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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.\$18.50. 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.

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TIGER
ELECTRONICS, LTD.

Ages 7 & Up
Item No. 67909

X
stuff

get
mail

portable personal
data system

Instruction
Manual



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043020001IWTI-02

01-PR070-9004

GETTING STARTED

Grasp the battery insulation tab on the back of the unit and pull it out. Discard this piece immediately in proper waste receptacle.

Turn ON the game. You'll see an animation of a BEAR and an ALIEN. They're cute, aren't they?



As the menu appears, you are given a choice to select either the BEAR or the ALIEN to be your GET MAIL buddy. The character will greet you each time you turn on your GET MAIL.

```
SELECT
▶ BEAR
  ALIEN
```

Use the (▲) key and (▼) key to toggle between the two choices of the CUTE BEAR or the FRIENDLY ALIEN!

Then press the OK key to confirm your selection.

Now you'll see a DATE SET screen. Set the correct date and month using the (▲) key.

```
DATE SET
MAY 01
2000
▲▼SELECT
```

Then press the (▶) key to move the cursor to the selected DATE. Use the NUMBER keys on the keypad to enter the correct DATE.

```
DATE SET
MAY 15
2000
```

Now it's time to select the correct YEAR. Move the cursor and use the NUMBER key on the keypad to enter the correct YEAR. Then press the OK key.

```
DATE SET
MAY 15
2001
```

If you try to enter a month or day that does not exit, the part you typed incorrectly will flash. You need to change to a real day or month before moving on. But that's easy. You can do it!

Next you'll see the TIME menu. Enter in the correct time, using the NUMBER keys.

```
12:00 PM
SELECT
```

Use the (◀) key and (▶) key to select between AM and PM.

Use the NUMBER keys to enter the correct time. Then press the OK key to confirm the exact time.

```
AM 02:10
```

Now you will see the NAME menu.

You use the NUMBER keys to enter letters A-Z. Here are how the numbers work. To enter your name or any text message, you will use the following method. Each number button has also been assigned certain letters. To use a letter, you must push the button 1 to 3 times, depending on which letter you wish to use. For example, say you want to enter the name MARY. You would press the 5 key one time, and press (▶) key to move the cursor to the next position. Then press the 1 key one time for the letter A, and press the (▶) key to move the cursor to the next position. Press the 6 key three times for the letter R, and press the (▶) key to move the cursor.

```
NAME?
```

Then press the 9 key once to select Y and then press OK to move to the next entry level.

- 1 = abc Press the 1 key once for "a", twice for "b" and three times for "c".
- 2 = def Press the 2 key once for "d", twice for "e" and three times for "f".
- 3 = ghi Press the 3 key once for "g", twice for "h" and three times for "i".
- 4 = jkl Press the 4 key once for "j", twice for "k" and three times for "l".
- 5 = mno Press the 5 key once for "m", twice for "n" and three times for "o".
- 6 = pqr Press the 6 key once for "p", twice for "q" and three times for "r".
- 7 = stu Press the 7 key once for "s", twice for "t" and three times for "u".
- 8 = vwx Press the 8 key once for "v", twice for "w" and three times for "x".
- 9 = yz Press the 9 key once for "y" and twice for "z".

If you make a mistake, you can always press the DEL/C key, which will call up the redo screen.

```
REDO
CANCEL
```

From here toggle between REDO and CANCEL. For example, if you are typing in your name and want to redo it, move the cursor up to REDO, then press OK. The NAME menu screen will appear again.

After typing in your name, press the OK button.

```
CAROL
```

Now PHONE will appear below your name.

```
CAROL
PHONE?
```

Use the NUMBER keys to enter your phone number. There are enough spaces for you to enter your area code as well as the regular seven numbers.

```

CAROL
847 91
3 7865
    
```

You can also revise by moving the cursor to the letter or number you want to revise and type over it! Then press OK to confirm your phone number.

Now you can input your BIRTHDAY and SEX.

```

JAN 01
2000 W
♀
SELECT
    
```

Enter in the date as you did before - but instead of putting in today's date, enter your birthday date, including MONTH, DAY, and YEAR.

```

JUN 14
1989 II
    
```

Then the screen will give you a chance to enter in your SEX. Use the (▲) and (▼) keys to toggle between the MALE and FEMALE sex symbols.

```

JUN 14
1989 II
♀
    
```

Then press OK to move to the next step.

