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INTRODUCTION

MLB Historical Statistics A file containing career statistics for current

Major League Baseball players, from 1989-1994.

Updatable Statistics A file that allows you to track favorite players'

performances throughout the year.

Personal Statistics Compile and store your personal stats like the

pros.

IR Messages You and a friend send messages back and forth

and play baseball games up to 25 feet apart.

Calendar Store appointments and events ... with an alarm

reminder.

Telephone/Birthday Store names, addresses, phone numbers and

birthdays.

Calculator Do math problems, quickly and easily.

Baseball Games Compete in Home Run Challenge and play

baseball games.

Cartridge Files Unique cartridge system allows updates in

players' stat files every year.

Baseball Card Inventory Track favorite player cards by name,

manufacturer and value.

Clock Correct time and date.

Secret Password Protect important information with a secret

password.

GETTING YOUR SUPER DATA BLASTER READY





MLB HISTORICAL STATISTICS

You can study and compare career performances of current major league baseball players.



UPDATABLE STATISTICS

Up to 40 players' files can be stored and updated at any time. The statistics are automatically updated each time new data is entered. You can even transmit these files to a friend if he has a MLB Super Data Blaster.



PERSONAL STATISTICS

You create a five year record of personal data just like the pros. Update the information game by game. For privacy, you can lock this file with a password.



CALENDAR

Keep a daily diary for events, each with date, time and message. You can set your alarm to remind you of these appointments, too. You can lock this file with a password for privacy.



TELEPHONE/BIRTHDAY FILE

You can store and quickly look up names, addresses and birthdays of friends. For privacy, you can lock this file with a secret password.



CALCULATOR

You can make the calculations you want on the calculator using +, -, X, \div , $\sqrt{}$ (square root), % (percent), and C (clear entry) keys... plus complete memory function.



BASEBALL GAME

Test your baseball skills with "Home Run Challenge" and FANTASY GAME.



IR MESSAGES

Send messages up to 25 feet away (using invisible infrared signals) to another Super Data Blaster (or to a Casio* JD6000 or equivalent). Personal messages up to 50 characters long, statistics and fantasy games travel by line-of-sight at light speed. Your unit stores up to 10 messages of 28 characters or five files of 50 characters for incoming or outgoing messages.



CARTRIDGE FILES

Access the most up-to-date statistics from special cartridges. Review the data or transfer it into the Updatable Statistics file. (Note: Cartridges are sold separately.)



MLB CARD INVENTORY

You can store favorite baseball cards you have or want in your collection. File holds card names, card makers and their values. You can lock this file with a password for privacy.



CLOCK/ALARM

Always at your fingertips. Correct time, space for messages and an alarm remind you of dates, meetings and appointments.

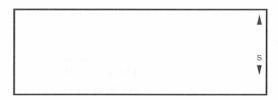


SECRET PASSWORD

You can have a secret password that locks Personal Statistics, Telephone/Address, Calendar and Card Inventory files. Only by using the password can the files be unlocked.

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SECONDARY FUNCTIONS



Secondary Functions are punctuation marks and extra icons you use. Instructions are given on page 13 for using secondary functions.

Scroll Arrows \blacktriangle and \blacktriangledown : Two arrows appear at right side of screen to indicate additional data can be viewed by scrolling up \blacktriangle or scrolling down \blacktriangledown . Use \blacktriangle (up) or \blacktriangledown (down) key to scroll and read data.

WORDS YOU SHOULD KNOW

ACCESS: Gaining entry to a location, such as a file, icon, etc.

CARD: A baseball card for collecting and trading.

CHARACTER: Any letter, number or punctuation character (also see letter and

digit).

CURSOR: A blinking line under a space on the screen where any character is

or where one can be entered.

CURSOR \blacktriangle , \blacktriangledown , \blacktriangleright and \blacktriangleleft keys move the cursor around the

KEYS: screen. Also called direction keys. Keys also move lines up and

down on screen.

DELETE: Pressing this key removes the character or symbol above the cursor.

DELETE: Also erases information in a file.

DIGIT: A number digit, 1, 2, 3, 4, 5, 6, 7, 8, 9, or 0

EDIT: Changing information stored in a file.

ENTER: Pressing the ENTER key verifies (stores) information you have put

in your Super Data Blaster. ENTER also performs other functions.

ICON: One of 12 pictures that show you 12 files (functions) or games in

your Super Data Blaster.

LETTER: Any letter **A** - **Z**.

MENU: Twelve icons identify the 12 main functions in your Super Data

Blaster. Pressing the MENU key puts Menu on the screen.

MLB: MLB means Major Leagure Baseball.

MODE: This is the way your Super Data Blaster is being operated.

Example: Super Data Blaster is operating in the "calculator" mode.

Sometimes the word "function" is used instead of "mode."

PASSWORD: You may use up to a 4-character password to lock your Personal

Statistics, Telephone/Address, Calendar and Baseball Card Inventory files. Only the password (or deactivating the password)

lets you enter these files.

PROMPT: A question on the screen that asks you to do something.

QUIT: Stops using the file or game you are in and returns to the previous

screen.

SCREEN: This is the LCD screen of your game (sometimes called the

"display").

SCROLL: Moving the cursor to the right, left, up or down reveals informa-

tion on the screen. Scrolling also moves lines of copy up and down

on the screen.

SEARCH: Looking for words that you previously stored.

SEND: Press this key to send an IR (invisible infrared light) message to

another unit.

SHIFT: Press once to use yellow (secondary) letters/symbols. Press again

to return to symbols on red keys.

SWING(BAT): Pressing the SWING(BAT) key during a game allows the player to

swing at a pitched ball.

SPACE: Pressing **SPACE** adds a space on the screen.

STATISTICS: A record of players' or teams' achievements, usually in numbers or percentages (%). Also called "stats."

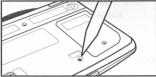
STORE: Records information in a file (usually by pressing the ENTER

key).

INSTALLING OR REPLACING BATTERIES

Reset Operations:

- By pressing the reset button, all data in memory can be erased. A message on screen will ask you, CLR ALL DATA 1. Yes 2.No. By pressing 1 all data will be deleted, 2 will return you to clock display screen.
- Be sure to press reset button and clear all data before you use the organizer for the **first time**.



Replacing Batteries:

This organizer is powered by two "AAA" type main batteries and a CR2032 type as back-up battery. The main batteries provide power for normal operations. The back-up battery protects data stored in memory when changing batteries.

If the LCD display becomes dim, this means you should turn off the unit and replace the main batteries. Your organizer is protected by the back-up battery during main battery replacement.

