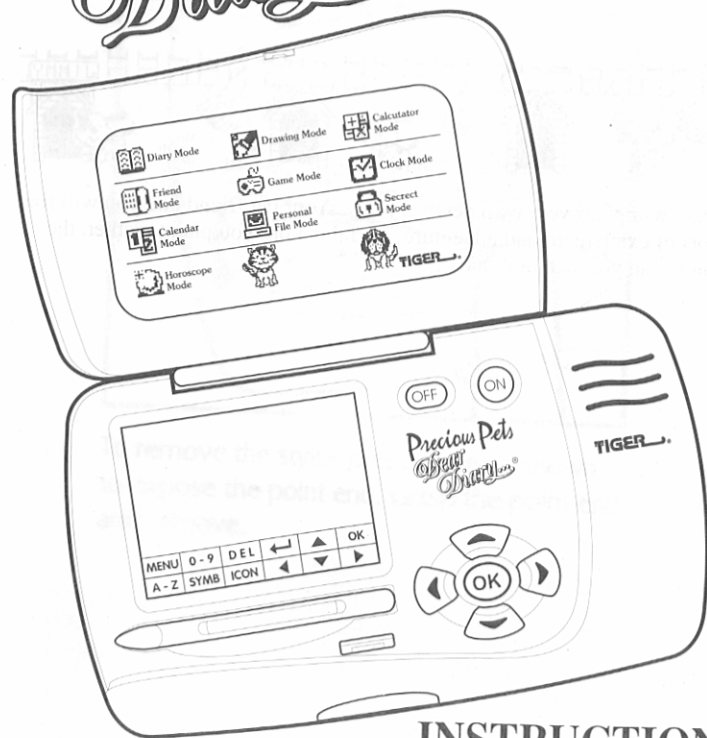


**TIGER**  
Model 71-501

# Precious Pets Bear Diary™



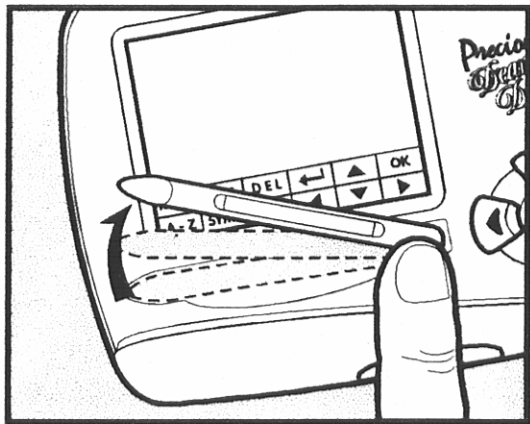
**TIGER** ELECTRONICS  
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**INSTRUCTIONS**

# STYLUS REMOVAL



To remove the stylus press down as shown to expose the point end. Grasp the point end and remove.



Play with your very own pet every day. Your pet friend and you will find lots of excitement and adventure...and the more you play together, the more fun you will both have.

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Just touch the screen and Precious Pets Dear Diary comes to life! This magical diary features a virtual dog or cat that you can choose, name, raise, care for and play with. Your pet becomes your guide through 17 exciting features and innovative functions including: touch screen, sketch and writing pad, private diary, telephone file with facemaker, and so much more...just touch the screen...

## GETTING YOUR DIARY READY

Below are icons that you will see on your diary menu screen. Learn to recognize them; you will be using them often.



### DIARY MODE

This daily diary is where you keep track of important things that happen each day.



### FRIEND MODE

Friend file keeps a record of your friends' names, telephone numbers, birthdays, favorite pets, colors, hobbies ... and even a picture of each friend.



### CALENDAR MODE

Enter all of your schedules of things you want to do, day by day.



### HOROSCOPE MODE

Horoscope tells your fortune and compatibility for you and all your friends.



### DRAWING MODE

Draw a picture of anything or write or print any note you want and store it away.



### GAME MODE

Play exciting Monster game, Maze game, and Shape game.



### PERSONAL FILE MODE

Here is a special place to keep your homework list, shopping list, financial files, and memos.



### CALCULATOR MODE

A 10-place calculator lets you add, subtract, multiply and divide quickly and easily.



### CLOCK MODE

Check/Set the date and time ... and set a daily alarm with a choice of 3 different alarm sounds.



### SECRET MODE

Your secret password locks out others from reading certain files. These files are Diary, Friend, Scheduler, Pad, and Personal.

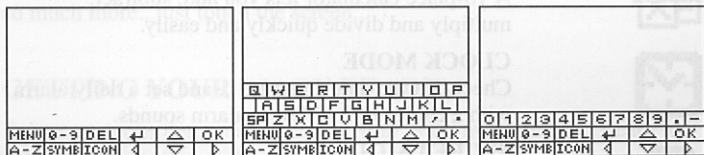


### PET MODE

Choose a dog or cat as your favorite pet. Have fun every day...feed it, play with it, give it a toy to play with, and just have lots of fun with it.

## SYMBOLS AND SPECIAL ICONS

You can include many symbols and special icons in files as part of your messages. See the pictures below to see the wide variety of symbols and special icons you can choose.



## WORDS YOU SHOULD KNOW

**CHARACTER:** Any letter, number, punctuation mark, symbol, or special icon (also see letter and digit).

**CURSOR:** A blinking space on the screen where any character is or where one can be entered.

**DEFAULT:** An original setting. (Example: the menu screen is a default screen).

**DELETE:** Pressing **DEL** key removes a character or file record.

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

**EDIT:** Changing information stored in a file.

**ICON:** One of 10 pictures that shows you the 10 main files. Special icons are pictures that can be put in files.

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

**MENU:** This is a list of 10 icons and a pet icon.

**MODE:** This is the part of the diary you are using. For instance, the Calculator Mode lets you add, subtract, multiply, and divide using your diary as a calculator. Sometimes a "mode" is called a function or file.

**OK:** Touching the **OK** key verifies (stores) information you have put in your diary. **OK** also performs other tasks.

**PASSWORD:** You may use a 4-character word to lock certain files. Only by using the password (or deactivating the password) can you enter these files.

**PROMPT:** This reminds you to do something. Example: Screens appear and ask a question (NAME?, ADDRESS?, etc.). A flashing or highlighted character or file is also a prompt.

**RECORD:** A record is information you have stored in a file. Sometimes it refers to a whole file or a part of a file.

**SCREEN:** The LCD screen where action takes place. The screen is sometimes call the "display."

**SCROLL:** Moving the flashing character space or highlighted item to the right, left, up, or down to view information.

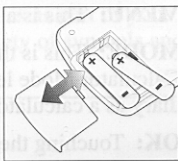
**SPECIAL ICON:** One of the pictures on the special icon screen that can be stored as part of a message.

