

TIGER
ELECTRONICS

Item No.: 59919
Ages 7 & Up

dear diary III[®]

INSTRUCTIONS



TIGER
ELECTRONICS

A division of Hasbro, Inc.

©, TM, & © 2001 Tiger Electronics
All rights reserved.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA
www.tiger toys.com

MADE & PRINTED IN CHINA



200103820WTI-01

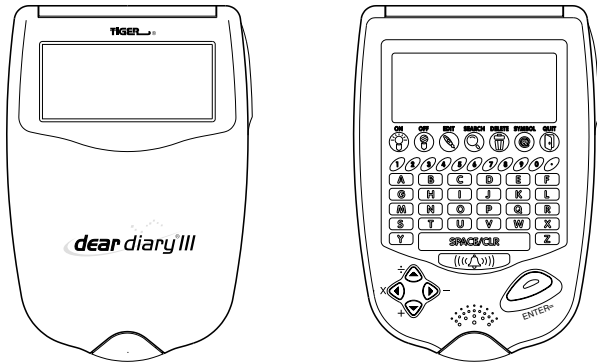
i·GET
IT[™]

CONTENTS

Opening Your Dear Diary III	2
Getting Your Dear Diary III Ready	3
Icons You Should Know	3
Symbols You Should Know	6
Words You Should Know	6
Battery Installation	8
How Your Dear Diary III Works	11
Controls and Indicators	11
Using Your Dear Diary III	13
Reset Operations	13
Editing Characters	13
Changing the Date	15
Changing the Time	16
Scrolling	16
Initial Screen	17
Dear Diary	18
Calculator	21
Phone/Address	22
Horoscope	24
Special Days	26
Memo	27
Secret Password	28
Play a Game	30
Wishes	31
Favorites	32
Dislikes	34
Homework	35
Shopping List	36
Secrets	37
Scheduler	38
Caution	39
90-Day Limited Warranty	40

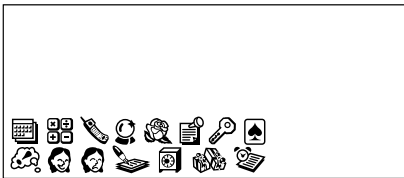
Opening Your Dear Diary

To open your Dear Diary III, press and hold the button on the bottom front of the diary and lift the colored lid. When closing the lid, make sure the latch clicks into the base.



Getting Your Dear Diary III Ready

ICONS YOU SHOULD KNOW



Above are icons that you will see on your diary screen. Learn to recognize them; you will be using them often. Following is a brief explanation of each.



DEAR DIARY

You can store one message with up to 32 characters and four symbols for each calendar day for up to 40 days. Days can be in any order that you desire, and each day can be in any year you choose.



CALCULATOR

You can make the calculations you desire.



PHONE/ADDRESS

You can store the name (up to 15 letters), phone number (12 digits and 3 decimal points), street address, city and state (up to 40 letters) birth date, secrets and hobbies for up to 40 friends.



HOROSCOPE

You can find symbols for luck and fortune and other predictions in your horoscope. Using your birthdate, your horoscope displays as personal message on the screen and up to four dollar signs (fortune), up to four heart symbols (luck), and other meaningful symbols.



SPECIAL DAYS

You can record as many as 10 special days (birthdays, anniversaries, dates, and other days) which have special meaning.



MEMO

You can store up to 5 memos, each having up to 40 characters.



SECRET PASSWORD

Your secret password locks certain files. These files are: Dear Diary, Phone/Address, Secrets, Wishes, Favorites, Matching Game, Dislikes and Special Days. The following files are not protected by your password: Horoscope, Homework, Shopping List, Calculator, Memo and Scheduler.



PLAY A GAME

A fun matching game using records in Phone Book / Address mode



WISHES

You can store up to 5 wishes, each having up to 40 characters.



FAVORITES

You can list up to 5 things - records, friends, days, colors, and animals. Each "favorite" can be up to 15 characters.



DISLIKES

You can list up to 5 things you don't like. For instance, you can list records, friends, days, colors and animals. Each "dislike" can be up to 15 characters.



HOMEWORK

You can enter homework assignments for up to four days. Each day you will be able to enter up to 50 characters



SECRETS

You can store up to 5 secrets, each having up to 40 characters.



SHOPPING LIST

You can list your shopping needs, up to 120 characters.



SCHEDULER

Tells you the date and time and stores your appointment information. The scheduler rings an alarm to remind you of appointments. Up to 7 appointments can be stored. The current date will be displayed, as well as an indicator about diary content on a particular date.

SYMBOLS YOU SHOULD KNOW

The following symbols appear on your Dear Diary III screen:



SUN RAIN SNOW GIFT BOOK DOCTOR TV



SHOPPING HOUSE HEARTS DOLLAR SAD HAPPY UNHAPPY
CARD SIGN FACE FACE FACE



LUCK (1-4 diamond symbols)

FORTUNE (1-4 dollar signs)

WORDS YOU SHOULD KNOW

CHARACTER: Any letter, number, punctuation mark or space.