Memory contents are lost when both the main batteries and the back-up battery are removed. Be sure always to leave one of the batteries in place to protect memory contents. If however, you remove the main batteries for any time, memory retention will depend entirely on the condition of the back-up battery in place. If memory seems corrupted, clear it by using the reset.

Warning:

DO NOT REMOVE MAIN BATTERIES IF NO BACKUP BATTERY IS IN PLACE, OTHERWISE, ALL MEMORY WILL BE LOST. WHEN BOTH MAIN AND BACKUP BATTERIES REQUIRE REPLACEMENT, FOLLOW STEPS AND REPLACE BATTERIES SEPARATELY.

Important:

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the organizer. Note the following precautions:

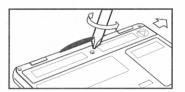
- Be sure that the positive (+) side of each battery is aligned as indicated by the engraving inside the battery compartment.
- Never leave dead batteries in the battery compartment.
- To avoid damage to the unit from leaky batteries, replace both the main batteries
 and the back-up battery every three years. Batteries should be replaced no matter
 how much you use the organizer during that time.

Warning:

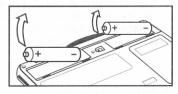
- · Never try to recharge the battery supplied with the unit.
- · Do not expose batteries to direct heat.
- Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

To Replace The Main Batteries:

1. Switch power off, remove the screws that hold the battery compartment cover in place, then remove the battery compartment cover. (Figure 1)



2. Replace the old battery with a fresh one.



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- Replace the main battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.
- 4. Replace the battery compartment cover and the screws that secure it in place.

CAUTION: BATTERIES SHOULD BE REPLACED BY ADULT.

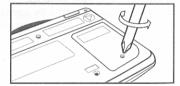
- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD (CARBON ZINC)
 OR RECHARGEABLE (NICKEL CADMIUM) BATTERIES

Warning:

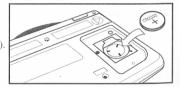
DO NOT CLOSE THE BATTERY DOOR ONCE YOU REMOVE BOTH THE MAIN BATTERIES AND BACK UP BATTERY. YOU MUST RE - PLACE MAIN BATTERIES AND BACK UP BATTERY BEFORE CLOSING BATTERY COMPARTMENT OR ALL FILES WILL BE DELETED!

To Replace the Back-Up Battery:

- Be sure always to leave main batteries in place to protect memory contents before you replace back-up battery.
- 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.



 Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the organizer, making sure that its positive (+) side is facing up (so that you can see it).

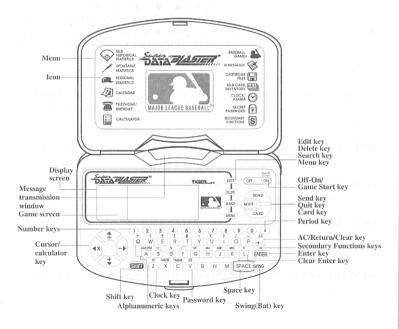


- 4. Replace the back-up battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.
- 5. Replace the battery compartment cover and the screws that secure it in place.

HOW YOUR SUPER DATA BLASTER WORKS

CONTROLS AND INDICATORS

You use controls and indicators to operate your Super Data Blaster. Note that control names appear in boldface type throughout this book. Learn to recognize all icons and keys; you will be using them often.



EDIT Key: Pressing EDIT starts the edit function.

DELETE Key: Press **DELETE** to cancel a character above the cursor on the screen. The **DELETE** Key also erases files from memory.

SEARCH Key: Pressing SEARCH starts the search function.

MENU Key: Pressing MENU returns your Super Data Blaster to Menu. man loatnoo

CURSOR/CALCULATOR Keys: Using the ▲ ,▼ , ▶ , and ◀ keys move the cursor around the screen. Pressing ▲ key moves the cursor up one line. Pressing ▼ key moves the cursor down one line. Pressing ▶ key moves the cursor one space to the right. Pressing ◀ key moves the cursor one space to the left. Keys also move whole lines of messages up and down. Holding a cursor key down causes rapid scrolling through stats.

OFF-ON/GAME START Key: Press **ON** to turn your unit "on." Press **OFF** to turn your unit "off." When first turned on, today's date, time and day appear on the screen.

SHIFT Key: Press **SHIFT** to use Secondary Functions (yellow symbols) on the keyboard, and clock and lock icons.

SWING(BAT) Key: Pressing the **SWING(BAT)** key causes the player to swing at a pitched ball during a game.

MENU Key: Pressing MENU returns you to the Menu.

SEND Key: Pressing SEND transmits an IR signal to another unit.

MESSAGE TRANSMISSION WINDOW: Window through which IR messages are sent and received between units.

CARD Key: Pressing this key accesses data stored on a cartridge(sold separately).

SPACE Key: Pressing this key adds a space above the cursor.

QUIT Key: Press **QUIT** to go back to the original screen of the file. Press **QUIT** twice when in a file to return to Menu.

Key: Secondary Function used in the clock mode to set the time.

Key: Secondary Function used to access the password file.

MENU: The Menu consists of the word SELECT and 12 icons which appear on screen. You use the Menu to enter any of 12 files they identify.

DISPLAY SCREEN: A bright LCD display for all your recorded files. Also, the game screen is on the left side of the LCD screen.

ICONS: Twelve pictures on the Menu screen. Use the cursor keys to select any icon (picture). To access the CLOCK or PASSWORD press SHIFT. The selected icon blinks when chosen. Icons are described on page 3.

NUMBER 1 - 0 Keys: Pressing 1, 2, 3, 4, 5, 6, 7, 8, 9, or 0 and period keys makes that digit or the decimal point (.) appear on the screen above the cursor.

Secondary Function Keys: Punctuation and other symbols are put on screen by pressing keys. Note that the **SHIFT** key must be pressed and released before pressing a Secondary Function key. The "S" icon appears when the **SHIFT** key has been pressed. Press **SHIFT** a second time to return to regular keyboard. "S" disappears. Secondary Functions are explained below:

Punctuation Marks

File Icons

, (comma)

: (colon)



! (exclamation point)

\$ (dollar sign)

(quotation mark)

((open parenthesis)

) (closed parenthesis)

/ (slant)

- (dash)

GAME START Key: Pressing this key starts one of the two baseball games.

◄ /AC (Return/All Clear) Key: Pressing this key returns the cursor to the left side of the screen. During calculator operation, "AC" clears the calculator of any computations.

TURN ON and TURN OFF

Peel the protective label from the screen.