**STORE:** Puts information in a file (usually by pressing **OK** on the screen).

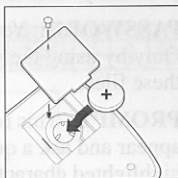
**SYMBOL:** A symbol on the **SYMB** screen that can be stored as part of a message.

## INSTALLING OR REPLACING BATTERIES

Your diary requires 2 "AA" batteries to operate. To insert batteries, slide the large battery door on the bottom of the diary open. Insert batteries following the + and - polarity marked. After the batteries have been inserted, slide the battery door securely back in place.



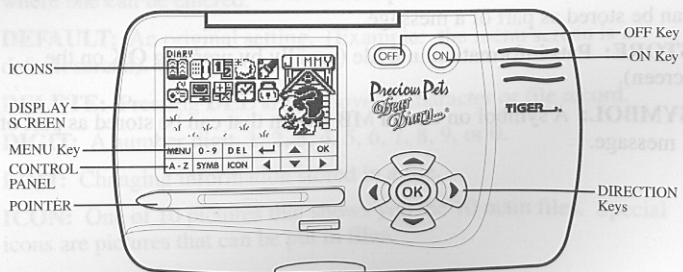
Your diary also includes 1 CR2032 button cell battery. This battery is to hold your information during AA battery replacement. Never use your diary with only a button cell inserted. This will deplete its ability to hold your information. Do not mix old and new batteries. Do not mix standard, alkaline or rechargeable batteries.



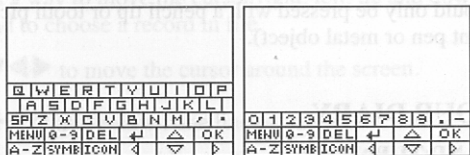
To change your CR 2032 button cell battery, remove screw from small battery door. Lift door out. Remove button cell and replace. Replace cover and screw. Batteries should be replaced by adult.

## HOW YOUR PRECIOUS PETS DEAR DIARY WORKS

### CONTROLS AND INDICATORS



**CONTROL PANEL:** Touching the items on the panel with the pointer puts a control panel on the screen.



**MENU:** Touch MENU, and Menu appears on screen.

**0-9:** Touch 0-9, and number panel appears on screen. You can now put numbers on the display.

**DEL:** Touch DEL (DELETE), and highlighted area of screen is deleted (erased).

**←:** Touch to move cursor down one line on screen.

**OK:** Touch OK and data you put on screen is entered (stored) in a file.

**A-Z:** Touch A - Z, and keyboard appears on screen. You can now put characters on screen.

**SYMB:** Touch SYMB to put symbols on screen with control panel.

**ICON:** Touch ICON to put special icons on screen with control panel.

**▲, ▼, ◀, and ▶:** Touch direction key to scroll through a record to find a file.

**POINTER:** Use pointer to touch (operate) controls, keyboard, numbers, symbols, and special icons.

**ON and OFF Keys:** Press ON key to turn your diary "on." Press OFF key to turn your diary "off."

**CALCULATOR Keys:** A panel of numbers and control keys appears when calculator mode is chosen.

**RESET:** Press this switch to reset the diary. You will be asked to “save” or “clear” (erase) data in diary. Reset switch is located on bottom of diary, and should only be pressed with a pencil tip or tooth pick (do not use a ball point pen or metal object).

## USING YOUR DIARY

### TURN-ON AND TURN-OFF

1. Open cover of diary and press **ON** key. The menu screen appears.

**NOTE:** If set-up is not complete (i.e. you arrive at the Main Menu screen) and unit is allowed to auto turn-off after 3 minutes, previous set-up data is discarded and you must start setup again starting from the calibration screen.

If you are using unit for the **FIRST** time, you must press the Reset button before proceeding.

2. To turn-off diary, press **OFF** key. If you don't turn it off, it automatically turns off in 3 minutes.

### EDITING CHARACTERS

1. While putting in a new file:

- Use **▲▼◀▶** to move blinking cursor around the screen.
- Touch any new letter, number, symbol or special icon to enter it at the cursor.
- Press **DEL** (delete) to erase the character at the cursor.

2. When entering a record:

- Touch **0-9, A-Z, SYMB** or **ICON** to start editing.
- See “1”, above, to erase or change letters, numbers, special icons, and symbols.

## SCROLLING

Scrolling is a way to move the cursor right, left, up and down on the screen... and to choose a record in file.

- Use **▲▼◀▶** to move the cursor around the screen.
- Touch **↵** to move down one line on screen.
- Touch an item in a record list to “highlight” it (“highlighting” makes a dark part turn light and a light part turn dark). Touch “highlighted” file to open it.

## DELETING FILES

To delete (erase) a file, you must first highlight it, then you can erase it.

- Find the list of files.
  - On **NEW FILE-RECORD** screen, touch **RECORD**, or
  - On **NEW PICTURE-Art Gallery**, touch **ART GALLERY**, or
  - In Scheduler mode, on **SCHEDULE** month screen, touch **SCHEDULE**.
- A list of files appears. Touch **▲▼** and scroll thru the list of files.
- Touch the file name to “highlight” it.
- Touch the Monster icon. **DELETE OK?** appears.
- To leave the file intact, touch **KEEP FILE**. Screen returns to list of files.
- To delete the file, touch Monster icon. It then “tears up” the file. Screen then returns to list of files.
- Touch **MENU** once or twice to return to menu.

## GETTING STARTED

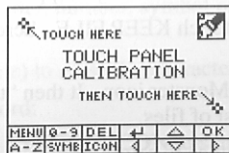
Before you start using your files, here are some operating hints.

1. Each time you touch the screen to put in a character or symbol, you hear a “beep.” This lets you know that the character is stored and appears on the screen.
2. Touch **MENU** at any time to go back one level. To go back to menu screen, touch **MENU** several times.
3. Touch **DEL** (DELETE) to erase a character and start over. In Pad Mode, touching **DEL** clears the screen.
4. In most files, very long messages can be stored. To find out how much memory you have left, touch **MENU** after you already have menu screen showing. A gauge shows how much memory you have used.
5. Each time you see the word “appears” in this book, it means something appears on the screen.

## SETTING UP YOUR DIARY

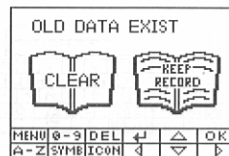
### Procedure

1. Press **ON** key. **CALIBRATION** screen appears.



2. Touch pointer exactly in center of upper left calibration point; then touch exactly in center of lower right calibration point. Your screen is

calibrated. If you have trouble entering letters or numbers at any time, calibrate the screen again.