Now you see the words FACE DRAWING, followed by a screen with a FACE on it.



Now you can draw a picture that most looks like you! Use the (▲) and (▼) keys to move between the icons of HAIR, EYE, and MOUTH.

Use the (◀) and (▶) keys to select the different varieties of HAIR, EYE, and MOUTH.

You will notice that the number on the bottom keeps changing between the numbers 1-8 with each selection - because you have eight different selections of hair, eyes, and mouth!

You can easily revise the parts of your face by using the (▲) and (▼) keys to move back to that part of the face and then use the (◀) and (▶) keys again to look at more choices!

When you get the face you want, press the OK button.

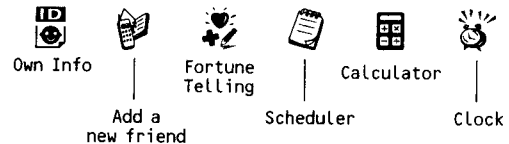
Be sure you have already entered in your name and phone number or else all the information you've entered so far won't be stored when you turn the unit off (or the unit shuts off automatically after a few minutes of inactivity).

The word DONE will appear on screen.

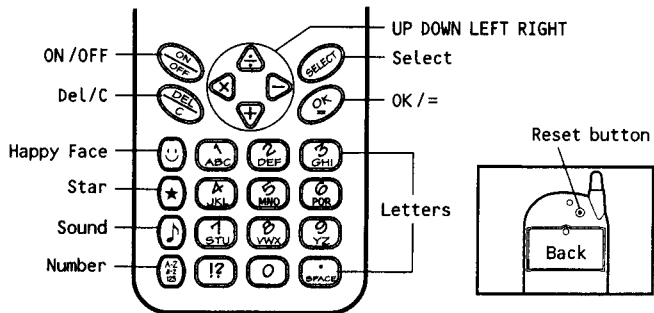
Then either the BEAR or the ALIEN (depending on which you selected) will appear on screen, with the word SELECT underneath it. This is your MAIN MENU screen.



Then you can use the (◀) and (▶) keys (or the SELECT button) to toggle through 6 different icons across the top of the screen. There are in order (from left to right):



KEYPAD



Before beginning with the main menu items, let's take a look at the keypad:

- ON/OFF** - to turn the unit on.
- to turn the unit off.
- DEL/C** - to redo an entry.
- to cancel the data.
- HAPPY SMILEY FACE**
- switch to face symbols to add to your messages and entries.
- STAR** - switch to a variety of cool picture symbols to add to your messages and entries.
- MELODY NOTE** - to turn the sound off and on.
- !?** - to add in different punctuation symbols.
- A - Z** - to write capital letters (A-Z).
a - z - to write lower case letters (a-z).
1 2 3 - to write numbers (1-9)

- SELECT** - to move to the different functions on the display at the top of the screen.
- OK / =** - to open menus.
- to confirm/record entries.
- also used as the "=" sign in the calculator function.

- NUMBERS 0-9** - to select numbers 1-9.
- to select letters:
- | | |
|---------|---------|
| 1 = abc | 6 = pqr |
| 2 = def | 7 = stu |
| 3 = ghi | 8 = vwx |
| 4 = jkl | 9 = yz |
| 5 = mno | |

- to move up when making selections.
- to divide in calculator mode.
- to move down when making selections.
- to add in calculator mode.
- to move left when making selections.
- to multiply in calculator mode.
- to move right when making selections.
- to subtract in calculator mode.
- . / SPACE** - to put in spaces between entering letters or numbers.
- RESET** - If your unit appears to quit working or the screen freezes, press the RESET key on the back of the unit. Be aware that this will clear memory features, including telephone numbers, points and schedules.

MAIN MENU OPTIONS

Ok, let's move on to the main menu choices! Use the (←) and (→) keys to toggle to any of the six selections from the menu you like and then press the OK key to open that menu selection.

OWN INFO (ID)

You can press the OK button to repeatedly review your own data of FACE, NAME, PHONE NUMBER, BIRTHDAY, and SEX as well as your FACE DRAWING. This is great information all about you!