NOTE: When unit is turned on after battery replacement:

CLR ALL DATA 1. YES 2. NO screen appears. For normal operation, press 2. Press 1 after initial turn on.

Simply press the **ON** button to turn your game on. Press the **OFF** button to turn your game off.

NOTE: If no selection is made for 3 minutes, your game turns off automatically. Simply press **ON** button to turn your unit on.

SECONDARY FUNCTIONS

Secondary functions are valuable additional features. They are referred to in procedures as they are used. Secondary functions are explained in detail on page 13.

EDITING PROCEDURE

When you want to change something stored in your Super Data Blaster, use the editing procedure contained in the file you are using.

SCROLLING PROCEDURE

The message line on the LCD screen can have 12 characters. If you key in more than 12 characters, the cursor automatically moves to the next line. Scrolling up and down moves lines of data up and down on screen.

USING YOUR SUPER DATA BLASTER

Procedure:

 Press the ON button; press 2. Today's date, time and day appear on screen. (For first time turn on, 01/01/95 12:00 A SUN appears on screen.)

> NOTE: When unit is turned on after battery replacement, CLR ALL DATA 1. YES 2. NO screen appears. Press 1 to clear all data. Press 2 to return to clock display screen.

- Adjust the LCD screen contrast by using the up and down cursor keys. Use
 (up) key to increase contrast; use ▼ (down) key to lower contrast.
- 3. Press **EDIT** to change the date or time.

CHOOSE 1.12/24 HR 2.TIME SET

4. Press 1 to select 12 or 24 hour (military time) clock.

CHOOSE 1.12 HOUR 2.24 HOUR

- a. Press 1 to set time in 12 hour clock (normal clock setting), or
- b. Press 2 to select 24 hour clock (0000 through 2359 hours military time).

- 5. Screen returns to date/time/day screen.
- 6. To change the date or time, press **EDIT**. Press **2** for TIME SET.
- 7. Press number keys for new month MM, day DD, and year YY.

EXAMPLE: Type in 122495 as the cursor moves to show December 24, 1995. The screen reads 12/24/95.

- Press ENTER for TIME change. Press number keys to change time setting.
 Press A once or twice to choose A (AM) or P (PM) if you use the 12 hour clock.
- 9. Press ENTER. Initial screen appears.
- 10. Press MENU to go to Menu.
- 11. CHECKING MEMORY REMAINING TO STORE ADDITIONAL DATA: You may wish to check your unit from time to time to see how much memory you have left for a file. Files not listed here do not have a memory check feature. Select flashing icon, and proceed as follows:

"File Remain 10" means 10 empty files are available.
"Mem. Remain 86%" means 86% of total memory is available.

MLB HISTORICAL STATISTICS



The HISTORICAL STATISTICS file stores the career statistics for baseball players who played from 1989-1994. You can view them and transfer them to the Updatable Statistics file where they can be updated. Statistics in this unit are valid as of 8/12/94.

Things you can do with Historical Statistics file.

- · View statistics sorted by player's name.
- · View statistics by player's position.
- · View statistics by team.
- · Send statistics to Updatable Statistics file.



Procedure:

- 1. Press ON and ENTER (or press MENU if you are using another file) to access Menu.
- Use cursor keys to select MLB HISTORICAL STATISTICS icon.
- Press ENTER. Initial screen is displayed.



NOTE: Players' stats may be selected for viewing from initial screen or from additional stats.

BA (Batting Average) SLG% (Slugging%) HR (Home Runs) RBI (Runs Batted In) 2B (Doubles) 3B (Triples) SB (Stolen Bases) HITS WINS (Pitchers) SV (Saves - Pitchers)

SO (Strike Outs - Pitchers)

(additional stats available for viewing; sorted by career totals)

	Additional	Additional
Stats - All Players	Pitchers' Stats	Other Player Stats
NAME:	WS: (World Series):	TEAM:
BAT:	ASG: (All Star Games):	WS (World Series):
THROW:	GAMES:	ASG (All Star Games):
POSITION:	W (Wins):	GG (Golden Gloves):
HT:	L (Losses):	GAMES:
WT:	CG (Complete Games):	RUNS:
BORN (year):	IP (Innings Pitched):	AB (At Bats):
YEAR (years in MLB):	ER (Earned Runs):	HITS:
	ERA (Earned Run Average):	BA (Batting Average):
	H (Hits):	2B (Doubles):
	R (Runs):	3B (Triples):
	BB (Bases on Balls):	HR (Home Runs):
	SO (Strike Outs):	SLG (Slugging %):
	SV (Saves):	RBI (Runs Batted In):
		SB (Stolen Bases):

TO CHOOSE A PLAYER'S NAME ("NAME" flashes):

- With NAME flashing, press ENTER. NAME? screen appears.
- Type in a player's name or use ▲ and ▼ cursor keys to choose player's name, or see the table below and choose your favorite way to find a name.

Choose a Player by Name (Grace, Mark for example)

	Type-In	Action
1.	GRACE, MARK	Press ENTER.
2.	GRACE, M	Press SEARCH. When name is found,
		press ENTER.
3.	GRACE	Press SEARCH. When name is found,
		press ENTER.
4.	G	Press SEARCH. When G is found, scroll to
		the name you want. Press ENTER.

- Player's name appears; press ENTER. The record of the chosen player is displayed.
- d. Press down and up cursor keys to view all statistics:

LIST OF TYPICAL STATS

DAINIEC	ADDOTT
BAINES,	ABBOTT,
HAROLD	JIM
BAT: L	BAT: L
THROW: L	THROW: L
POSITION: DH	POSITION: P
HT: 6'02"	HT: 6'03"
WT: 195	WT: 210
03-15-59 (birthday)	09-19-67
YEAR: 15	YEAR: 06
1980-1994	1989-1994
1980-1994 ORIOLES	YANKEES
WS: 0001	WS: 0000
ASG: 0005	ASG: 0001
GG: 0000	GAMES: 018
GAMES: 2025	W: 0067
RUNS: 0973	L: 0074
AB: 007486	CG: 0025
HITS: 2156	JP: 1221.1
BA: 0.288	ER: 0513
2B: 0368	ERA: 03.780
3B: 0047	H: 1254
HR: 0277	R: 0572
SLG: 0.460	BB: 0424
RBI: 1198	SO: 0693
SB: 0030	SV: 0000

e. Press QUIT at any time to return to NAME? screen. Press QUIT again to return to initial screen.

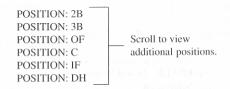
- f. Other players are listed alphabetically. Within a name list, use up and down keys to find another name. Press ENTER. Go to step "d" above to view stats.
- g. Press MENU to return to Menu.