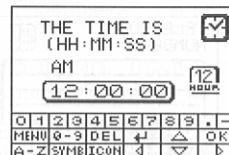


**NOTE:** In step 2, if you press **RESET**, the **OLD DATA** screen appears. Touch **KEEP RECORD** to save your records; touch **CLEAR** to erase all records.

3. **TODAY'S DATE** appears. Touch pointer to numbers for today's date. Example: **0 - 6 - JUN - 9 - 6** for June 6, 1996. Touch **OK**.



4. **TIME** appears. Touch **12 HR/24 HR** icon to choose 12- or 24-hour format. Touch **AM/PM** icon to choose morning or afternoon time. Touch pointer to numbers for time — hours:minutes:seconds (**HH:MM:SS**). Touch **OK**.







5. NAME appears. Touch pointer to letters of your name. Touch **OK**.

NAME :												
_____												
Q	W	E	R	T	Y	U	I	O	P			
A	S	D	F	G	H	J	K	L				
S	P	Z	X	C	V	B	N	M	Z	*		
MENU 0-9 DEL										↵	△	OK
A-Z SYMB ICON										↶	▽	↷

6. BOY-GIRL appears. Touch boy or girl icon to show who you are. Touch **OK**.

 												
BOY GIRL												
MENU 0-9 DEL										↵	△	OK
A-Z SYMB ICON										↶	▽	↷

7. BIRTHDATE appears. Touch pointer to numbers for your birthday ... day, month, year. (See step 3, above.) Touch **OK**.

BIRTHDATE :												
(DD/MM/YYYY)												
[?] / [?] / [?] [?] [?] [?]												
JAN	FEB	MAR	APR	MAY	JUN							
JUL	AUG	SEP	OCT	NOV	DEC							
0	1	2	3	4	5	6	7	8	9	/	-	
MENU 0-9 DEL										↵	△	OK
A-Z SYMB ICON										↶	▽	↷

8. TELEPHONE NUMBER appears. Touch pointer to numbers to record your phone number. Touch **OK**.

TELEPHONE NUMBER :												
_____												
0	1	2	3	4	5	6	7	8	9	.	-	
MENU 0-9 DEL										↵	△	OK
A-Z SYMB ICON										↶	▽	↷

9. ADDRESS appears. Touch 0-9 for numbers; touch A-Z for letters. Touch pointer to numbers and letters for your street, town and state. Touch **OK**.

ADDRESS :												
_____												
0	1	2	3	4	5	6	7	8	9	.	-	
MENU 0-9 DEL										↵	△	OK
A-Z SYMB ICON										↶	▽	↷

10. FAVORITE SPORTS appears. Touch pointer to spell out your favorites. Example: V - O - L - L - E - Y - B - A - L - L (up to 39 letters). Touch **OK**.

FAVORITE SPORTS :												
_____												
Q	W	E	R	T	Y	U	I	O	P			
A	S	D	F	G	H	J	K	L				
S	P	Z	X	C	V	B	N	M	Z	*		
MENU 0-9 DEL										↵	△	OK
A-Z SYMB ICON										↶	▽	↷

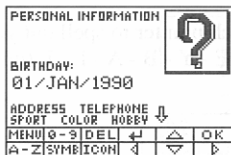
11. FAVORITE COLORS appears. Touch pointer to spell out your favorite color. Example: R - E - D (up to 39 letters). Touch **OK**.

FAVORITE COLORS :												
_____												
Q	W	E	R	T	Y	U	I	O	P			
A	S	D	F	G	H	J	K	L				
S	P	Z	X	C	V	B	N	M	Z	*		
MENU 0-9 DEL										↵	△	OK
A-Z SYMB ICON										↶	▽	↷

12. FAVORITE HOBBIES appears. Touch pointer to spell out your favorite hobbies. Example: S - W - I - M - M - I - N - G (up to 39 letters). Touch **OK**.



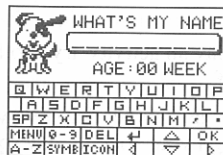
13. PERSONAL INFORMATION appears. If you want a picture of yourself:



- Touch the big “?” mark. MY FACE appears.
  - Touch one of the six face feature icons to choose face part.
  - Touch the ▲ or ▼ to see the feature that looks most like you. Stop on the best feature.
  - Touch another icon. Touch ▼ several times and stop at the feature that most looks like you.
  - Repeat for all features: eyes, mustache, mouth, nose, face and hair.
  - Touch **OK** to store the picture. PERSONAL INFORMATION appears
  - Touch any title (birthday, address, telephone, etc.) to see that information.
14. PET SHOP appears. Touch any icon to choose a cat (top row) or dog (bottom row).



15. WHAT'S MY NAME appears. Touch pointer to spell out pet's name. Touch **OK**.



16. Your pet “barks” (dog) or “meows” (cat) and menu appears. Your diary is in the default mode, and the DIARY icon blinks.



**YOU ARE NOW READY TO USE ANY MODE OR YOU CAN PLAY WITH YOUR PET**

## PLAYING WITH YOUR PET



*Choose a special pet and play with it every day. The more you play with your pet, the more fun you have!*

Your pet is special. It plays with you: swims, goes to the toilet, eats, sleeps, chases and retrieves a disk, and walks with you. Before playing with your pet, there are some things you should know about your new pet.

- Every pet needs a name and you can give your pet the name you want.
- Your pet has a personality of its own. It's very happy and likes you very much.  
If it doesn't want to play an activity, try another activity... or let it go off to play by itself.
- After playing, pet may do another activity by itself, it may go to pet home, or pull on your sock to play some more.
- A pet home can be a dog house or cat bed.
- Touch your pet on menu screen at any time to play with it. Touch **MENU** at any time to go to menu.
- If pet doesn't know how to do an activity, it will look at you and ( ??? ) appears. Choose another activity. After several "trys," pet will do the activity.



- If you leave "pull on sock" or "pet home" screen on too long, the screen defaults to menu.

**NOTE:** To see your pet's toys, touch pet home on screen. The more you use your diary, the more toys your pet gets. You can give it extra rewards for being a good pet, too! (bones for a dog, fish for a cat). Touch ▼ to go back to menu.



### Procedure

- At menu screen, your pet is happy to see you. Touch pet with pointer. Pet takes a short or long walk with you... or takes a nap... sometimes pet pulls on your sock to play some more or just goes and sits by its home.
- When pet "pulls on your sock" or goes to "pet home," see list below for the things you and pet can do together.