CURSOR: The blinking line where any character is or where one can be entered.

DELETE: Pressing this key removes the character or symbol above the cursor. Delete also erases information in a file.

DIGIT: 1, 2, 3, 4, 5, 6, 7, 8, 9 or 0.

EDIT: Changing information stored in the diary.

ENTER=: Pressing this key verifies (stores) information in your diary also and performs other function which will be explained later.

HOROSCOPE: A forecast of fortune based on the stars.

ICON: A picture that represents one of the 15 files in your diary.

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

MENU: The 15 icons that identify the 15 files/functions in your diary.

MODE: This is the way your diary is being operated. Example: Diary is operating in the “calculator” mode. Sometimes the word “function” is used instead of mode.

PASSWORD: A 4-character code that locks certain files.

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

QUIT: Stops the file you are in and returns to the initial screen, also leaves initial screen and return to the main menu.

SCREEN: The LCD of your diary, sometimes called the “display.”

SCROLL: Moving the cursor to the right or left to read information on the screen, or up and down to read records in a file.

SEARCH: Automatically looks for words that you previously stored

SPACE/CLEAR: Adds a space or clears a calculator computation.

STORE: Records information in the diary.

SYMBOL: One of 16 pictures that selects categories of information in various files. Fortune (dollar signs) or luck (diamond) symbols may appear alone or in multiples of up to four.

BATTERY INSTALLATION

Inserting/Replacing Batteries

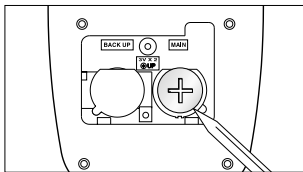
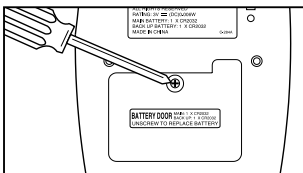
This diary is powered by two 3V button-cell batteries, both of which are type CR2032. One of the main battery, and the other is the back-up battery. The main battery provides power for normal operations. The back-up battery protects data stored in memory when changing the main battery.

If the LCD becomes dim, replace the main battery. Your data is protected by the back-up battery during main battery replacement.

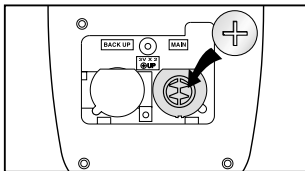
Memory contents are lost when both the main battery and the back-up battery are removed at the same time. Be sure to leave one of the batteries in place to protect the data in memory. If you remove the main battery for any amount of time, memory retention will depend entirely on the condition of the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

Replacing Main Battery

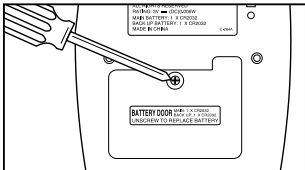
1. With the diary turned off, using a Phillips® screwdriver, remove the screw on the battery compartment door on the back of the unit. Remove the battery compartment door.
2. Remove the old battery using a thin, pointed, non-metallic object.



3. Wipe the surfaces of the new battery with a soft, dry cloth. Insert the new battery. The “+” should be facing you.



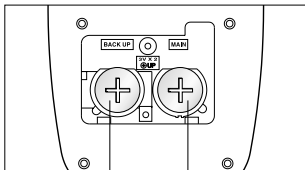
4. Screw the battery compartment door back on.



WARNING: YOU MUST REPLACE THE MAIN BATTERY BEFORE CLOSING THE BATTERY COMPARTMENT DOOR OR ALL FILES WILL BE LOST.

Replacing Back-up Battery

1. You replace this battery in the same way you replace the main battery.
2. Be sure that the main battery is in place before removing the back-up battery, or all data will be lost.



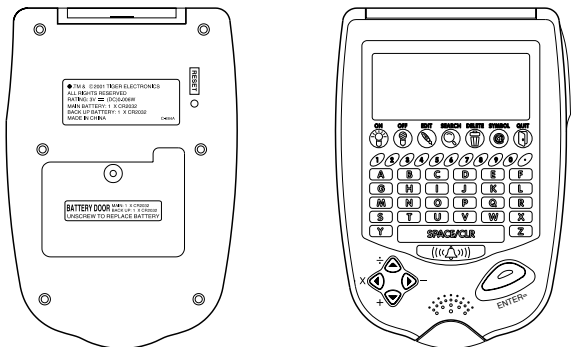
BACK UP BATTERY MAIN BATTERY

To ensure proper function:

- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery installation should be done by an adult
- 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
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity, and follows the toy and battery manufacturer's instructions
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited
- Do not dispose of batteries in fire, batteries may explode or leak.