5. TO CHOOSE A PLAYER'S POSITION:

 With initial screen selected, scroll down to select POSITION.

POSITION:P POSITION:SS POSITION:B

b. Press ENTER.



- Scroll to position desired ("position" flashes); press ENTER to select player.
- d. Use up and down cursor keys to select a player. Press ENTER. Scroll up and down to view player stats.
- e. Press QUIT to choose another player by position. Press QUIT again to return to initial screen.
- f. Press MENU to return to Menu.

6. TO CHOOSE A TEAM:

NOTE: Before proceeding, see the chart below for a list of MLB team names.

Team	Type In	Team	Type In	Team	Type In
Atlanta	BRAVES	Pittsburgh	PIRATES	Kansas City	ROYALS
Chicago	CUBS	San Francisco	GIANTS	Milwaukee	BREWERS
Cincinnati Colorado Florida	REDS ROCKIES MARLINS	San Dicgo St. Louis Baltimore	PADRES CARDINALS	Minnesota New York	TWINS YANKEES
Houston	ASTROS	Baitimore	ORIOLES RED SOX	Oakland Seattle	ATHLETICS MARINERS
Los Angeles	DODGERS	California	ANGELS	Texas	RANGERS
Montreal	EXPOS	Chicago	WHITE SOX	Toronto	BLUE JAYS
New York Philadephia	METS PHILLIES	Cleveland Detroit	INDIANS TIGERS		

- With initial screen selected, scroll down to TEAM ("TEAM" flashes). Press ENTER. TEAM? is prompted.
- b. Select team:
 - (1) Scroll down list, select team (name flashes). Press ENTER, or
 - (2) Type in team name.
- Type in Team name (Example: CUBS for Chicago). Press ENTER. Players are listed in alphabetical order.
- d. Scroll down and up the list of players. Press ENTER and scroll to view statistics (players are listed in alphabetical order). Career totals are given.
- Press QUIT to return to TEAM? screen. Repeat steps b., c., and d. for other teams and players.
- f. Scroll down and up to find another name. Press ENTER to find other stats.
- g. Press QUIT again to return to NAME, POSITION, TEAM screen.
- h. Press MENU again to return to Menu.

7. TO VIEW ALL OTHER PLAYERS BY STATS:

NOTE: To be listed, a player must have had at least 250 At Bats (pitchers - 30 games). Stats are listed by career totals

- With initial screen selected, scroll down and up to find the statistic you want (statistic flashes).
- Press ENTER. Players are listed (highest ranking players are listed first).
 Scroll down or up to select player. Press ENTER.
- c. Scroll down and up to view statistics for that player.
- Press QUIT to return to initial screen. Repeat steps a., b. and c. for other players.
- e. Press QUIT once or twice to return to initial screen.
- f. Press MENU at any time to return to Menu.

8. TO TRANSFER PLAYERS TO UPDATE STATISTICS:

a. Select NAME or POSITION on initial screen; press ENTER.

To Update by Name

To Update by Position

b. NAME? appears.

- b. POSITION appears. Press ENTER.
- c. Scroll down to player 's name;
- c. Position list appears. Scroll down and up to position you want. Press ENTER. Players' names appear. Scroll down to find player. Press ENTER.
- d. Scroll down to stat to be changed. Position stat on top line of screen.
- e. Press EDIT. Scroll to characters to be changed above blinking cursor (or select blinking stat); type in changes.
- Press ENTER. COPY FILE TO UPDATABLE appears. Press ENTER to send this file to Updatable Statistics file.

NOTE: You are also transferred to Updatable Statistics file.
You can update statistics without affecting the
Historical file.

g. Press MENU at any time to return to Menu.

UPDATABLE STATISTICS



The UPDATABLE STATISTICS file is where you may track up to 40 players' statistics, game-by-game throughout the season. The format is the same as for the Historical Statistics file, except the file automatically updates itself each time new data is entered.

Things you can do with Updatable Statistics file:

- · View statistics sorted by player's name.
- · View statistics by player's position.
- · Change (edit) a player's statistics.
- · Send and receive statistics by IR.
- · Add new record.

Procedure:

 Press ON and ENTER (or press QUIT if you are using another file) to access Menu.



- 2. Use cursor keys to select Updatable statistics icon.
- 3. Press ENTER.



NOTE: Refer to Historical Statistics file to select a player by name.

4. TO TRANSFER A PLAYER'S FILE TO THE UPDATABLE STATISTICS FILE:

NOTE: Use this procedure if you want to track a player's performance for one season. Using this procedure sets the player's stats to "0" as if he has not played in a game. Other stats, NAME, BIRTHDATE, etc. are retained.

- a. From the initial screen scroll down to NAME (NAME flashes).
 Press ENTER
- b. Using the same procedure as the **HISTORICAL STATISTICS FILE**, type in the desired player's name .
- The unit will search for the player in the CARTRIDGE (if one is plugged in) then the HISTORICAL STATISTICS FILE (if there is no cartridge).
- d. If the player is in either of these files, his statistics will be transferred automatically to the UPDATABLE STATISTICS FILE.
- e. If the desired player is not found (for example Rookies), the SELECT 1, ADD PLAYER 2. EXIT screen appears. You may now create a completely new file for a new player. Simply select 1 and follow the prompts to enter the necessary information.

5. TO VIEW A PLAYER BY NAME:

- a. From initial screen scroll down to NAME (NAME fiashes). Press ENTER.
- A list of players entered in the UPDATABLE STATISTICS FILE are listed alphabetically.
- c. You may also go directly to a player in the file by typing in the name using the same procedure as the HISTORICAL STATISTICS FILE.

6. TO CHOOSE A PLAYER BY POSITION:

a. From initial screen, scroll to POSITION (POSITION flashes).

b. Press ENTER.

POSITION: 2B
POSITION: 3B
POSITION: OF
POSITION: C
POSITION: IF
POSITION: DH

- Scroll to position wanted ("POSITION" flashes). Press ENTER.
- Scroll down to name you want. Press ENTER. Scroll down and up to view stats.

- NOTE: If "NOT FOUND" appears on screen, it means you do not have a player's stats in file. To add a player by position, go to Historical Statistics file and do the "UPDATE STATISTICS" procedure. You copy a complete player's file into the Updatable Statistics file this way. All statistics are updatable.
- e. Do this procedure again, and scroll down to view stats.
- f. Go to step 6 "TO EDIT STATS" to change statistics.
- g. Press QUIT once or twice to return to initial screen.
- Press MENU to return to Menu.