#### "PET HOME"



EAT



SWIM



PLAY

#### "PULL ON SOCK"



TOILET



SWIM



PLAY

#### WALK

Pet may take a short or long walk with you in the open air at any time, sometimes when you want to, sometimes when it wants to. Pet will choose what it wants to do next.



## SLEEP

Pet may take a nap any time it wants to. You just have to wait until the nap is over to play some more.



## EAT

When pet is at home, touch ▼ on the screen to choose pet icon. Touch **OK**.



1. Usually pet will eat when it wants to. If pet doesn't want to eat, touch ▼ on the screen and choose another activity.
2. Usually pet eats right away. When it's through eating, pet will:
  - a. pull on your sock to play again, or
  - b. go to pet home, or
  - c. do another activity.

## SWIM

Your pet enjoys swimming. When pet is at home or pulls on your sock, touch ▼ on the screen choose swim icon. Touch **OK**.



**NOTE:** If pet appears with (???) on screen, it doesn't know how to swim. Try again later; your pet will learn.

1. Usually pet goes swimming. Pet swims or splashes with you. If pet doesn't want to swim, touch ▼ on the screen and choose another activity.
2. Pet jumps out of the pool and shakes water all over. Touch pet again to see it swim again.

When it's ready, pet will:

- a. pull on your sock to play again, or
- b. go to pet home, or
- c. swim again, or
- d. do another activity.

## PLAY

Your pet loves to play. When pet is at home or pulls on your sock, touch ▼ on the screen to choose play icon. Touch **OK**.



1. Touch ▲ on the screen to throw disk. Usually pet chases and fetches it for you. See note for "swimming," above. If pet doesn't want to fetch, touch ▼ on the screen and choose another activity.



2. When pet fetches the disk, touch pet to throw disk again.
3. When pet fetches disk, it may:
  - a. pull on your sock to play again, or

- b. go to pet home, or
- c. do another activity.

### TOILET

When pet pulls on your sock, touch ▼ on the screen to choose toilet icon. Touch **OK**.



1. Usually pet goes to toilet in sand box. If pet doesn't want to toilet, touch ▼ on the screen and choose another activity.



2. When it is through, it may:
  - a. go to pet home, or
  - b. pull on your sock... time to play again!



### TOYS AND BONUSES

You can give toys and bonuses to your pet. The more you use your diary, the more bonuses (bones for dogs, fish for cats) you can give your pet. And if you play with your pet a lot, your pet gets more toys.

Touch the pet home on the menu screen to see how many toys and bonuses are in the pet bank. To change the toy your pet plays with, touch that toy on the pet bank screen.

Touch ▲ on screen to check what you can buy for your pet with the number of bonuses your pet has; touch ▼ on screen to go into pet mode; and MENU to take you back to main menu.

### TO EDIT A PET'S NAME

1. Touch pet name plate above pet home. NAME appears. Touch **A-Z**.
2. Touch letters for new name. Pet's age also appears, and it grows older every day.
3. Touch **OK**. Menu appears.

## OPERATING YOUR DIARY

### DIARY MODE



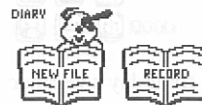
The Diary is a file where you make your daily diary entries. You can store a new diary message, edit existing messages, or search for and see messages. If you want this file to be lockable, refer to SECRET MODE for instructions.

### Procedure

1. Press **ON**. Menu appears.
2. Touch Diary Mode icon with pointer twice. Five screens appear.

**NOTE:** If screen asks for password, enter secret password and touch **OK**.

3. To:
  - PUT in NEW message touch NEW FILE and go to "Put in New Message," below.



- SEE a message touch RECORD and go to "Find a Message in Your Diary," below.
- EDIT a message touch RECORD and go to "To Edit a Message," below.
- DELETE a message touch RECORD and go to "To Delete a Message," below.

NOTE: If no diary message is stored, NO RECORD appears. Touch **OK** to go back to DIARY screen. Once you put in today's date, diary automatically defaults to current date.

### PUT IN NEW MESSAGE

1. Use pointer and put in today's date on DATE screen. Example: for June 22, 1996, touch - 2 - 2 - JUN - 9 - 6 on keyboard. Touch **OK**.



2. TIME? appears. Touch **MOON** icon (for night time); touch **SUN** icon (for day time). The diary will automatically select the icon depending on the time. From 6:00AM to 5:59PM, the SUN icon will be selected, otherwise the MOON icon will be selected.



3. Touch WEATHER icon for today's weather: **SUNNY**, **CLOUDY** or **RAINY**.

4. Touch MOOD icon to show your mood for today: **HAPPY**, **ALL RIGHT** or **SAD**.

5. Now you see:

- Day, month, and year.
- SUN or MOON icon for day time or night time.
- WEATHER icon for today's weather.
- MOOD icon shows how you feel. Touch **OK**.

6. Touch pointer to each letter, space, comma, or period for your message (up to 300 characters). For the message MOMS BIRTHDAY IS TODAY (touch **M - O - M - S - SP - B - I - R - T - H - D - A - Y - SP - I - S - SP - T - O - D - A - Y**). Touch **OK** to record your message. DIARY appears.



7. Touch NEW FILE and go back to step 1 to add another message.
8. Touch MENU to go back to menu.

### FIND A MESSAGE IN YOUR DIARY

1. Use pointer and touch RECORD once or twice on DIARY screen. A list of records appears.
2. Touch **▲** or **▼** on the screen to find the date you want. Touch the file to "highlight" the date for the message you want. (A "highlighted" file has light and dark areas reversed.) Touch **OK**.

3. You see:

- Day, month and year
- SUN or MOON icon
- Today's weather
- Your mood
- Message

Touch **OK**; message list appears.

4. Touch **MENU** to go back to NEW FILE or RECORD screen or scroll up or down to highlight another date.

#### TO EDIT A MESSAGE

- Find a message as explained above.
- Touch any key (**0-9, A-Z, SYMB, ICON**) to start editing. Make changes. Touch **OK**.
- Touch icons to change TIME, WEATHER and MOOD icons. Touch **OK**.
- Scroll cursor with ▲▼◀▶ and touch letters on keyboard to revise message.
- Touch **OK** to go back to list.
- Select another date to edit, or touch **MENU** to go back to NEW FILE-RECORD screen.

#### TO DELETE A MESSAGE

See page 9.

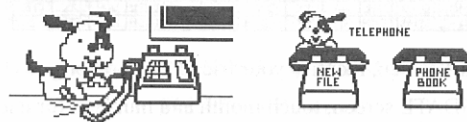
## FRIEND MODE



Friend file is where you store up to 128 friends' names, birthdays, phone numbers, addresses, their favorite things, and even their pictures. If you want this file to be lockable, refer to SECRET MODE for instructions.

