

## 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (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 to 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. \$21.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

**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 packing 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 exclusions 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](http://www.tigertoys.com)

**TIGER**  
ELECTRONICS, LTD.



Software Code, Technology & Product Design  
® , TM & © 2000 Tiger Electronics, Ltd.  
All rights reserved.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.  
**PRINTED IN CHINA**



\*® & © NELVANA †™ Kids Can Press  
© P. Bourgeois & B. Clark All Rights Reserved.

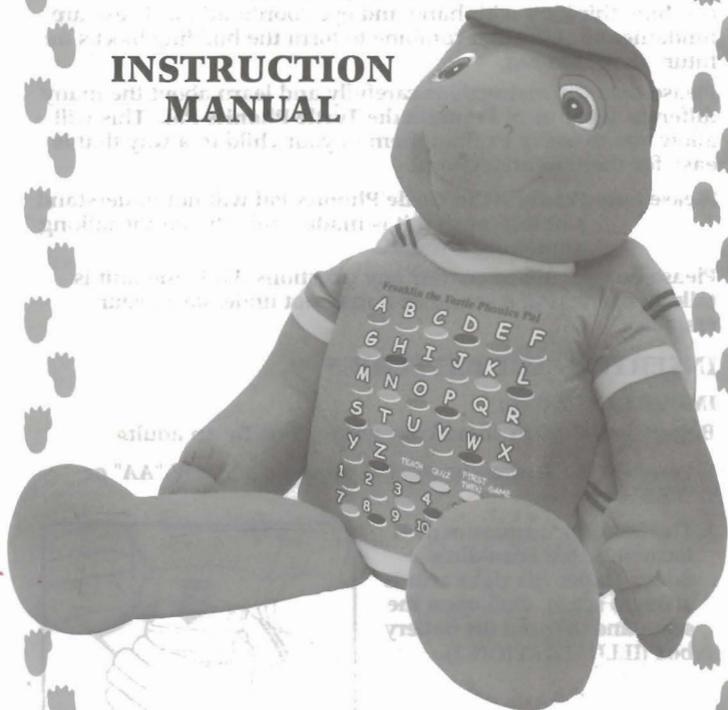
033050001IWT1-01



Franklin the Turtle

## Franklin the Turtle Phonics Pal

### INSTRUCTION MANUAL



**TIGER**  
ELECTRONICS, LTD.

**Ages 2 and Up**  
Item No. 67920

847-913-8100

## MESSAGE TO PARENTS

Thank you for bringing home Franklin the Turtle Phonics Pal. This is a wonderful educational product for your child. What could be more exciting than learning from Franklin and his friends?

With Franklin the Turtle Phonics Pal, your child will learn letters, phonics, words, numbers, and songs as well as the ability to combine thinking with hand and eye coordination. These are fundamental skills that combine to form the building blocks for future development.

Please read the instructions carefully and learn about the many different features of Franklin the Turtle Phonics Pal. This will allow you to easily explain them to your child in a way that is easy for them to understand.

**Please note:** Franklin the Turtle Phonics Pal will not understand a button push if it is made while the unit is talking or making a sound.

Please be sure not to answer any questions while the unit is talking or making a sound or it may not understand your response.

## INSERTING THE BATTERIES

### IMPORTANT NOTE:

Battery installation should always be done by an adult.

1. Franklin the Turtle Phonics Pal requires 3 X 1.5V "AA" or "LR6" batteries.

2. The battery compartment is located inside Franklin's body. Under his right arm is a Velcro seam. Pull open the seam and take out the battery box (ILLUSTRATION 1).



ILLUSTRATION 1

1

3. Open the battery compartment door on the box, by unfastening the screw with a screwdriver (ILLUSTRATION 2).

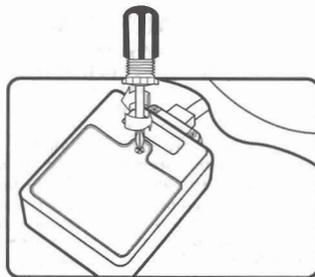


ILLUSTRATION 2

4. Remove discharged batteries if necessary and insert new batteries according to the diagram provided in the battery compartment (ILLUSTRATION 3).