7. TO EDIT STATS:

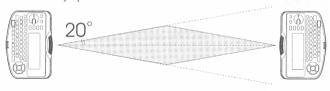
- a. From initial screen, choose NAME (flashes) or POSITION (flashes).
 Press ENTER. Scroll to name of player;
 press ENTER. Press EDIT.
 - NOTE: When changing statistics, entering a number automatically adds to a previous total. Some items are automatically updated when related statistics are changed. Type in "0 "(zero) where stat does not change.
 - NOTE: You cannot add a player without typing in all stats (no blanks can be left) Press **QUIT** to go back.
 - NOTE: Stats are cumulative. If stat number is 100 and you enter 20 the new stat number is 120.
- b. TO EDIT BY NAME (Player must be in file before stats can be edited):
 - (1) For a name, press ENTER. NAME? is prompted.
 - (2) Scroll down to player's name; press ENTER. Scroll down and up stat to be changed and put stat on top line of screen.
 - (3) Press EDIT. Key in revised stat.
 - (4) Press ENTER to store each change (sometimes stat list returns automatically). Select other stats, press EDIT and key in additional changes. Press ENTER after keying in each stat.
 - (5) Press QUIT until NAME? screen appears.
 - (6) Press MENU to return to Menu.

- c. TO EDIT BY POSITION (Player must be in file before stats can be edited):
 - (1) Select POSITION? (flashes). Press ENTER.
 - (2) Scroll down to position you want. Press ENTER.
 - (3) Scroll down and up to player's name; press ENTER. Scroll to stat to be revised.
 - (4) Press EDIT. Key in revised stat.
 - (5) Press ENTER to store each change (sometimes stat list returns automatically). Select other stats and key in additional changes.
 - (6) Press QUIT until POSITION? appears.
 - (7) Press MENU to return to Menu.

8. TO IR RECEIVE:

- a. Select IR RECEIVE from initial screen. Press ENTER.
- b. **RECEIVE *** appears on screen. (Sender chooses Updatable Statistics file he will send you.)

NOTE: See diagram to point Super Data Blasters at each other. You can send up to 25 feet away. When the sender presses the **SEND** key, your file is automatically updated.



NOTE: If the player exists in the Receiver's Updatable file, the date will be replaced with newly sent data. If the player does not exist, he will be transferred into the file.

- when you receive a file, it appears on your screen.
- d. Press QUIT to return to 流 RECEIVE流 screen.
- e. Press MENU to return to Menu.

8. TO IR SEND:

- a. On initial screen. Press 1.
- b. Scroll down to any player. Press ENTER.
- The player's file appears. Line up the Super Data Blasters, and press SEND. The player's file appears on the receiver's screen.
- d. Scroll down and up to view the just received statistics.
- e. Press **QUIT** to return to initial screen.
- f. Press MENU to return to Menu.

NOTE: To transmit files via IR, both units must be MLB Super Data Blasters.

PERSONAL STATISTICS



In this file you store up to five sets of personal data (one year each) in the same format as the Updatable Statistics file. If you want this file to be lockable, refer to SECRET PASSWORD for instructions. This file allows you to create your own statistical file just like the major league players in the Historical Statistics file.

Things you can do with Personal Statistics file.

- · Add a record to file.
- · View an added record.
- · Edit a record

Procedure:

- Press ON and ENTER (or press MENU if you are using another file) to access Menu.
- 2. Use cursor keys to select helmet icon.



NOTE: PASSWORD? is prompted if password is active.

Type in password, and press ENTER.

3. Press ENTER.



NOTE: Pressing 1 lets you add a record. Pressing 2 lets you view records. Type in new name you want (Example: JONES, JEFF). Typing in an update stat automatically changes the existing stat.

NOTE: If "NOT FOUND" appears on screen, no stats are stored. Go to step 4 to add a record.

4. TO ADD A RECORD:

- a. Press 1. NAME? appears. Type in name. Press ENTER.
- Scroll down and type in stats. Refer to MLB Historical Statistics file to see the list of statistics to be stored.
- Type in stats and press ENTER after each one. Scroll down to view new stats.
- d. Press **QUIT** to return to initial screen.
- e. Press MENU to return to Menu.

NOTE: To differentiate stats, a different year must be entered for each file.

5. TO VIEW A RECORD:

NOTE: You may store five sets of stats in different years, or more than one player's stats for the same year for a total of five sets of stats.

- a. From initial screen, press 2 and press ENTER. A year appears on screen. Press ENTER or Scroll down and up to find the year you want. Press ENTER.
- b. Scroll down and view a record.
- c. Press OUIT to return to initial screen.
- d. Press MENU to return to Menu.

6. TO EDIT:

- a. Choose the record to edit, scroll to the data to be changed (position stat to be changed on top line of screen).
- Press EDIT. Type in the new data for the stat you want; press ENTER.
 New stat is displayed (some stats are increased as new numbers are entered).
- c. Scroll to other stats and make changes.
- d. Press ENTER to store each item of new data.
- e. Press **QUIT** to return to initial screen.
- f. Press MENU to return to Menu.

NOTE: If you do not wish to make changes to a stat, type "0" (zero) when that stat is show on screen.

- 7. If you want to lock this file, refer to SECRET PASSWORD on page 53.
- 8. Press MENU to return to Menu.

CALENDAR



This is your daily calendar with room for date, time and message. If you want this file to be lockable, refer to SECRET PASSWORD for instructions.

Procedure:

- Press ON and ENTER (or press MENU if you are using another file) to access Menu.
- 2. Use cursor keys to select CALENDAR icon. Press **ENTER**.



NOTE: PASSWORD? is prompted if password is active.

Type in password, and press ENTER.

Month, day, year and day appear on initial screen. Scroll down or up to find other dates. To check a date, press SEARCH, key in a new date and press ENTER.

NOTE: Three stars (木木) on screen tell you there is a message stored for this date. (Fig. a) To read a message, locate date with ******; press ENTER. Scroll up and down to read message.



- 4. TO STORE A NEW DATE, MESSAGE AND ALARM TIME:
 - a. From initial screen, press **ENTER**. (Fig. b)



Type the date (for example: 122495 for MMDDYY for December 24, 1995) and press ENTER. Date, day and MESSAGE? prompt appear on screen.(Fig. c)



c. Type characters, and press ENTER to store the message. Type WORLD SERIES. (Fig. d) 12/24/95 SUN WORLD SERIES (Fig. d)

Press **ENTER**. Message is stored, and TIME? is prompted. (Fig. e)

12/24/95 SIN TIME? (Fig. e)

d. Key in 01:30. Press A once or twice to select AM or PM (key in 1330 if 24 hr. clock is used). Press ENTER. (fig. f)

12/24/35 SIN 01:30 F

NOTE: Additional messages can be stored; see step 5. NOTE: To correct a wrong letter, position cursor

under wrong letter and type in correct letter.