#### Procedure

- Press ON. Menu appears.
- Touch Friends Mode icon with pointer. Opening screen appears; then TELEPHONE appears.



NOTE: If screen asks for password, enter password and touch **OK**.

3. To:

- |                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| PUT in NEW friend's data | touch NEW FILE and go to "Put a New Friend in File," below.  |
| SEE a friend's record    | touch RECORD and go to "Find a Friend in Your Diary," below. |
| EDIT a friend's record   | touch RECORD and go to "To Edit a Friends Record," below.    |
| DELETE a friend's record | touch RECORD and go to "To Delete a Friend's Record," below. |

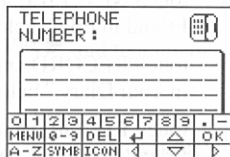
NOTE: If you haven't recorded any friend's information, No RECORD appears. Touch **OK** to go back to FRIEND screen.

## PUT A NEW FRIEND IN FILE

1. On **NAME**: screen, touch letters and spaces to record your friend's name (up to 52 characters). Touch or use and to change lines. Touch **OK**.



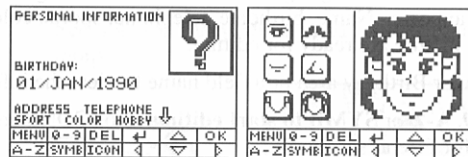
2. On **Boy-Girl** screen, identify your friend as a boy or girl.
3. On **BIRTHDATE** screen, touch month and numbers for date. Touch **OK**.
4. On **TELEPHONE NUMBER** screen, touch numbers and dashes to record your friend's telephone number (up to 52 characters). Touch **OK**.



5. On **ADDRESS** screen, touch numbers, letters and spaces (up to 52 characters) to record your friend's address. Touch **OK**.
6. On **FAVORITE SPORTS** screen, touch letters to store friend's favorite sports (up to 39 characters). Touch **OK**.
7. On **FAVORITE COLORS** screen, touch letters and spaces to record

your friend's favorite colors (up to 39 characters). Touch **OK**.

8. On **FAVORITE HOBBIES** screen, touch letters to store friend's favorite hobbies up to 39 characters). Touch **OK**.
9. **PERSONAL INFORMATION** appears. See "Getting Started" on page 12 to put in a friend's picture.



10. Touch **OK** to return to **PERSONAL INFORMATION** screen.
11. Touch **OK** to return to **TELEPHONE** screen.

## TO FIND A FRIEND IN YOUR DIARY

**NOTE:** When you open the friend's file list, your name and information appear first. Then, your friends are filed in alphabetical order.

1. On **TELEPHONE NUMBER** screen, touch **PHONE BOOK** once or twice. Phone list appears. Touch or on the screen to find the file you want. Touch the file to highlight it.
2. Touch the highlighted file again or press **OK**; the file appears. Touch **ADDRESS**, **TELEPHONE**, etc. to view information.
3. To dial your friend's phone number: After step 1, hold the diary speaker up to phone transmitter (the part you speak into) and touch phone icon of highlighted name. The tones for your friend's number will dial the number automatically. Be sure to use proper area codes.



## TO EDIT A FRIEND'S RECORD

1. On TELEPHONE screen, touch PHONE BOOK twice. Phone list appears.
2. Touch ▲ or ▼ on the screen to find the file to be changed.
3. Touch the file name to "highlight" it. Touch the name again; your friend's file appears. Name, birthdate, telephone, sports, colors, hobbies and picture are ready for editing.
4. Touch Name or Birthday area or a field name to view the information.
  - a. Touch **0-9**, **A-Z** or **SYMB** to start editing. No ICONS are accepted for Friend's Record.
  - b. You may use up, down, right and left arrows to choose a character, and touch **DEL** (delete) or type in the new characters.
  - c. Touch **OK** to go to PERSONAL INFORMATION screen.
5. Touch **OK** to go to TELEPHONE screen.

## TO DELETE A FRIEND'S RECORD

See page 9.

## CALENDAR MODE



Calendar Mode is a complete calendar from the year 1901 through 2099. You can put in the date, time, alarm and appointment for any day of any month. You can store and quickly find up to 128 appointments.

If you want this file to be lockable, refer to SECRET MODE for instructions.

## Procedure

1. Press **ON**. Menu appears.
2. Touch SCHEDULER icon with pointer twice. Two screens appear.

NOTE: If screen asks for password, enter password and touch **OK**.

NOTE: See note for Diary Mode to add symbols and special icons.



DEC 1995						
S	M	T	W	T	F	S
	4	5	6	7	8	9
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
[SCHEDULE]		[GOTO]		[PREV]		[NEXT]
MENU 0-9		DEL		↑		OK
A-Z		SYMB		ICON		↓

## TO STORE A NEW APPOINTMENT

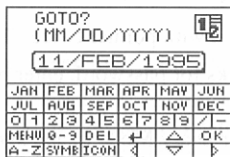
1. Current month appears.

DEC 1995						
S	M	T	W	T	F	S
	4	5	6	7	8	9
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
[SCHEDULE]		[GOTO]		[PREV]		[NEXT]
MENU 0-9		DEL		↑		OK
A-Z		SYMB		ICON		↓

2. Touch **PREV** (previous) to go to previous month, or touch **NEXT** icon to go to next month.

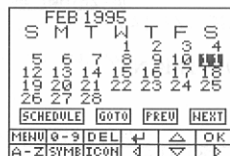
NOV 1995						
S	M	T	W	T	F	S
	6	7	8	9	10	11
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			
[SCHEDULE]		[GOTO]		[PREV]		[NEXT]
MENU 0-9		DEL		↑		OK
A-Z		SYMB		ICON		↓

3. To find any month in any year, touch **GO TO**. **GO TO?** appears.

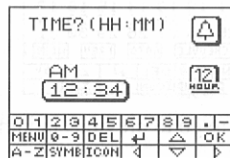


4. Touch the numbers for the day, touch JAN through DEC to choose month, and touch numbers for the year.

5. Touch **OK**. Calendar for the month and year appears with the date highlighted or touch a new day. Touch the day (for the appointment) again.



6. **TIME?** appears.

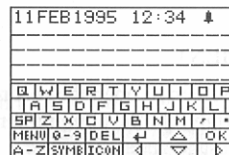


- Touch alarm icon repeatedly to choose alarm on (bell), alarm off ("X" over bell), cat (meows), or dog (barks).
- Touch **HOUR** icon to choose 12-hour or 24-hour format.
- Touch numbers for appointment time. Touch **OK**.

d. Touch **AM** to choose **PM**; touch **PM** to choose **AM** (12 hour format).

