hold the unit open to access the keyboard and screen.

3. Reset Data Pen (BEFORE USING DATAPEN FOR THE FIRST TIME ONLY).

- a. Press **ON** key
- b. Press **RESET** with tip of ball point pen (see inset) CLEARALL? Y/N appears on screen.
- c. Press **Y** to clear all data from Data Pen.



4. To use organizer functions, use the pen clip (see inset) or your fingertip to press keys.

USING CALCULATOR

1. Press **MENU**. SELECT screen appears.
2. Use **◀** and **▶** to choose calculator (flashes).
3. Press **ENTER**. 0 appears on screen.

Operation	Example	Key Sequence
Addition	13+11=24	AC 1 3 + (L key) 1 1 = (ENTER) 2 4
Subtraction	127-31=96	AC 1 2 7 - (K key) 3 1 = (ENTER) 9 6
Multiplication	24x25=600	AC 2 4 X (J key) 2 5 = (ENTER) 6 0 0
Division	600÷25=24	AC 6 0 0 ÷ (H key) 2 5 = (ENTER) 2 4
4. Press **AC** or **SPACE** at any time to clear calculator. Press **MENU** or **QUIT** at any time to go back to SELECT screen.

THINGS TO DO

1. Press **MENU**. SELECT screen appears.
2. Use **◀** and **▶** to choose Things to Do symbol (flashes).
3. Press **ENTER**. DATE? MMDDYY appears. (DDMMYY for European calendar.)
4. Press number keys to enter the date you want. Example: 052696 is May 26, 1996.
5. Press **ENTER**. TIME? HHMM appears.
6. Press number keys to enter the time you want. Press **N** (AM key) or **M** (PM key). Example: 04:00A for 4 o'clock in the morning (12 hour format), or 1900 for 7:00 PM (24 hour format).
7. Press **ENTER**. MESSAGE? appears.
8. Press keys to enter things to do (up to 24 characters).
9. Press **ENTER**. DATE? MMDDYY appears.
10. Store more things to do. Use steps 4 through 9.
11. Press **DELETE** to erase any message on screen
12. Press **QUIT** or **MENU** to go back to SELECT screen.

TO SEARCH YOUR MESSAGES

- a. At step 4, press **SEARCH**. The date in chronological order and time you stored appear on screen.
- b. Press **▼**. Your message for that date and time appears.
- c. Press **▼** to see other messages.
- d. Press **QUIT** or **MENU** at any time to go back to SELECT screen.

FRIENDS AND FAMILY

1. Press **MENU**. SELECT screen appears.
2. Use **◀** or **▶** to choose Friends & Family (flashes).
3. Press **ENTER**. NAME? appears.
4. When NAME? appears at step 3, press up to 12 letters/numbers/spaces for the person you want. Example: ABRAHAM B.
5. Press **ENTER**. TEL. NO.? appears.
6. Press **0 - 9**, and **SPACE** to put in the phone number you want. Example: 708 555 1212.
7. Press **ENTER**. BIRTH? MMDD appears.
8. Press **0 - 9** keys to put in month and day of a person's birthday. Example: 0214 for February 14.
9. Press **ENTER**. Screen goes back to NAME?
10. Enter more names, phone numbers and birthdays as explained above. Data Pen puts all names in alphabetical order automatically as they are stored.

REVIEWING FRIENDS & FAMILY LIST

- a. At step 4, press **SEARCH** to see first name.
 - b. Press **▼** or **▲** to see phone number and birthday of first person.
 - c. Press **▼** or **▲** to see other names, phone numbers and birthdays.
- NOTE: To find names fast, press first letter (example: Z for ZACK) or press keys for name. (example: J O H N for John). Then press **SEARCH**. Data Pen goes right to the letter or name you want.
- d. Press **MENU** to go back to SELECT screen.



PASSWORD GUARDS YOUR SECRET FILES

NOTE: Don't forget your password. If you do, you won't be able to look at any of your files. Write it down in a special place. Once you put in a password, you cannot cancel it, but you can change it.

1. Press **MENU**. SELECT screen appears.
2. Use ◀ and ▶ to choose the password symbol (🔑 flashes).
3. Press **ENTER**. PASSWORD? appears.
4. Press keys for four characters you want for your password. A star appears when each key is pressed. (You will not see your password on the screen.)
5. Press **ENTER**.
6. When RETYPE? appears, type in your password again. (Data Pen needs to double check your password.)
7. Press **ENTER**. ON/OFF/EDIT appears.
8. Use ◀ and ▶ to select :
 - ON** password must be used to enter your files.
 - OFF** password not used to enter files.
 - EDIT** to change your password.
9. Press **MENU** to go back to SELECT screen.



USING STUFF

1. Press **MENU**. SELECT screen appears.
2. Use ◀ and ▶ to choose the Stuff symbol (📄 flashes).
3. Press **ENTER**. STUFF appears.
4. Type in as much stuff as you can in 70 characters. Abbreviate wherever you can.
5. Press **ENTER**.
6. To view your stuff list, go to step 3 and press ▼ arrow. Then press ▶ to scroll (move through) your line of stuff. Press ◀ to scroll back through your stuff.
7. Press **MENU** to go back to SELECT screen.