 MESS. ALARM 1. ON, 2. OFF is prompted. If alarm is "on," Super Data Blaster sounds an alarm on the day and time you select.

NOTE: Press **ENTER** or **QUIT** to turn off the alarm when it sounds.

(Fig. b)

- Press 1 to select ON. Press 2 to select OFF. Initial screen returns. Press ENTER.
- g. To check any date, scroll to that date or press SEARCH. Key in date (example: 122495). Press ENTER ***** appears on screen. Press ENTER. (Fig. g) "Bell" symbol indicates that alarm is "on."



(Fig. g)

- h. Press QUIT to return to initial screen.
- i. Press MENU to return to Menu.

5. TO STORE ADDITIONAL MESSAGES FOR ANY DATE:

- a. Go to the next date. Press ENTER. Press EDIT.
- Change the date on the screen to the date where you want to store the second message. Press ENTER.
- c. Key in message; press ENTER to store it.
- d Also key in time you want for alarm. Press ENTER.
- e. Perform steps 4e and 4f to set alarm.
- f. Initial screen returns. Press SEARCH and key in date of second message. Press ENTER. Date appears. Press ENTER. First message appears. Scroll down to last line; press ENTER. Scroll down once; second message appears. Scroll through message. Press QUIT.
- g. Scroll down to read the message.
- h Go to original date to check the storage of both messages.

NOTE: Additional messages can be stored using step 5.

- 6. If you want to lock this file, refer to SECRET PASSWORD on page 53.
- 7. Press MENU to return to Menu.

TELEPHONE/BIRTHDAY



You can store and quickly look up names, addresses and birthdays of friends and relatives. If you want this file to be lockable, refer to SECRET PASSWORD for instructions.

Procedure:

- Press ON and ENTER (or Press QUIT if you are using another file) to access Menu.
- 2. Use cursor keys to select TELEPHONE (LD, initial screen) icon.
- 3. Press ENTER.



NOTE: PASSWORD? is prompted if password is active.

Type in password, and press ENTER.

NOTE: To look up names and numbers, go to step 9.

4. NAME? is prompted. (Fig. a) Type in your name (or JEFF JONES (for example) (Fig. b) Press ENTER.

NAME ?

(Fig. a)

(Fig. b)

NUMBER? is prompted. (Fig. c) Type in the phone number for the name (up to 16 digits).

Multiple Fr.

(Fig. c)

画

(Example: 758-913-8100 980). (Fig. d)
Press ENTER.

(Fig. d)

6. ADDRESS? is prompted.(Fig. e) Type in up to 40 address characters (Example: WOODLANDS PARKWAY VERNON HILLS). (Fig. f) Press ENTER. (Fig. e)

WOODLANDS

HITHERS

WOODLANDS
PARKWAY
VERNON HILLS

7. BIRTH? MMDD is prompted. (Fig. g) Type in 0812 for month and day, for example. (Fig. h) Press ENTER.

) Etr. in the

(Fig. g)

BIRTH?MMDD 0812 (Fig. h)

8. Screen returns to NAME? prompt (Fig. a). Go back to step 4 to enter another telephone/birthday entry.

9. LOOKING UP NAMES AND NUMBERS:

- Select initial screen. Scroll through names and addresses using ▲ and ▼ arrows.
- b. Press QUIT to return to NAME? screen. Press MENU to return to Menu.

- 10. TO EDIT (To edit, all data must be reentered into file):
 - a. Select initial screen. Scroll to item to be changed.
 - b. Press EDIT. Scroll to character to be changed. Key in changes. Press ENTER. NUMBER? appears.
 - c. Key in phone number. Press ENTER. ADDRESS? appears.
 - d. Key in address. Press ENTER. BIRTH? appears.
 - e. Key in birthday. Press ENTER. Screen returns to NAME?
 - f. Press MENU to return to Menu.
- 11. If you want to lock this file, refer to SECRET PASSWORD on page 53.
- 12. Press QUIT key; initial screen appears.
- 13. Press MENU to return to Menu.

CALCULATOR



Super Data Blaster includes a calculator for you to add, subtract, multiply and divide quickly and easily. Also you can compute $\sqrt{}$ (square root). % (percentage), and use a constant factor K.

Procedure:

- 1. Press ON and ENTER (or press MENU if you are using another file) to access Menu.
- 2. Use cursor keys to select CALCULATOR icon.
- 3. Press ENTER. "0" appears on screen.
- 4. Do addition, subtraction, multiplication, division, square root and percentage, with or without memory storage.
 - NOTE: Use the decimal point key to enter a decimal point in any computation.
 - Addition: Press 2, press + (plus sign), press 3, press =. The sum is 5.

Press **AC** to clear the screen at any time.

Subtraction: Press **8**, press **-** (minus sign), press **6**, press **=**. The difference is **2**.

Press AC to clear the screen at any time.

Multiplication: Press 4, press X (times sign), press 5, press =. The product is 20.

$$X \qquad 5 \qquad = \qquad 20$$

Press AC to clear the screen at any time.

Division: Press 2 and 0, press \div (division sign), press 5, press =. The quotient is 4.

$$) \quad \div \quad 5 \quad = \quad 4$$

Press AC to clear the screen at any time.

Using the "K" constant:

Press 78 and press - (minus). Minus sign appears above 78 on

screen.

Press - (minus) again. K sign appears on screen.

Press 100 and = (equal).

Answer 22 appears on screen.

Press 10 and = again.

Answer - 68 appears on screen.

Press AC at any time to clear screen. 0 appears on screen.

Finding Square Root√

Press 169.

169 appears on screen.

Press V

Ø

Answer 13 appears on screen.

13 is the square root of 169.

Press AC at any time to clear the screen 0 appears on screen.

Finding Percentage (%)

To find 70% of 200, press 200 and then X (times).

Then press 70 and %.

X and 200 appears on screen.

Answer 140 appears on screen.

M and 123.45 appears

Result 1333.45 appears

The result is 0 which

appears on screen.

The product 1210

appears on screen

on screen.

on screen. 1333.45 appears on

screen.

Using Calculator Memory:

Press 123.45, then press SHIFT and M+.

To use memory, press 55 x(time sign) 22, then press M+. Press MR to check the memory.