Example screen shows 1234 AM in 12 hour format (alarm sounds at 12:34 AM).

7. Touch **OK**. Touch letters/numbers/punctuation to put in a message (up to 300 characters).



- Use **▼** or **←** to move down a line.
- Use **▲** to go up a line.
- Use **◀** and **▶** to scroll back and forth on a line.
- If you put in a wrong character, move cursor until the character blinks. Touch the correct character. To delete a character, move cursor to that character and touch **DEL** (delete).
- Touch **OK** when message is complete. List of dates, times and alarms appears.
- Touch **MENU** to go to month screen; touch **MENU** again to go to menu.

#### TO FIND AN APPOINTMENT IN FILE

1. Touch **SCHEDULER** icon. Touch **SCHEDULE** on month screen. A list of appointments appears.

- Use ▲ or ▼ to scroll through list to find an appointment. Highlight the appointment.
- Touch file to “highlight.” Touch “highlighted” file to see the appointment.
- Touch **OK** to go back to calendar screen.
- Touch **MENU** to go to menu.

#### TO EDIT AN APPOINTMENT

- Touch **SCHEDULE** on screen to open the record to be edited. List of appointments appear. Highlight the appointment you want. Touch “highlighted” item. Message appears.
- Touch **0-9**, **A-Z**, **SYMB** or **ICON** to start editing.
- Scroll to places where changes will be made. Touch new numbers/ letters to change the message.
- Touch **OK** to go back to calendar screen.

#### TO DELETE AN APPOINTMENT

See page 9.

### HOROSCOPE MODE



This mode lets you play a “Try Your Luck” game, gives a life fortune prediction, and shows you compatibility for two persons. Your Zodiac sign appears on the screen for your birthday.

#### Procedure

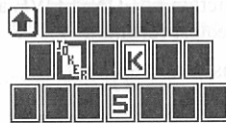
- Press **ON**. Menu appears.

- Touch Horoscope mode icon with pointer once or twice. **LOVE**, **LUCK** and **LIFE** icons appear.



#### TRY YOUR LUCK

- On icon screen, touch **LUCK** icon twice. A pyramid of cards appears.



- Touch cards one after another to score as many points as you can. Use ▲ on the screen to climb the pyramid and score more points. The game ends when you turn over the Joker... or you turn over 10 cards.
- The value of each card appears and your pet shows you your total score.



- Good luck; try again!
- Touch **OK** to go back to three icons screen.

#### LIFE FORTUNE PREDICTION

- On icon screen, touch **LIFE** icon twice.



2. TODAY'S DATE appears. Enter today's date. Touch **OK**.

THE DATE IS (MM/DD/YYYY)											
01/JAN/1996											
JAN	FEB	MAR	APR	MAY	JUN						
JUL	AUG	SEP	OCT	NOV	DEC						
0	1	2	3	4	5	6	7	8	9	-	

3. TIME? appears. Enter time. Touch icon to choose 12 or 24 hour format. Touch **OK**.
4. BIRTHDATE appears. Enter your birthday (or someone else's). Touch **OK**.
5. Dear Diary shows prediction of FUN, LOVE and \$\$\$\$ (up to 10 of each icon shows the greatest fortune).
6. Touch **OK**. Three icons screen appears.
7. Touch **MENU** to go back to menu.

## HOW'S YOUR FRIENDSHIP COMPATIBILITY

1. On icon screen, touch LOVE icon twice. PERSON 1 screen appears.

PERSON2 INFORMATION		
NAME:	KITTY	
BIRTHDAY:	11 AUG 1980	
ZODIAC:		
HOBBIES:		

- a. Person 1 is normally you, or
- b. Touch name field to enter edit name screen, after you finish entering the name, press **OK**. If the name is in file, that person's PERSONAL INFORMATION appears. Touch the hobbies, and choose a hobby for person 1.
- c. Touch **OK**.

2. PERSON 2 screen appears. This is the same as person 1. Touch letters to identify person 2 (a friend). Touch **OK**.

PERSON1 INFORMATION		
NAME:	PETER	
BIRTHDAY:	10 SEP 1979	
ZODIAC:		
HOBBIES:		

3. Pictures appear with from 1 to 10 hearts. Ten hearts is perfect compatibility.



4. Touch **OK**. Three icons screen appears. Try another game!
5. Touch **MENU** to go to menu.

## DRAWING MODE



Drawing mode lets you draw pictures or write words with a pointer. Also you can save up to 30 drawings or word pictures and find them at any time. If you want this file to be lockable, refer to SECRET MODE for instructions.

### Procedure

1. Press **ON**. Menu appears.



2. Touch PAD icon once or twice. GRAPHIC MEMOS appears.



NOTE: If screen asks for password, enter password and touch **OK**.

NOTE: See note for Diary Mode to add symbols and special icons.

### DRAW A NEW PICTURE

1. On NEW PICTURE-ART GALLERY screen, touch NEW PICTURE once or twice. TITLE? appears.
2. Touch letters to name your new picture (up to 13 characters).
3. Touch **OK**. Use pointer to draw a new picture or write any words you want. Use UP to reveal tools and DOWN to hide tools off the screen. To select from the list of tools, touch the ICON at the bottom right corner. The list of tools include DRAW DOT, ERASE DOT, DRAW STRAIGHT LINE, DRAW RECTANGLE and PASTE ICONS. To select a different ICON, press LEFT/RIGHT.



4. Touch icon on right side of screen to add a special icon to your drawing.

5. Touch **OK** to store your picture in the art gallery.

### VIEW YOUR ART GALLERY

1. On opening screen, touch ART GALLERY twice. List of art appears on screen.



2. Touch ▲ or ▼ to scroll through list. Highlight the picture file you want to see. Touch highlight to open the art gallery.
3. Touch **OK** to see the title. Touch OK to see the picture.
4. Touch **OK** to go back to the list of pictures.

### TO DELETE A PICTURE

See page 9.

### GAME MODE



Play three challenging games: Monster game, Maze game, and Shape game.

#### Procedure

1. Press **ON**. Menu appears.
2. Touch GAME icon. Opening screen appears followed by game screen.



NOTE: If screen asks for password, enter password and touch **OK**.

### PLAY THE MONSTER GAME

You make a monster to race against your pet. By changing monster's features you may get it to run faster. It may even win a race with pet.

1. On game screen, touch **MONSTER GAME** icon.



2. You can change the monster. Just touch any of four icons on left side. Then touch **▼** several times. Your monster changes features. When you find the feature you want, touch another face part and scroll down to choose the "look" you want.