HOW YOUR "DEAR DIARY III" WORKS

CONTROLS AND INDICATORS



DISPLAY/SCREEN – shows the information stored in your diary

ON – turns on the unit

OFF – turns off the unit

EDIT – used to change information in a file

SEARCH – used to find specific information

DELETE – used to erase the character above the cursor, or to erase information in a file


SYMBOL – used to add graphics to your files, see page five for a complete list

QUIT – used to end work in a file or return to the main menu

NUMERIC KEYBOARD – used to type numeric information in to your diary, the decimal point is also used as a period in alphabetic entries

ALPHA KEYBOARD – used to type alphabetic information into your diary

SPACE/CLEAR – used to type a space between letters/numbers and to clear the screen in the calculator mode

ALARM – used to turn on alarm function ( will be displayed).

ARROW KEYS – used to move the cursor around the screen and as the function keys in the calculator mode

ENTER= – used to verify a choice and as the “equals” key in the calculator mode

RESET – used to reset your diary

FILE REFERENCE – an at-a-glance reference to the file names and icons in your diary

USING YOUR DEAR DIARY

Remove the label adhered to the screen before using your diary.

Reset Operations:

By pressing the reset button, you can delete all the data previously input. The screen will prompt, CLEAR ALL? Y/N. By pressing Y (yes) all data will be deleted. N (no) will return you to the initial screen.

Be sure to clear all data before you use Dear Diary III for the first time.

Your Dear Diary III organizer has a clear plastic cover that protects the screen and keyboard. Open the cover before attempting to enter or view data.

TURN ON and OFF

Simply press the ON button to turn your diary on, and press the OFF button to turn your diary off.

EDIT PROCEDURE

Editing is changing information in your files. You may make typing errors, or you may decide to change words and numbers.

EDITING CHARACTERS

Editing characters occurs on the top row of the LCD screen. It is not necessary to do the edit now, but you will be referred to this procedure when you are working in your files.

Procedure

1. When you are in a file, press **EDIT** to select the edit mode.
2. The blinking cursor indicates where you can add a character. You can delete characters in the edit mode and add new characters in their places.
3. When you type in a character, it is inserted above the cursor. Then, the cursor automatically moves one place to the right. To replace a character above the cursor, press **DELETE**. The, type in the new character.
4. You move the blinking cursor to the left or right by using the ► (right) or ◀ (left) arrow key.



NOTE: When the message is too long to fit on the screen, small arrowheads appear at either end or both ends to show you that more characters are off the screen. ► Arrowhead tells you more characters are to the right side of the screen. ◀ Arrowhead tells you more characters are to the left side of the screen. Use the right and left arrow keys to scroll back and forth to reach any part of the message for viewing and editing.



5. When you finish editing, press **ENTER** to store editing changes.
6. If you want to stop editing at any time, press **QUIT**.

EDITING DATE

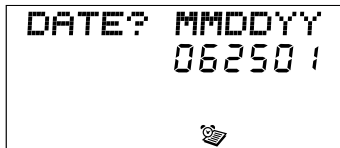
The prompt MMDDYY asks you to enter a 6-digit date on the message line near the right side of the screen.

Procedure:

1. When a date is prompted, the cursor appears under the first M.



2. Type in six digits for month MM (01-12), date DD (01-31) and year YY (01, 02, etc.). The blinking cursor moves one character to the right as each digit is entered.



Example: For June 25, 2001, key in 062501.

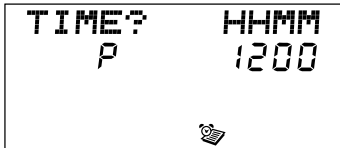
3. If you want to change a digit, use the ► (right) and ◀ (left) direction keys to move the cursor to the digit you want to change. Then, type in the new digit.
4. Press **ENTER** to store the date. If the date is impossible (June 43, 2001), the word **INVALID** appears on the screen. The screen goes back to MMDDYY so you can input a valid date.
5. Press **QUIT** at any time to stop the procedure.

EDITING TIME

Certain files display the time for your convenience.

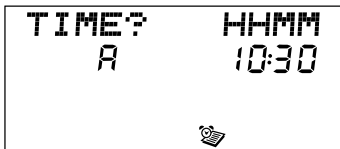
Procedure:

1. To edit the time, the prompt HHMM (hour/minutes) will appear on the top line of the screen. The second line will contain **A** or **P** (for **AM** or **PM**) and the time that is currently set in the organizer.
2. Key in the hour and minutes and **A** or **P**. The cursor indicates where the next digit will appear on the screen.



Example: 10:30 A = 10:30 AM

3. Press **ENTER** to store the time.
4. If an impossible time is entered, the word **INVALID** appears on the screen. Press any key to start over.
Press **ENTER** to store the time correctly.
5. To cancel the procedure, press **QUIT** at any time.