Press MC to clear the memory.

Now press MR.

Using the 'C' (clear entry) Key:

If you want to enter $18 \div 12$ and you put in $18 \div 13$, press C.

Press 12. Press =.

Press 3333 x (times sign). Press = to multiply 3333×3333 .

Press x (times sign) and = again.

0 is displayed on screen while calculator is awaiting a new input. 12 appears on screen. Result 1.5 appears on screen.

Result 11108889 appears on screen. The result is overflow of memory and ERROR appears on screen.

BASEBALL GAME

You can practice and play two games over and over with many variations. To improve your playing skills, you can:

- · enter the HOME RUN CHALLENGE
- · play the FANTASY game

Procedure:

- 1. Press ON and ENTER (or press MENU if you are using another file) to access Menu.
- 2. Use cursor keys to select player icon.

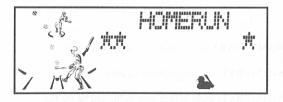


3. Press **ENTER**. Initial screen appears:



4. See steps below to play games.

PLAYING IN THE HOME RUN CHALLENGE:



Press AC to clear the screen.

1. Press 1.

SELECT PLAYER FROM

Press ENTER. Scroll to view CARTRIDGE



- Scroll to choose a file. Press ENTER. NAME? appears.
- 4. Scroll down to choose a player. Press ENTER.



5. Then, the initial game screen appears.



NOTE: Try to hit as many home runs as possible before you make 10 outs. You press SWING(BAT) once to pitch the ball, and you press SWING(BAT) again to swing at the ball. On each pitch, you will MISS, make an OUT, or hit a HOME RUN.

- 6. Press GAME START key. Player takes a practice swing.
- 7. Press **SWING(BAT)** and pitcher throws a pitch.
- 8. Press SWING(BAT) again to time your swing and hit the ball.

- NOTE: Time your swing to hit home runs. Each time you hit a home run you "knock" the pitcher out of the box, and a relief pitcher comes in.
- Press SWING(BAT) again to throw a pitch; press SWING(BAT) again to hit a home run.
- 10. Repeat step 9 and hit as many home runs as you can before you make 10 outs.
- 11. Outs, home runs and total score are shown on the screen as you play.
- 12. When you make 10 outs, this is a typical screen.



- 13. Press QUIT and ENTER to play another game.
- 14. Press MENU to return to Menu.

PLAYING THE FANTASY GAME:

Make your own fantasy team of current MLB "greats", and Super Data Blaster chooses an opposing team. Your teams clash and the best team wins! Play as many games as you want. Choose hundreds of player combinations. You can play a game by yourself, or you can play against a friend who has another Super Data Blaster.

Procedure:

1. With initial screen showing, press 2.



NOTE: If you are playing the game yourself, select 1. If you are going to play someone with another Super Data Blaster, select 2.

2. Typical games are shown below:

PLAYING A 1-PLAYER GAME:

GAME NOTES: Games are played using all players' statistics... plus a random factor which affects final scores. Games with the same players will not have the same final scores. When you choose all your players, the OPPOSING TEAM is selected randomly by Super Data Blaster. As opposing players names are chosen, they appear on screen.

3. The chart on page 22 gives the names to type in for teams.

* Final game scores vary due to unpredictable factors added to each game.

NOTE: Press QUIT to play another game, or press MENU to return to Menu.

NOTE: You can play the game with another unit via IR remote control.

PLAYING FANTASY GAME BY REMOTE CONTROL (2 PLAYERS):

a. With initial screen showing, press 2.



- b. Press 2 to choose 2 PLAYERS. TEAM? is prompted.
- c. Key in a 3-letter code for your favorite team. Press ENTER.
- d. Select nine players as prompted, (see 1-player game to choose players) and press ENTER after each selection.



NOTE: See diagram to line up sending and receiving Super
Data Blasters. Receiving unit must also be set to
Fantasy Game, IR RECEIVE mode.

- If you are a receiver, wait for the other unit to send. If you are a sender, Press SEND.
- Receiving unit shows game score on screen. Receiving player announces final score.

NOTE: If sender sees COMM ERROR on screen, he presses QUIT, lines up units and presses SEND again.

- g. Press QUIT to return to FANTASY GAME, 1 PLAYER, 2 PLAYER screen. Play another game!
- h. Press MENU to return to Menu.

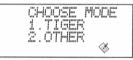
IR MESSAGES



The IR MESSAGES mode uses invisible infrared (IR) light waves to send and receive messages to nearby Super Data Blasters and Casio JD6000 or equivalent units. You can send or receive messages or records up to 50 characters long between Super Data Blasters. For Casio JD6000 and similar units, messages up to 28 characters can be sent and received. Messages are sent by line-of-sight for up to 25 feet. Ten messages can be stored for future transmission.

Procedure:

- Press ON and ENTER (or press MENU if you are using another file) to access Menu.
- 2. Use direction keys to select IR MESSAGES icon.
- 3. Press ENTER. Initial screen appears.



NOTE: Press 1 to send to any Tiger unit; press 2 to send to a compatible infrared message diary.

NOTE: You can send a message to another Tiger Super Data Blaster or to a Casio (JD6000 or equivalent) unit. If you send to another Tiger unit, you can send up to 50 characters (including spaces). If you send to a Casio unit, you can send up to 28 characters (including spaces).

4. TO SEND A MESSAGE:

- With initial screen, press 1. MESSAGE? is prompted.
- b. You can send two types of messages (pre-stored or newly generated):
 - (1) Type in message. Press **ENTER**.



- (2) Press 1 to save message. MESSAGE? is prompted. Press 2 to delete message. You can store up to 10 messages ahead of time to send.
- When message is on screen, aim the window at the other unit. Be sure to hold unit still.
- d. Press SEND. Message is sent to receiver.

NOTE: If message is not received, and acknowledge is not returned, the words "COMM ERROR" appear on screen. Press QUIT to start again.

- e. Press SEND again to retransmit message or record.
- At the receiving unit, the message appears on screen. Scroll down to view message.
- . Press ENTER. CHOOSE 1. SAVE, 2. DELETE screen appears.
- Press 1 and ENTER to save message. MESSAGE? appears. Scroll down to view message.
- i. Go to step "b" above to send another message.
- j. Press MENU to return to Menu.