3. Repeat this until all parts are selected. Touch **OK**.

4. Monster races your pet. The faster animal wins. Go back and change features on Monster to see if you can make it run faster... and maybe even win a race.



5. Touch **OK** to go to game screen.

### PLAY THE MAZE GAME

1. On game screen, touch **MAZE GAME** icon. An animation screen appears.



2. Touch houses at random and try to find the prize (a bone for dog, a fish for a cat).



3. When you find the bone (or fish), your pet barks or meows and shows your score.

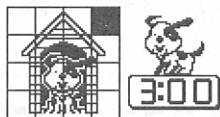
Try to find the bone or fish as fast as you can before time (10 seconds) runs out. You are allowed 3 guesses only before the bone or fish is revealed.



4. Touch **OK** to go to game screen.

## PLAY THE SHAPE GAME

1. On game screen, touch SHAPE GAME icon.

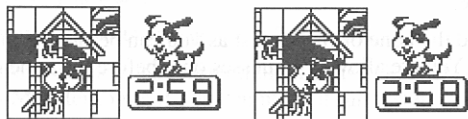


2. True picture of game shows briefly. You have 3 minutes to solve the puzzle.

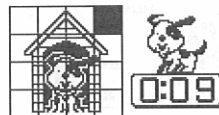
**NOTE:** If you need more time to solve the puzzle touch the minute number repeatedly to increase the time up to nine minutes.

**NOTE:** When you move the black box, it trades places with the square it moves to. Try not to move it across a square that you already have in place to complete the puzzle.

3. Find a part (like a piece of roof). Decide which way you want to move it. Then, touch a square next to move the black box, move the black box (one square at a time) next to the roof part. Touch OK, and it trades place with the black box.



4. Repeat step 3 for additional picture pieces. Touch OK each time.
5. When puzzle is solved it will look like the final screen with unused time showing on the timer. Pet runs around and barks (or meows) to show you how happy it is for you.



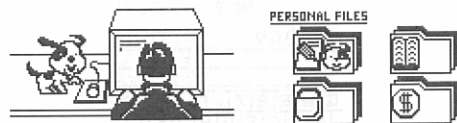
## PERSONAL FILE MODE



This file keeps your personal information: a memo, homework assignments, shopping list, and financial records. If you want this file to be lockable, refer to SECRET MODE for instructions.

### Procedure

1. Press **ON**. Menu appears.
2. Touch **PERSONAL** icon once or twice. Opening screen appears.

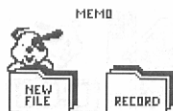


**NOTE:** If screen asks for password, enter password and touch **OK**.

**NOTE:** See note for Diary Mode to add symbols and special icons.

## MAKING A MEMO OR SHOPPING LIST

1. On **PERSONAL FILES** screen, touch **MEMO** or **SHOPPING** icon. **NEW FILE-RECORD** appears.



2. Touch NEW FILE. MEMO appears.



3. Touch letters to put in one memo or one shopping list (up to 300 characters) Touch **OK**.

4. NEW FILE-RECORD appears.



5. Touch RECORD once or twice to view a memo or shopping list. Scroll up or down through message.

6. Touch **OK** to go back to memo screen.

7. To change a memo or list, after step 5, touch **A-Z**, **0-9**, **SYMB** or **ICON**. Use **▲**, **▼**, **◀**, **▶** to choose the item to be changed. Use keyboard or number panel to put in changes.

8. Touch **OK** to go back to MEMO or SHOPPING LIST screen.

TO DELETE A MEMO OR SHOPPING LIST

See page 9.

### HOMEWORK FILES

1. On PERSONAL FILES screen, touch homework icon once or twice. NEW FILE-RECORD appears.



2. Touch NEW FILE once or twice.



3. Touch letters to put in date. Touch **OK**. Touch letters to put in homework assignment. Touch **OK**.

4. NEW FILE-RECORD appears.



5. Touch RECORD once or twice. A list of homework appears. Scroll up or down to find the item. Touch to highlight. Touch OK to view an assignment.



6. To change an assignment, highlight an assignment and touch **A-Z**, **0-9**, **SYMB** or **ICON**. Use **▶**, **◀**, **▲** and **▼** to choose an item to be changed. Use keyboard or number panel to put in changes.

### TO DELETE AN ASSIGNMENT

1. See "To Delete a Memo or Shopping List," above.

### TO USE FINANCE FILE

1. On **PERSONAL FILES** screen, touch finance icon once or twice. **NEW FILE-RECORD** appears.



2. Touch **NEW FILE**. **DATE** appears.

THE DATE IS (MM/DD/YYYY)											
22/JUN/1996											
JAN	FEB	MAR	APR	MAY	JUN						
JUL	AUG	SEP	OCT	NOV	DEC						
0	1	2	3	4	5	6	7	8	9	/	-
MENU	0-9	DEL	◀	▲	OK						
A-Z	SYMB	ICON	◀	▼	▶						

3. Touch letters/numbers to put in day, month and year. Touch **OK**.
4. Record appears. Touch numbers/letters to enter:

THE DATE IS (MM/DD/YYYY)											
22/JUN/1996											
JAN	FEB	MAR	APR	MAY	JUN						
JUL	AUG	SEP	OCT	NOV	DEC						
0	1	2	3	4	5	6	7	8	9	/	-
MENU	0-9	DEL	◀	▲	OK						
A-Z	SYMB	ICON	◀	▼	▶						

- a. **CK#** (check number) (up to 4 digits). Touch **OK**.
  - b. **PAY:** (pay to/received) (up to 12 characters). Touch **OK**.
  - c. **DES:** (description) (up to 12 characters). Touch **OK**.
  - d. **AMT** (amount) (up to 8 digits). Touch **OK**.
  - e. **BAL:** (balance is computed automatically).
5. Touch **OK**. **NEW FILE-RECORD** appears.
  6. Touch **RECORD** once or twice to view a list of finance files. Scroll up or down to find the file date you want. Touch date to highlight it. Touch highlighted date to view the file.
  7. Touch **OK** to go back to list. touch **MENU** to go back to **NEW FILE-RECORD**.
  8. To change a file, after step 6, touch **A-Z**, **0-9**, **SYMB** or **ICON**. Scroll **▲**, **▼**, **▶** and **◀** and choose the item to be changed. Use keyboard **A-Z** or number panel **0-9** to put in changes.

### TO DELETE A FINANCIAL FILE

See page 9.

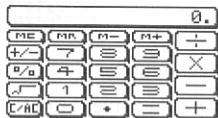
### CALCULATOR MODE



Your diary includes a calculator for you to add, subtract, multiply and divide quickly and easily. Also compute square roots, percentage and use a constant factor K.