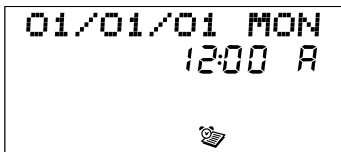
SCROLLING

The message line on the LCD screen displays 12 characters. If you key in more than 12 characters, an arrowhead appears on the left side of the screen. This means that letters are off the screen and can be viewed by using the ◀ (left) direction key. If there are letters off the right side of the screen, an arrowhead appears on the right side of the screen. The letters can be viewed by using the ▶ (right) direction key. When you are in a message, use the right and left direction keys to scroll back and forth to read the entire message.

INITIAL SCREEN

Procedure:

1. Press **ON** the turn diary on.
2. The initial screen displays:



3. If day, date and time are correct, go to step 6. To set the day, date and time, go to step 4.
4. If the time has not been set, the display shows 1/01/01 MON 12:00 A and the clock symbol. The clock starts automatically.
5. If the initial screen is incorrect, press **EDIT** and follow the procedures for editing date and time.
6. When initial screen is correct, press **ENTER**. The Menu screen will appear.



7. One of the 14 icons is blinking. You can go directly to that mode by pressing **ENTER**, or you can select a different icon by using the **ARROW KEYS**. The blinking icon shows the file you select.

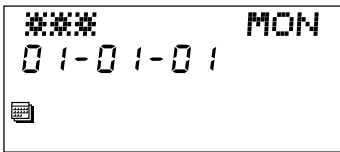
DEAR DIARY



The DEAR DIARY file is where you make your diary entries. You can store new diary listings, edit existing information, or search and view entries you have made. Dear Diary messages may be locked, and can only be opened with your secret password.

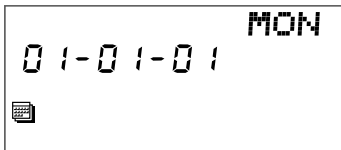
Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the ARROW KEYS to select the DEAR DIARY icon and press **ENTER**.
3. Your DEAR DIARY stores up to 32 characters and four symbols for each of 40 days. Dates do not need to be chronological, nor even in the same year.
4. Practice the following things to learn to use your diary
 - a) Entering diary from Menu
 - b) Selecting yesterday, today and tomorrow screens
 - c) Recognizing all images on the screen
 - d) Storing a date and message
 - e) Editing, deleting, and adding symbols to a message
 - f) Returning to Menu at any time
5. Here is a typical screen
 - a) The day (MON), date (010101), and Dear Diary icon show on the screen. If a message is stored, *** also appears.
 - b) Press ▲ (up) key. The previous day's screen appears. *** indicates a message is stored.
 - c) Press ▼ (down) key twice; (010101) screen appears.
 - d) Practice selecting days by using ▲ (up) and ▼ (down) keys.



6. Select today's screen. *** does not appear; no message is stored.
- a) Press **ENTER** twice to start inputting a message.

IMPORTANT NOTE: If the password feature is on, you will be prompted to key in the password. See page 28. Key in your secret password. Press **ENTER**. The following screen appears. Repeat step 5.

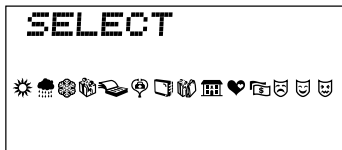


- b) Press character (letter, number) keys to enter a message).
- c) Press **ENTER** to store message.

NOTE: ▶ and ◀ arrowheads appear at either end of a message to indicate part of the message is off the screen. Use ▶ (right) and ◀ (left) keys to scroll back and forth through message.

- d) Press **SYMBOL**; symbols appear on screen.

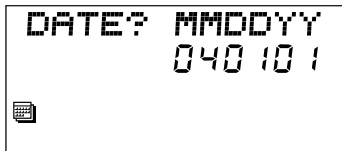
- e) Use direction keys to select a symbol. Press **ENTER** to add the symbol to your message. Press **SYMBOL** again to re-enter your message. Up to four symbols can be added to each message.



- f) To store another message, press ▼ and enter your message.
- g) To edit a message, see page 14.
- h) To delete a message, press **DELETE**.
- i) To exit the message, press **QUIT**. The previous day's screen appears.
- j) Press **QUIT** again to return to Menu.

7. Making diary entries for future days.

- a) Select today's screen.
- b) Press ▼ to select tomorrow's screen.
- c) You may store a message now; see step 6.
- d) For a future date, press **ENTER**.



- e) Diary prompts you to enter the future date for the message. DDMMYY means day (01 to 31), month (01 to 12) , and year (98, 99, 00, etc.)