USING CALENDAR

1. Press **MENU**. SELECT screen appears.
2. Use ◀ and ▶ to choose the Calendar symbol (📅 flashes).
3. Press **ENTER**. Today's day and date appear on screen.
4. Use ▲ to scroll through previous days, and use ▼ to check future days. If a date has a message stored, *** appears on screen.
5. Press **ENTER** to read the message. You are automatically transferred to the Things To Do file.
6. Press **MENU** to go back to SELECT screen.



USING CLOCK/ALARM

1. Press **MENU**. SELECT screen appears.
2. Use ◀ and ▶ to choose the Clock symbol (🕒 flashes).
3. Current day and time is shown.

TO CHANGE DATE and TIME

- At step 3, press **EDIT**. CLOCK/ALARM appears.
- Use ◀ to select clock (C flashes). Press **ENTER**.
- Press 0 - 9 keys to put in month MM, day DD, and year YY.
Example 120496 = December 4, 1996.
(Alternate step c. follows for European mode)
- Press 0 - 9 keys to put in day DD, month MM, and year YY.
Example: 041296 = 4 December, 1996.
- Press **ENTER**. TIME? HHMM appears.
- Press 0 - 9 keys to put in the time.
Example: 0402 = 4:02.
Press **AM/PM** key to choose AM or PM.
(Alternate step e. follows for 24 hour format)
- Press 0 - 9 keys to put in time.
Example: 1530 = 3:30 PM.
- Press **Enter** to save your change or press **QUIT/MENU** to leave the clock/date edit without saving.

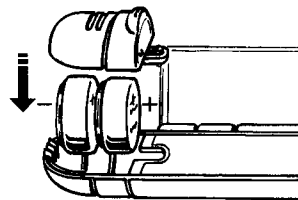
TO SET ALARM

- At step 3, press **EDIT**. CLOCK/ALARM appears.
- Use ▶ to select alarm (A flashes).
- Press **ENTER**. ALARM? HHMM appears.
- Press 0 - 9 keys to put in the alarm time you want.
Example: 0407 is 4:07. Use **AM/PM** key to choose AM or PM.
(Alternate step d. follows for 24 hour format)
- Press 0 - 9 keys to put in the alarm time you want.
Example: 1645 = 4:45 PM.
- Press **ENTER**. ON/OFF appears.
- Use ◀ and ▶ keys to choose alarm "off" or "on" (OFF or ON flashes).
- Press **ENTER** to save the alarm setting. NOTE: When alarm sounds, cancel it by pressing the **ON** key if the unit is off or any key if the unit is on.
- Press **QUIT** or **MENU** to go back to SELECT screen.

CHANGING BATTERIES

Data Pen is powered by two, 1.5V button batteries (both are type LR44). Batteries need replacing when the screen goes dim.

1. Turn off Data Pen by pressing **OFF** key.
2. Unscrew the screw next to the keyboard, and open the battery cap.
3. Remove old batteries.
4. Install new batteries, making sure both batteries point in the same direction & with correct polarity. (see inset).
5. Replace battery cap and lock it by tightening the retaining screw.
6. After changing batteries, it is recommended that you press **RESET**. The CLEARALL? Y/N screen will appear. If you want to clear all previously entered data press **Y**. If you want to keep entered data press **N**.



IMPORTANT: It is recommended that you keep good batteries in Data Pen all the time. Leaving batteries out will use up the non-replaceable back up battery.

For proper function:

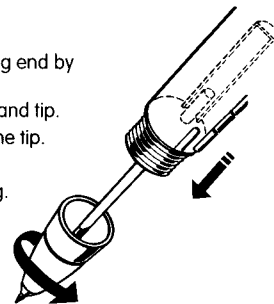
1. DO NOT MIX OLD AND NEW BATTERIES.
2. DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
3. BATTERIES INSTALLATION SHOULD BE DONE BY ADULT.

CHANGING INK CARTRIDGES

The Data Pen ink cartridges can be replaced.

1. Unscrew the grey rubber tip piece at the writing end by turning in a counter-clockwise direction.
2. Remove the empty ink cartridge from the pen and the tip.
3. Insert the new ink cartridge into the pen and the tip.
4. Screw the tip and the pen together until tight.

Note: The cartridge length is 3 1/2" (88mm) long. There are many retailers who carry the "snip to fit" style cartridge. This style is recommended. Cutting regular cartridges refills will create ink leakage.



TROUBLE SHOOTING

SYMPTOM

Unit will not function after initial battery insertion.

Unit freezes or will not turn off.

The screen becomes dim, cursor movement slows or unit functions inconsistently.

SOLUTION

RESET button on the front of the unit **MUST** be pressed before using for the first time.

Press the **RESET** button on the front of the unit.

Batteries require replacement.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$10.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

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 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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