5. TO RECEIVE A MESSAGE:

- Go to MESSAGE? screen and wait for message.
- b. *** RECEIVE**** appears on screen with the received message under it.
- c. To save message, press ENTER. CHOOSE 1. SAVE, 2. DELETE screen appears.
- d. Press 1 and ENTER.
- e. MESSAGE? is prompted. Scroll down to message.
- f. To delete message, press **DELETE**.
- g. Go to step "b" above to receive another message.
- h. Press MENU to return to Menu.
- 6. Press QUIT once before you send the next message.
- 7. Press MENU to return to Menu.

CARTRIDGE FILES



A unique cartridge system contains accurate information to update career and yearly total stats. Each season you can easily load statistics from these pre-programmed cartridges into your Super Data Blaster. You can even send them via IR message mode to another Blaster.

NOTE: Insert or replace CARTRIDGE only if unit is OFF.

Procedure:

- Press ON and ENTER (or press QUIT if you are using another file) to access Menu.
- 2. Insert cartridge into right side of unit.
- 3. Use direction keys to select the cartridge icon or press CARD key.
- Press ENTER. If selecting the menu icon. (If you press CARD you do not need to Press ENTER.)

5. The screen will then display 1.Name 2.Position 3.Team. Use the arrow keys to choose and Press ENTER.

and Press ENTER.



- 6. You may now view or load a record into Updatable Statistics file.
 - a. To view a record, refer to MLB Historical Statistics file for procedure.

NOTE: When playing the fantasy game, you plug in the cartridge and you are able to use the CARTRIDGE file to play a game. NO VALID CARTRIDGE appears on screen if no cartridge is plugged in.

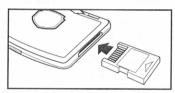
- b. To load into Updatable Statistics file:
 - (1) Choose a record (as in Historical Statistics file)
 - (2) Press **EDIT**. Press **ENTER**.



- (3) Press ENTER or QUIT. You are now in the Updatable Statistics file with the new record.
- Additional cartridges can be accessed by removing the cartridge and plugging in a different one. Then repeat the procedure starting at step 3.
- 8. Press MENU to return to Menu.

Cartridge expansion card:

 Insert the cartridge card into the slot and push it in. The label shows face up toward the keyboard.



Note: The unit will power off automatic during cartridge insertion.

Turn on the unit. The cartridge data can now be accessed by either selecting the cartridge icon at MENU mode or by pressing the cartridge key.

BASEBALL CARD INVENTORY



You can store a list of your favorite baseball cards with card names, card makers and values. If you want this file to be lockable, refer to SECRET PASSWORD for instructions.

Procedure:

- Press ON and ENTER (or press MENU if you are using another file) to access Menu.
- 2. Use direction keys to select the card file icon. Press ENTER.

NOTE: PASSWORD? is prompted if password is active.

Type in password and press ENTER.

Prompt	Туре Іп	
CARD NAME?	Up to 15 characters	ENTER
MFGR?		ENTER
VALUE?	Up to \$9999	ENTER
CHOOSE 1. WANT,	1 or 2	ENTER
2. HAVE		

Screen returns to CARD NAME? screen. Store additional card information as desired.

NOTE: To view, press down and up keys to see card name, mfgr., value, and want/have.

- 4. Press **QUIT** to return to CARD NAME?.
- 5. TO EDIT:
 - a. Access card file and select desired card.
 - b. Press EDIT.
 - Press ENTER until line to be changed is at top of screen. Press EDIT.
 Type in revised data.
 - d. Press QUIT to return to CARD NAME? screen.
- 6. If you want to lock this file, refer to SECRET PASSWORD on page 53.
- 7. Press MENU to return to Menu.

CLOCK



This shows the current time in regular or 24-hour display. Once the clock is set, the time is displayed. You can check the correct time whenever you wish.

Procedure:

- Press ON and ENTER (or press QUIT if you are using another file) to access the Menu.
- To edit, press SHIFT and clock icon keys. Initial screen appears, showing current date, time and day.

12/24/95 01:30 F SLW «

3. TO EDIT:

a. Press EDIT. Screen shows:

CHOOSE 1.12/24 HR 2.TIME SET

NOTE: Pressing "1" selects 12/24 hour display. Go to step 4. Pressing "2" sets the time. Go to step 5.

4. TO CHOOSE 12 OR 24 HOUR DISPLAY:

- a. Pressing 1 or 2 chooses 12 or 24 hour display.
- Press 1. Initial screen shows 12 hour time, or press 2. Initial screen shows 24 hour time

5. TO SET TIME:

- a. Press 2. DATE? MMDDYY appears on screen.
- b. Key in digits for month, day and year. Press ENTER.

NOTE: If you key in a wrong digit, use cursor keys to select the digit and retype it correctly.

TIME? HHMM appears.

- d. Key in four digits for correct hour and minute.
- e. Repeatedly press "A" to select A (AM) or P (PM).
- f. Press ENTER. Initial screen appears with new time.
- 6. Press MENU to return to Menu.

SECRET PASSWORD



You can lock certain files by using up to a 4-letter secret password. No one can open these files unless they use the secret password. The files that can be locked are Personal Statistics, Telephone/Birthday, Calendar and Card Inventory. All other files cannot be locked.

Procedure:

- Press ON and ENTER (or press MENU if you are using another file) to access Menu.
- Press SHIFT, then press key with the lock icon above it. The PASSWORD? prompt appears.

FHEEWOFD?

NOTE: Write down your password now so you won't forget it. Later you can hide the password in an unlockable file, and tear up the password written on paper.

- 3. Enter any combination of up to four letters and numbers. Digits appear as four stars (未本本) on screen. (your actual letters will not appear on screen.)
- 4. Press ENTER.

NOTE: If incorrect password is typed in, INVALID appears on screen. Press **ENTER** to return to initial screen.

- 5. If no password was previously stored, REENTER is prompted.
 - Type in password again to verify. While typing in the password, (★★★★) appears. Press ENTER.
- 7. Successful password entry prompts:

1. ON

Press 1 to activate password.

2. OFF

Press 2 if you don't want the password. Unit returns to

Menu.

3. EDIT

Press 3 to change password. Press ENTER. Go to step 4.

IMPORTANT NOTE: Remember your password! Write it

down if you need to. If you forget your password you will be locked out of very important files. The only way to reenter these files is to press the reset button on the bottom of the unit with the tip of a pen. Be careful! This procedure deletes all files from your unit.

Press MENU to return to Menu.

Caution

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.

Replace batteries at the first sign of erratic operation.

Do not use a pencil or a pin to press the reset switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

Defect or Damage

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase, price paid, and your return address. We will do our best to help.

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\$15.00. 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 6006l U.S.A.

- Pack the product carefully in the original box or use a good-quality carton with packing materials.
- 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.