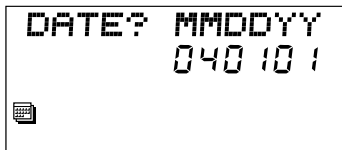
- f) Move cursor to the first D, and use number keys to put in the day DD, the month MM and the year YY. As you press each key, the cursor automatically moves to the right one space. When the date is complete, press **ENTER**. The word MESSAGE? appears on screen.



- g) You may store a message and symbols now; see Step 6.
- h) Press **ENTER** to save message and symbols.
- i) To input a message for other future days, repeat Step 6.
- j) Press **QUIT** once or twice to return to Menu.

8. SEARCH for a message

- a) Select today's screen.
- b) Press to select tomorrow's screen for a new message. **DATE?** Prompt appears.
- c) Press and ARROW KEYS to view stored messages, or key in the date you want.
- d) Press **SEARCH** to find that days messages. If there is no message for that day, the screen shows **NOT FOUND**.
- e) Use **EDIT** or **DELETE** if changes are desired to a message.
- f) Press **QUIT** once or more at any time to return to menu.



NOTE: Press **QUIT** once or twice at any time to return to Menu.

CALCULATOR



Your diary includes a calculator so you can add, subtract, multiply or divide quickly and easily.

Procedure:

- Press **ON** and **ENTER** (or press **QUIT** and **ENTER** if you are using another file) to access the Menu.
- Use **ARROW KEYS** to select the **CALCULATOR** icon.
- Press **ENTER**.
- Do addition, subtraction, multiplication, and division as follows.

NOTE: Use the decimal point key to enter a decimal point in any computation. Press **SPACE/CLEAR** to clear the screen at any time.

Addition: Press **2**, press +, press **2**, press =. The sum is 4

$$\textcircled{2} \quad + \quad \textcircled{2} = 4$$

Subtraction: Press **8**, press - (minus), press **4**, press =. The difference is 4.

$$\textcircled{8} \quad - \quad \textcircled{4} = 4$$

Multiplication: Press **4**, press x (times), press **4**, press =. The product is 16.

$$\textcircled{4} \quad \times \quad \textcircled{4} = 16$$

Division: Press **2** and **5**, press / (THK - please enter division sign here), press **5**, press =. The dividend is 5.

$$\textcircled{2} \quad \textcircled{5} \quad \div \quad \textcircled{5} = 5$$

NOTE: Press **QUIT** at any time to return to Menu.

PHONE/ADDRESS



The PHONE/ADDRESS is where you put the names, phone numbers, addresses and birth dates of up to 45 of your favorite people. This file may be locked, and can only be opened with your secret password.

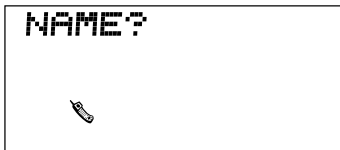
Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use **ARROW KEYS** to select **PHONE/ADDRESS** icon.

IMPORTANT NOTE: If the password feature is on, you will be prompted to key in the password. See page 28.

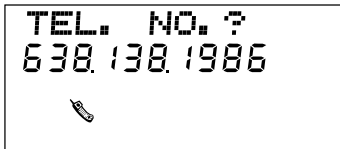
NOTE: To view names/addresses/phone numbers, use and **ARROW KEYS** to read the file, or key in the name and press **SEARCH**.

3. **NAME?** Appears on screen.
Type the name of your friend (up to 15 letters). Press **ENTER**.

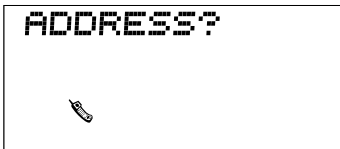


4. **TEL NO.?** prompt appears.
5. Type your friend's phone number (12 digits maximum). Press **ENTER**.

Example: Press 312.555.5555 to store area code (312) phone number 555-5555.



6. ADDRESS? prompt appears. Type your friend's address (up to 40 characters). Press **ENTER**.



7. BIRTH? MMDD prompt appears. Type your friend's birth date MMDD (2 digits for month and 2 digits for day).
8. Example: Press 0806 for August 6.



Press **ENTER**. All data is saved in memory. NAME? prompt appears on screen again, and you can store another friend's information. You can store up to 50 friends.

9. Secrets? Type in secrets that you and your friend share (up to 24 characters). Press **ENTER**.
10. Hobby? Type in your friend's hobbies (up to 15 characters). Press **ENTER**.
11. Use **▲** and **▼** ARROW KEYS to review names and address.
12. Press **EDIT** to change the file; see page 14.
13. To erase a name/address/phone number, select the entry and press **DELETE**.
14. Press **QUIT** to return to the NAME? screen. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time to return to Menu.