## Procedure

1. Press **ON**. Menu appears.
2. Touch **CALCULATOR** icon once or twice. Opening screen appears.



3. Do addition, subtraction, multiplication, division, square root and percentage with or without memory storage.

- NOTES:**
1. Use decimal point key to enter a decimal point in any computation.
  2. Touch +/- icon on screen at any time to change - to + or + to -.

**Addition:** Touch **2**, touch + (plus sign), touch **3**, touch =. The sum is **5**.

$$2 + 3 = 5$$

Touch **C/AC** to clear the screen at any time.

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

$$8 - 6 = 2$$

Touch **C/AC** to clear the screen at any time.

**Multiplication:** Touch **4**, touch X (times), touch **5**, touch =. The product is **20**.

$$4 \times 5 = 20$$

Touch **C/AC** to clear the screen at any time.

**Division:** Touch **2** and **0**, touch ÷ (division sign), touch **5**, touch =. The quotient is **4**.

$$20 \div 5 = 4$$

Touch **C/AC** to clear the screen at any time.

## Using the "K" Constant:

Touch **78** and touch - (minus).

Minus sign appears to the left of **78** on screen.

Touch - (minus) again.

**K** sign appears on screen.

Touch **100** and = (equal).

Answer **22** appears on screen.

Touch **10** and = (equal).

Answer - **68** appears on screen.

Touch **C/AC** to clear screen at any time.

**0** appears on screen.

## Finding Square Root ( $\sqrt{\quad}$ )

Touch **169**.

**169** appears on screen.

Touch ( $\sqrt{\quad}$ )

Answer **13** appears on screen.  
13 is the square root of 169.

Touch **C/AC** to clear the screen at any time.

## Finding Percentage (%)

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

**X** and **200** appear on screen.

Then touch **70** and %.

Answer **140** appears on screen.

Touch **C/AC** to clear the screen at any time.

## Using Calculator Memory

Touch **123.45**, then touch **M+**.

To use memory, touch **55 X** (times sign) **22**, then touch **M+**.

Touch **MR** to check the memory.

Now touch **MC** to clear the memory.

Now touch **MR**.

Touch **C/AC** to clear the screen at any time.

**M** and **123.45** appear on screen.

The product **1210** appears on screen.

Result **1333.45** appears on screen.

**1333.45** appears on screen.

The result is **0** which appears on screen.

## CLOCK MODE



This mode shows you today's date (DAY, MONTH, YEAR) as well as current time.

### Procedure

1. Press **ON**. Menu appears.
2. Touch **CLOCK** icon once or twice. Opening screen appears.

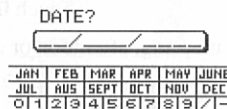


3. Touch **12/24 HOUR** icon to choose between 12 hour or 24 hour format (when you see **AM** or **PM**, you are in 12 hour format). Note

that 9:00 PM (12 hour format) is the same as 21:00 (24 hour format).



4. Touch **CALENDAR** icon to set today's date. **DATE?** appears.



- a. Touch numbers for date.
  - b. Touch month.
  - c. Touch numbers for year.
5. Touch **OK**. Touch alarm icon. **ALARM** appears.



- a. Touching icon allows you to pick an alarm bell, no alarm, cat meowing, or dog barking.
  - b. Alarm can be set by touching the digits of the time. The hour digit will change to next hour. The 10 digit will advance time in 10 minute increments (example from 20 to 30). The minute digit will advance time by 1 minute (example from 7 to 8).
6. Touch **OK**. Touch clock icon; **CLOCK** appears. Note that view out the window also shows time of day.

a. Touch AM to select PM; touch PM to select AM.

Touch the hour to set time.

Touch each digit of the minutes.

Example: 08 minutes shows.

Touch 0, it becomes 1, Touch 8, it becomes 9,

Touch 1, it becomes 2, etc. Touch 9, it becomes 0,

Touch 0, it becomes 1, etc.

b. The window shows morning, afternoon or evening screen.



c. Touch OK. Clock screen appears.

d. To turn off alarm, go back to alarm screen. Touch icon (step 5) repeatedly until (no alarm icon) shows.

## SECRET MODE



You can lock certain files by using a 4-letter secret password. No one can open these files unless they use the secret password. The files that can be locked are: Diary, Friend, Scheduler, Pad, and Personal.

### Procedure

1. Press ON. Menu appears.
2. Touch SECRET icon with pointer once or twice. Opening screen appears.



NOTE: Write down your password now so you will not forget it.

3. NEW PASSWORD ? appears.



4. Enter any combination of four letters and numbers. Example: J-E-F-F. Touch OK.

5. CONFIRM screen appears. Type in the exact same characters as in your newly created password. Confirmation password will not be accepted as valid and allow you into a mode until you enter the exact same password.



If a password has been previously created, PASSWORD screen appears and you must enter your password.

If you enter the wrong password, Monster chases your pet away. If you enter the correct password, Monster runs away and allows you to enter your secret file.

6. With correct password entered:

a. Touch lock/unlock icons once or twice.

- b. You can change the files that are locked. Touch file icon (Diary, for instance). If it is in the locked row, it jumps over to unlocked row. If it is in unlocked row, it jumps over to the locked row.



- c. Do this to lock or unlock all five files.
7. To change the password, touch change password icon. NEW PASSWORD and CONFIRM screens appear (see steps above).
8. Touch OK, menu appears.

## TROUBLESHOOTING

### SYMPTOM

Unit will not function after initial battery insertion.

Unit freezes or will not turn off.

The unit fails to respond to pointer or wrong character appears.

The screen becomes dim, cursor movement slows or functions do not work consistently.

The screen is too light or too dark.

### SOLUTION

Press RESET on the back of the unit. RESET MUST be pressed before using for the first time.

Press RESET on the back side of unit.

The unit will require re-calibration. See page 10.

“AA” batteries require replacement. Under normal use, “AA” batteries may need replacement every 2-3 weeks. The back up battery should last at least 2 years.

Adjust screen contrast. At initial screen, touch the ▲ or ▼ arrows.

## CAUTION

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

Replace batteries when the screen becomes dim.

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.

## 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 and place of purchase and price paid. 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 from defects in materials 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 the date of purchase.

Product returned to TEI 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 our option) for a service charge of US\$25.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90 day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

**Tiger Electronics, Inc. Repair Dept.  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.**

1. Pack the product carefully in the original box and/or other packing materials sufficient to avoid damage during shipment.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90 day warranty, and your printed name, address and telephone number. This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in materials or workmanship.

## NOTE