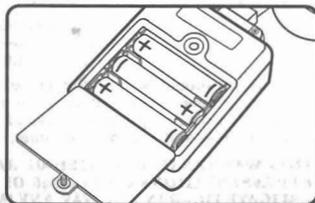


ILLUSTRATION 3

5. Close the battery compartment door, replace screw and tighten.

## WHEN TO REPLACE BATTERIES

Change the batteries when the voices and sounds are garbled or seem to be slowing down during play.

### CAUTION:

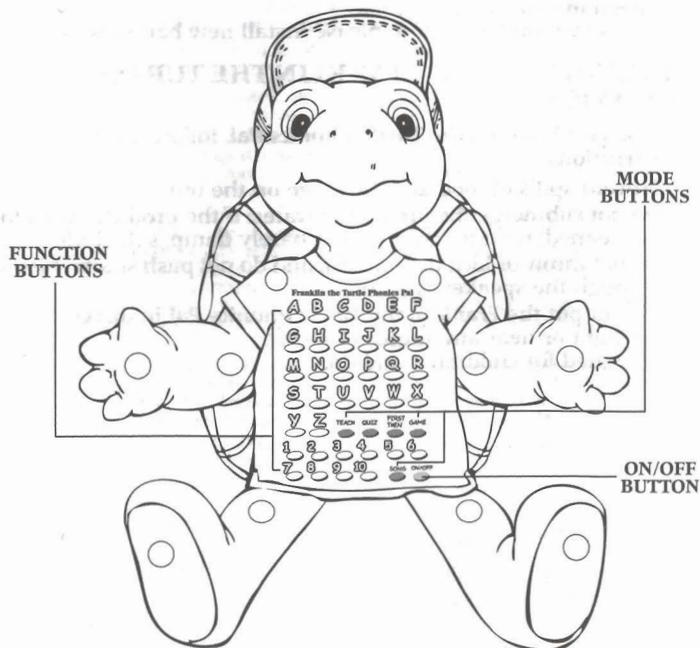
To ensure proper function and avoid battery leakage:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Batteries should be installed 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).

2

- 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, following the toy and battery manufacturer's instruction.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited

## HOW TO PLAY



**ON/OFF BUTTON** — Press this button to turn the unit **ON** and **OFF**.

**MODE BUTTONS** — Use these to select one of the five different modes of learning, **TEACH, QUIZ, FIRST...THEN, GAME** and **SONG**.

**FUNCTION BUTTONS** — **LETTERS AND NUMBERS:**

Use the letter keys to answer questions about letter names and phonics sounds. Use the number keys to answer number questions.

**KNEE, SHOULDER, FOOT, MOUTH, ELBOWS** and **HAND:**

Press inside the circle stiched on each of Franklin's body parts to answer "Franklin Says" questions.

Franklin the Turtle Phonics Pal provides fundamental knowledge of letters, sounds, words, numbers, songs, as well as hand and eye skills with the friendly world of Franklin to encourage learning. With a whole new way to learn, the fun goes on for hours.

1. Press the **ON** button. You will hear a friendly greeting from Franklin: He says,

**"HELLO! MY NAME IS FRANKLIN. I'M GLAD YOU ARE MY FRIEND. ROSES ARE RED, VIOLETS ARE BLUE; LEARNING WITH TWO IS FUN 'CAUSE OF YOU!"**