To make revisions on any of these features, display the information you want to change and then press the DEL/C key and revise! Press OK to confirm the change!

NEW FRIENDS (📖)

As you open this menu, you will see the BEAR (or ALIEN) entering a room and then the words ADD A NEW FRIEND will appear on screen. Press the OK key to confirm that you want to add friends!



You will be able to add and store data for up to 10 FRIENDS! That's pretty cool, isn't it? You are going to enter and store data about your friends the same way you entered this information on yourself, including information on their names, phone numbers, their birthday and if they're a boy or a girl as well as drawing their faces!

When the friend's data is FULL, you will see the message "TOO MUCH DATA CHOOSE 1 & DELETE [C]" will appear on screen.

Open the file of the friend you want to delete in order to create more room for new entries, and press the DEL/C key. You will see a screen that says DELETE REDO.



Move to DELETE and press the OK key. All the data on this friend will be deleted. You will be asked to confirm that you really want to delete this information. Select YES.



After you toggle to YES, press the OK key and CLEAR will appear on screen. If you toggled to NO and pressed the OK key, you will go back to the select mode.

If you just wanted to REVISE a friend's date instead of DELETING it, open up the file on that friend and press the DEL/C key. Then revise their data just the way you revise data on yourself! Then press OK when you're finished.

FORTUNE TELLING (🔮)

When you open up this menu option, you'll see a screen with the words:

FORTUNE
ME
FRIEND
MAIL



You can toggle between ME, FRIEND, and MAIL.

With ME, you can tell fortunes about yourself! Today's date is already stored (the time and your birthday are already stored, too). Change the date from today's date to the date of the fortune telling you want to do!

On screen, you'll see HEALTH, WISDOM, LOVE followed by icons in three rows. For example, you might have two icons for the first row, six icons for the second row and six icons for the third row.



If you have only one icon in a row, that's the worst! If you have six icons, that's the best! In the example above, your fortune shows HEALTH isn't so great that day, but WISDOM and LOVE are forecasted to be the absolute best!

Then press the OK button and you will get a special message, too. In the example above, the message is:

```
TOTAL:
TREAD
WISELY
```

If you selected FRIEND instead of ME, you can do a fortune for a friend! Input your friend's birthday and have fun!

Or instead of selecting ME or FRIEND, you can toggle down to MAIL and your GET MAIL can tell you which friend from your FRIENDS DATA FILE would be a good person to correspond with today!

If instead of a friend's name, you get a screen that says "GET MAILING", that means you haven't entered in any friend's data yet - or it's not a great day to send mail to a friend!

```
☑           ☑
GET MAILING!
☑           ☑
```

If you have friends entered in already, a friend's name and a biorhythm (how things feel between you and that friend) will be displayed on screen. A biorhythm of GOOD or BAD will be displayed with a number of hearts to show how good or bad the biorhythm is between you and your friend for that day!

```
[GOOD]
♥♥♥♥♥♥♥♥
```

SCHEDULER (📅)

When you open up this menu choice, you'll see a "TO DO" animation, followed by a screen that says,

```
SCHEDULE
MAKE
VIEW
EXIT
```

```
SCHEDULE
▶MAKE
VIEW
EXIT
```

In the MAKE option, you make schedules. You will see the DATE screen with today's date.

Enter in the date and time you want to schedule something - and then type in a message! When you type in messages, you can also use the (☺) and the (★) button to add pictures and the (??) to add different punctuation.

In the VIEW option, you can view all the scheduled entries you've made (up to ten entries). Each entry will be numbered in the top line.

```
◀1▶
JAN 01
2000
12:00 AM
```





You can delete an entry from your schedule by pressing the REDO button. Toggle to YES to confirm that you're erasing this from your entry!

```
DELETE?
OK?
▶YES
NO
```

If there is no schedule stored, you will see a screen that says SCHEDULE IS EMPTY.

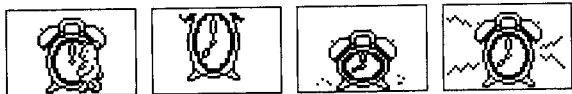
Selecting the EXIT option instead of MAKE or VIEW, will bring you back to the main menu.