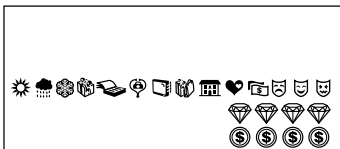
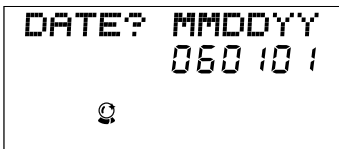
HOROSCOPE



The HOROSCOPE file predicts luck and fortune for you or your friends for any date.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use **ARROW KEYS** to select the horoscope icon. Press **ENTER**.
3. The screen will prompt BIRTH? MMDDYY.
4. Type your birth date. Example: 120990 is for December 9, 1990. Instead of your birth date, you can type a friend's birth date. Press **ENTER**.
5. The next screen prompts you to key in a past, present or future date for which you want a horoscope. Press **ENTER**.
6. The screen will display a horoscope consisting of words and symbols.
7. Following are the different message and meanings of symbols.



a) Fairly good (message)	Overall outlook for the day
b) Sun symbol	Sunny day forecast
c) Rain symbol	Rainy day forecast
d) Snowflake	Snowy day forecast
e) Gift symbol	You may receive a gift
f) Book symbol	A good day to read a book
g) Red cross (doctor) symbol	You may wish to consult a doctor
h) TV symbol	A good day to watch TV
i) House symbol	A good day to stay home
j) Hearts symbol	Possibility of happiness or romance
k) Dollar sign symbol	Possibility of good fortune
l) Sad face symbol	Possibility of a little sadness for the day
m) Happy face symbol	Possibility of extra happiness for the day
n) Troublesome face symbol	Guard against trouble for the day
o) Luck symbol	Luck of the day - 1, 2, 3 or 4 diamonds. Four diamonds predict the greatest luck.
p) Fortune symbol	Wealth of the day - 1, 2, 3, or 4 dollar signs. Four dollar signs predict the greatest wealth.

- For additional horoscopes, press **QUIT** once to return to the DATE? prompt, then start again with step 5.
- Press **QUIT** twice to return to BIRTH? prompt, then start again step 4.

NOTE: Press **QUIT** 3 times to return to Menu.

SPECIAL DAYS



Special days file lets you store a list of 10 special days. You store each date followed by a short description (up to 15 characters). Put special days in any order you want. Your special days are automatically arranged by year, then date. Special days file may be locked, and can only be opened with your secret password.

Procedure:

1. Press ON and ENTER (or press QUIT once or twice if you are using another file) to access the menu.
2. Use the ARROW KEYS to select the SPECIAL DAYS (flower) icon. Press ENTER.

IMPORTANT NOTE: If the password feature is on, you will be prompted to key in a password. See page 28.

3. The screen prompts you to enter the month, day and year of your special day. Type the date you desire. Press ENTER.
4. Type a brief description after the date (up to 15 letters).
5. Type in additional special days, dates and messages. Press ENTER.
6. Press the ▲ or ▼ ARROW KEYS to view special days you have stored.
7. To edit a date/description, press EDIT and make the changes.
8. To erase a date/description, press DELETE. You may enter a new date and description to replace the deleted one.
9. To find a specific date, on the DATE? Prompt screen, type the date you want and press SEARCH.



The date and message you want appears on the screen. Press the ▼ ARROW KEYS to check for the same date with other messages. Press EDIT to edit the searched record; see page 14. Press DELETE to erase the selected record. Press QUIT to return to DATE? Screen. Press QUIT twice to return to Menu.

Note: Press **QUIT** once or twice at any time to return to Menu.

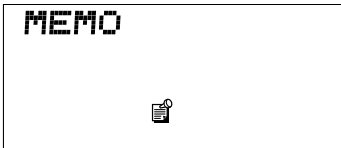
MEMO



Your memo file stores up to 5 memos, each having up to 40 characters.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the **ARROW KEYS** to select the **MEMO** icon. Press **ENTER**.
3. The screen prompts you with the word **MEMO**.
4. Type your memo (up to 40 characters). The screen displays only 12 characters. The arrows at the right **▶** or left **◀** of the memo show you that the scroll feature can be used to view the complete memo.
5. Viewing and editing: when the **MEMO** prompt appears on the screen, use the **▼** and **▲** **ARROW KEYS** to view all stored memos.
6. Searching: When the **MEMO** word appears on the screen:
 - a. Type in the message you want to find.
 - b. Press **SEARCH**. The first memo matching your words appears on the screen.
 - c. Press the **▼** **ARROW KEY** to see the next memo.
7. Press **EDIT** to change the memo; see page 14.
8. Press **DELETE** to erase the memo.
9. Press **QUIT** to return to the **MEMO** screen. Press **QUIT** twice to return to Menu.



Note: Press **QUIT** once or twice at any time to return to Menu.