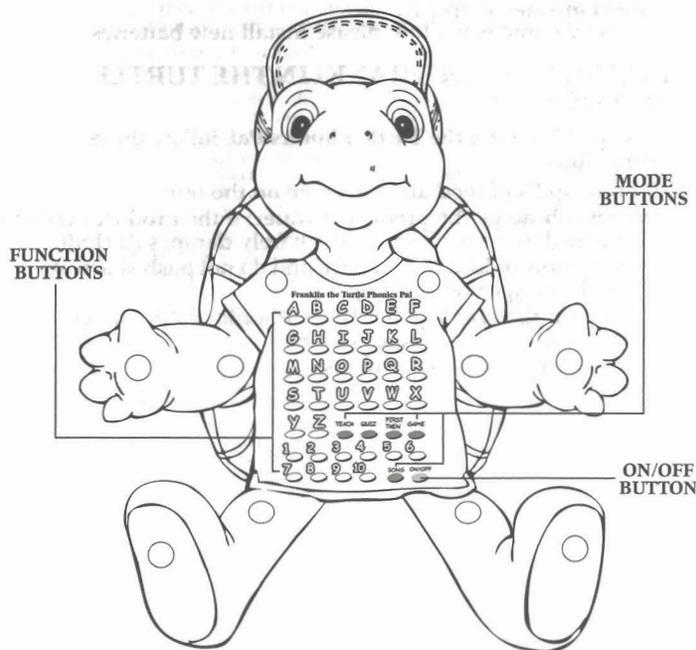
2. Then Franklin will say,

**"LET'S PLAY A GAME! PRESS A PINK GAME BUTTON."**

Now it's your turn to press one of the five pink game buttons to choose the mode/way you want to play: **TEACH, QUIZ, FIRST...THEN, GAME** and **SONG**.

- 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, following the toy and battery manufacturer's instruction.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited

## HOW TO PLAY



**ON/OFF BUTTON** — Press this button to turn the unit **ON** and **OFF**.

**MODE BUTTONS** — Use these to select one of the five different modes of learning, **TEACH**, **QUIZ**, **FIRST...THEN**, **GAME** and **SONG**.

**FUNCTION BUTTONS** — **LETTERS AND NUMBERS:**

Use the letter keys to answer questions about letter names and phonics sounds. Use the number keys to answer number questions.

**KNEE, SHOULDER, FOOT, MOUTH, ELBOWS and HAND:**

Press inside the circle stiched on each of Franklin's body parts to answer "Franklin Says" questions.

Franklin the Turtle Phonics Pal provides fundamental knowledge of letters, sounds, words, numbers, songs, as well as hand and eye skills with the friendly world of Franklin to encourage learning. With a whole new way to learn, the fun goes on for hours.

1. Press the **ON** button. You will hear a friendly greeting from Franklin: He says,

**"HELLO! MY NAME IS FRANKLIN. I'M GLAD YOU ARE MY FRIEND. ROSES ARE RED, VIOLETS ARE BLUE; LEARNING WITH TWO IS FUN 'CAUSE OF YOU!"**

2. Then Franklin will say,

**"LET'S PLAY A GAME! PRESS A PINK GAME BUTTON."**

Now it's your turn to press one of the five pink game buttons to choose the mode/way you want to play: **TEACH**, **QUIZ**, **FIRST...THEN**, **GAME** and **SONG**.

**TEACH MODE:**

Franklin asks you to press a letter. When you or your child presses a letter, Franklin will tell you the letter and the sound it makes.

For example, "A SAYS AHH!!"

**QUIZ MODE:**

Franklin will ask you three different kinds of letter and number questions. He will ask you "find", "before" and "after" questions: Franklin will ask you to find a letter or a number.

For example, he might say

**"CAN YOU FIND THE LETTER P?"**

**Or "WHAT COMES AFTER THE LETTER H?"**

**Or "WHAT COMES BEFORE THE NUMBER 7?"**

When you are correct, Franklin will congratulate you and go on to another question. If you give an incorrect response, Franklin will acknowledge what you pressed and ask you again.

For instance, if to the question "WHAT COMES AFTER THE LETTER H?", you press "V", then Franklin will say "W COMES AFTER THE LETTER V", and then he will politely repeat the question. You get three tries. After the third try, Franklin will move on to another letter or number question.

**FIRST...THEN MODE:**

In this mode, Franklin will ask you to press two letters or numbers in sequence. For example:

**"FIRST PRESS THE LETTER 'J', THEN LETTER 'Y'.**

**"FIRST PRESS THE NUMBER 9, THEN THE NUMBER 3"**

**GAME MODE:**

This is the "FRANKLIN SAYS" game!

When you choose this mode, Franklin will say:

**WE ARE GOING TO PLAY FRANKLIN SAYS. ONLY PRESS A BUTTON WHEN I SAY FRANKLIN SAYS!**

Then Franklin starts the game. He will tell you to press letters, numbers and parts of his body. But you are only to press them if he says "FRANKLIN SAYS". For example, he might say,

**"FRANKLIN SAYS PRESS THE LETTER S!"** or **"FRANKLIN SAYS PRESS MY HAND!"** or **"FRANKLIN SAYS PRESS THE NUMBER 2!"**

Remember, only press the correct button or body part if Franklin says, "FRANKLIN SAYS" first!

For example, he may say, "PRESS THE LETTER W." But don't do it, because he didn't say "FRANKLIN SAYS" first! Franklin is very clever, but so are you and your child!

Don't worry if you press the wrong button. Franklin will politely go on to another "Franklin Says!"

#### SONG MODE:

**"LET'S SING A SONG!"**

There are four songs –

**THE ABC SONG,  
HICKORY DICKORY DOCK,  
IF YOU'RE HAPPY AND YOU KNOW IT,  
TURTLES JUMPING ON THE BED.**

In this mode, Franklin will ask you to press the **SONG BUTTON** or the **NUMBER BUTTON**. When you do so, it will trigger one of the four songs.

#### 1. IF YOU'RE HAPPY AND YOU KNOW IT SONG

When you get the **HAPPY WHEN YOU KNOW IT** song, Franklin will begin singing:

**"IF YOU'RE HAPPY AND YOU KNOW IT, TOUCH MY \_\_\_\_\_,**  
and then he will add a body part, like **"HAND."**

Press the body part that Franklin asks for! But if you press a part that Franklin didn't ask for, don't worry, Franklin will give you another chance to press the correct body part by singing that verse over again. If the response is incorrect two times in a row, Franklin will finish the song and move on to another body part.

#### 2. HICKORY DICKORY DOCK SONG

When you get this song, Franklin will ask you to press a number. For instance, if you press the number "8", then Franklin will sing the song, inserting the words, **"WHEN THE CLOCK STRUCK EIGHT, THE MOUSE RAN DOWN!"**

#### 3. THE TURTLE SONG

When you get this song, Franklin will ask you to press a number. Whatever the number you press, that's how many verses of the song you'll hear! So if you press the number "6", you will hear six verses beginning with **"Six Little Turtles Jumping on the Bed!"**. If you had pressed the number "9", you would hear nine verses of the song, beginning with **"Nine Little Turtles Jumping on the Bed!"**

#### 4. THE A, B, C SONG

When Franklin sings you this song, he will keep repeating the song for you for extra learning until you press one of the pink game buttons again! Feel free to sing along!

#### FRIENDLY AND ENCOURAGING FEEDBACK:

In all the play modes, Franklin will gently tell the child if he/she has answered correctly. If the child answers correctly, Franklin will respond with an enthusiastic congratulations. If the child answers incorrectly, Franklin will provide an encouraging response. The child will be given several attempts to correctly respond. At that point Franklin will move on to another question or prompt. If the child does not respond to a prompt with a button press, Franklin will wait for a short period of time and then repeat the prompt. If there is still no action taken by the child, then the prompt will be repeated again. At that point, if the child does not respond, Franklin will ask a new question or provide a new prompt.

#### TURNING THE UNIT OFF

**Franklin the Turtle Phonics Pal** has an automatic shut-off feature to help prolong battery life. After a brief period of inactivity, Franklin prompts your child for a response. If your child doesn't

respond by pressing a button, Franklin will repeat the prompt or ask again. If there is still no activity, the unit will then automatically turn itself off – and Franklin will say, **"BYE-BYE!"** Pressing the **"ON"** button can then restart the toy.

**NOTE:** Your child needs to wait until after Franklin has stopped talking before pressing another button. Presses made while Franklin is speaking will not register.

#### TROUBLESHOOTING

1. If the unit does not work, please check that the batteries have been inserted correctly.
2. If the volume is too low, please install new batteries.

#### TAKING CARE OF FRANKLIN THE TURTLE PHONICS PAL

To protect **Franklin the Turtle Phonics Pal**, follow these instructions:

- Prevent spills of food and beverage on the unit.
- Do not submerge the product in water. If the product needs to be cleaned, wipe it gently with a barely damp, soft cloth.
- Do not throw or kick the product, and do not push sharp objects through the speaker opening.
- Do not put the **Franklin the Turtle Phonics Pal** in direct sunlight or near any source of heat.
- Designed for children 2 and up.