SECRET PASSWORD




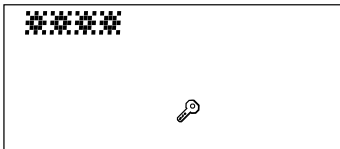
If you would like to protect secrets in some of your files so that no one can read them except you, use a 4-character (letter or number) secret password. When activated, only by using the password can the dear diary, phone/address, secrets, wishes, favorites, special days, and dislikes files be opened. All other files cannot be locked with a password.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the ARROW KEYS to select the PASSWORD (key) icon. The screen prompts PASSWORD?
3. Type a four-character password. Press **ENTER**.



NOTE: The unit will display  when you type a character. This is to help keep your password secret.



4. The unit will prompt to re-enter your password to confirm that it is what you want. Type your password again. Press ENTER.
5. The diary then prompts you with three options: ON/OFF/EDIT. Read this step carefully. Then go to step 6 to activate password.



ON - Pressing **ENTER** activates the password.

OFF - if you do not want to use the password, use ► ARROW KEYS to select OFF. (cursor will be under the word OFF). Pressing **ENTER** turns off the password.

EDIT- if you want to change the password, press ► ARROW KEYS to select EDIT (cursor will be under the word EDIT). Pressing **ENTER** allows you to change the password. Pressing **ENTER** twice deletes the password.

6. Use the ► and ◀ ARROW KEYS to select an option. Press **ENTER**.

NOTE: when the password is on, you must use the password to access the following files: Dear Diary, Phone/Address, Secrets, Wishes, Favorites, Dislikes and Special Days.

7. Suggestion - you may “hide” your password in an “unlockable” file, such as Homework or Memo.

IMPORTANT NOTE: You must remember your password. Write it down somewhere if necessary. If you forget your password and have not written it down, you will be locked out of very important files. The only way to re-enter these files will be to press the reset button located at the bottom of the diary. This procedure will delete all files from your diary.

8. Press **QUIT** to return to the PASSWORD? Screen. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time to return to Menu.

PLAY A GAME



Play the matching game to see how well you know your friends! The matching game pulls records from your phone/address book and displays a piece of information that matches a friend. See if you can guess who and win.

Procedure:

1. MATCHING GAME will scroll across the screen.
2. GAME START show for a moment.
3. During (1) & (2), pressing the SPACE BAR will skip the message and jump to (4). Pressing QUIT will return you to the Selection Menu.
4. Information from the Phone Book will be shown and you have to guess whom the information belongs to. The following fields might be shown:
- TEL NO., BIRTH, SECRETS, HOBBY.
5. The message "WHO AM I? FIND ME!" will scroll across the screen.
6. Then the first name in the Phone Book will be shown, press UP or DOWN to select the name you think the information belongs to, then press ENTER to confirm.
7. If your guess is correct, the word RIGHT will scroll across the screen. If your guess is not correct, WRONG will scroll across the screen. Then "NEXT QUESTION" will scroll across the screen. Repeat steps (4) - (6).
8. The screen will show YOU GOT [score] - 10, this score will be blinking if you got 6 or more
9. Press ENTER, and the game will restart at (1).
10. Press QUIT any time and the game will return to (2).



NOTE: Press **QUIT** once or twice at any time to return to Menu.

WISHES



The WISHES file lets you store up to 5 wishes, each having up to 40 characters. Your wishes file may be locked, and can only be opened with your secret password.

Procedure

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the **ARROW KEYS** to select the WISHES icon. Press **ENTER**.
3. The screen will display **WISHES**.

IMPORTANT NOTE: If the password feature is on, you will be prompted to key in the password. See page 28.



4. Type a wish. Press **ENTER**.
5. Type additional wishes. Press **ENTER** to store each wish.
6. To view a wish that has previously been entered, push either the **▲** or **▼** **ARROW KEYS**.
7. To edit, select the wish. Press **EDIT**; see page 14.
8. Press **DELETE** to erase a selected wish.
9. To find a specific wish, type in the first word of a wish and press **SEARCH**.
10. Press **QUIT** to return to the WISHES screen. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time to return to Menu.

FAVORITES



Your favorites file stores up to 5 of your favorite things. Each favorite thing can be up to 15 characters long. This file may be locked, and can only be opened with your secret password.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the **ARROW KEYS** to select the **FAVORITES** icon. Press **ENTER**.
3. The screen will prompt **RECORD?**

IMPORTANT NOTE: If the password feature is on, you will be prompted to key in the password. See page 28.



4. Choose a favorite thing file using **▲** and **▼** **ARROW KEYS**:
RECORD
FRIEND
DAY
COLOR
ANIMAL
5. Press **ENTER** to select the file you want.
6. Type your favorite thing. Press **ENTER**.
7. View and Edit: When the cursor is blinking on the screen, press the down direction key to see the first favorite thing. Press **▲** and **▼** **ARROW KEYS** to see all of your favorite things.
8. To find a specific favorite, type the words you want to find when the cursor is blinking. Press **SEARCH**.

Press **EDIT** to change a favorite thing; see page 14.

9. Press **DELETE** to erase a favorite thing from file.
10. Press **QUIT** to return to the RECORD? prompt. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time to return to Menu.

DISLIKES



You can store up to 5 things you dislike. Each thing can be up to 15 characters. This file may be locked, and can only be opened with your secret password.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the **ARROW KEYS** to select the **DISLIKES** icon. Press **ENTER**.
3. The screen will prompt **RECORD?**



IMPORTANT NOTE: If the password feature is on, you will be prompted to key in the password. See page 28.

4. This file uses the same prompts as the **FAVORITES** file.
5. Type your dislike. Press **ENTER**.
6. View and Edit: When the cursor is blinking on the screen, press the **▼** **ARROW KEY** to see your dislikes. Press **▲** and **▼** **ARROW KEY** to see the complete list of dislikes.
7. To find a specific dislike, type the words you want to find when the cursor is blinking. Press **SEARCH**.
8. Press **EDIT** to change words in file; see page 14.
9. Press **DELETE** to erase a selected dislike.
10. Press **QUIT** to return to the **RECORDS?** prompt. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time to return to Menu.

HOMWORK



You can store assignments for up to four different days. Each day's assignments can have up to 50 characters.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the **ARROW KEYS** to select the **HOMWORK** icon. Press **ENTER**.
3. The screen will prompt **HOMWORK?**



4. Type your assignments - up to 50 characters per file. You are allowed four different entries (files). Press **ENTER**.
5. To view the file, press **▲** and **▼** **ARROW KEYS**.
6. To add assignments, access the file and key in new assignments. Press **ENTER**.
7. To change assignments in file, press **EDIT**; see page 14.
8. Press **DELETE** to erase homework file.
9. Type the first word of the file and press **SEARCH** to find a specific file.
10. Press **QUIT** to return to the **HOMWORK?** prompt. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time to return to Menu.

SHOPPING LIST



List your shopping needs with up to 120 characters.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the **ARROW KEYS** to select the **SHOPPING LIST** icon. Press **ENTER**.
3. The screen will prompt **SHOPPING**.



4. Type items you want on your list (up to 120 characters). Press **ENTER**.
5. To review your list, use the **▶** (right) and **◀** (left) **ARROW KEYS** to scroll through the list.
6. Press **EDIT** to change the words in file; see page 14.
7. Press **DELETE** to erase the file.
8. Press **QUIT** to return to the **SHOPPING?** prompt. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time to return to Menu.

SECRETS



This file stores up to 5 of your secrets; each secret can have up to 40 characters. This file may be locked and can only be opened with your secret password.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the **ARROW KEYS** to select the **SECRETS** icon. Press **ENTER**.
3. The screen will prompt **SECRETS?**



IMPORTANT NOTE: If the password feature is on, you will be prompted to key in the password. See page 28.

4. Type your secrets. Press **ENTER**.
5. Press **EDIT** to change words in file; see page 14.
6. Press **DELETE** to erase secrets file.
7. To view a secret that you previously stored, push the **▲** and **▼** **ARROW KEYS**, or type the first word of the secret and press **SEARCH**.
NOTE: When you open your secrets file, your secrets appear in alphabetical order.
8. Press **QUIT** to return to the **SECRETS** prompt. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time to return to Menu.

SCHEDULER



You can store up to 7 appointments. Each appointment has a date and time and up to 15 letters for notes. Dear Diary will ring an alarm for each appointment as a reminder. This feature is just like an alarm clock. It shows the current date and other dates to let you know that appointments are stored in the file.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the ARROW KEYS to select the SCHEDULER icon. Press **ENTER**.
3. The screen will prompt DATE?



4. Type the appointment date. Press **ENTER**.
5. Type the time you want the alarm to sound. (See "Editing Time" on page 16.)

NOTE: on the desired date and time, alarm will sound, reminding you of your appointment, and the stored message will be shown. Press any key once to stop the alarm and twice to return to current screen.

When Dear Diary is off. It will alarm on the desired date and time for a minute. It will turn off automatically after 3 minutes.

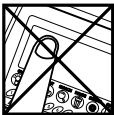
6. To view an appointment use ▲ ▼ ARROW KEYS or type specific date and press **SEARCH**.
7. Press **EDIT** to change words in file; see page 14.
8. To delete an appointment, choose the appointment, and press **DELETE**.
9. Press **QUIT** to return to the DATE? prompt. Press **QUIT** twice to return to Menu.

NOTE: Press **QUIT** once or twice at any time 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.



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



Clean only with a piece of soft dry cloth.

90 - DAY LIMITED WARRANTY

Tiger Electronics (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 Tiger.

Product 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. \$18.00. Payments must be check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product 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 packaging 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusion of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our web site at www.tigertoys.com

NOTE

NOTE