CALCULATOR ()

To calculate, use the number buttons to enter numbers and the , , ,  keys to multiply, divide, add and subtract. The OK key is the "=" function.

You can do calculations that go up to six digits. Anything higher than six digits, and you will see the word ERROR appear on screen. When you get an error or just want to start over with another calculation, press the DEL/C button to clear and begin calculating again!

CLOCK ()



In TIME, you can revise the current date and time.

RESET

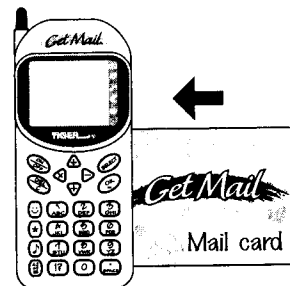
If your unit appears to quit working or the screen freezes, press the RESET key on the back of the unit. Be aware that this will clear memory features, including telephone numbers, points and schedules.

LET'S DO MAIL!

You can insert these three cards to write and receive and store letters to and from friends! The three cards you have are called REGULAR MAIL, SECRET MAIL and POINTS.

REGULAR MAIL CARD

Begin by inserting the REGULAR MAIL card.



If you inserted the card wrong, you will see the words

CARD
ERROR
OCCUR

So take out the card and insert it again.

When the mail in the card is new, you will see an animation of your creature (bear or alien) reading mail!



Then you will see a picture of the sender (Face!) and the sender's name and phone number.

Then press the OK button and you will see the word POINTS on screen followed by a number of stars.



The stars show you the congeniality level between you and your friend. This congeniality" factor reflects the biorhythms between you and your friend - how well you guys are going to hit it off today!

Then press the OK button. Now you will see the content of the letter from your friend.

For example, To: JULIE
JAN 07
↓
☺

As the mail is displayed, you can scroll to the next lines to read the rest of the mail. There can be moods icons and weather icons on the message you are reading and you can add your own as well as other neat pictures when you write back!

After reading the whole message, press the OK button and you will see the following screen:

>WRITE
REREAD
FROM
END

These are your options for reading the message again or writing back!

When you select WRITE, you will see an animation of your creature at a typewriter followed by a screen that says: TO:



You can now write back!

After the TO: type in the name of who you are writing. Then press the OK button.

Then DATE? appears. Enter in today's date!

After that, you can use your special buttons to add pictures to show the weather, your mood, or anything else you want to picture. Experiment with your keypad!

Press OK to confirm.

Then the words INPUT a MESSAGE appear on screen followed by a blank screen with a flashing cursor.

You can enter a message of up to 15 lines. After typing in your message, press OK. You will see a CONFIRM screen.

CONFIRM
>NAME
MESSAGE
END

If you select NAME, you can edit the name, date and the pictures you added.

If you select MESSAGE, you can edit the message. If you select END, then you see an animation of "WRITING NOW", followed by a message that reads STORE THE MAIL NOW, followed by a screen that says REMOVE THE CARD GENTLY. You did it!

You will now go back to the MAIN MENU of the screen.

If you had wanted to, you could have pressed REREAD from the option screen instead of WRITE and could have reread the letter you received.

SECRET MAIL CARD

With a secret mail, you've got to enter a secret password. The password can be up to 4 characters long. That way nobody can check your messages without you wanting them to! Just be sure you tell the friends you are writing messages to what your password is - so they can enter it to read your letter when you send it to them. That way, when you give them a SECRET MAIL card, they can access your message from their GET MAIL game!

```
INPUT
PASSWORD
_
```

If you haven't entered in a secret password yet into the SECRET MAIL card, when you insert the card, you will see the unit display:

```
REGISTER
PASSWORD
▶YES
NO
```

Select NO if you do not want to register a password. Then this card will work like a normal mail card.

If you press yes, the display shows:

```
REGISTER
PASSWORD
```

You then enter a 4 digit password and press OK.

The screen will display:

```
1234
CONFIRM?
▶YES
NO
```

Choose YES to confirm and read the card. If you choose NO, you will go back to the opening "Register" screen.

If someone enters in the wrong password, the words WRONG PASSWORD will appear on screen and they can't get in!

There is a procedure that will allow you to reformat your card and then set another password. Please be aware that you will lose all the information that you have entered

into your main unit as well. That is why it is so important to remember your password.

1. Press DEL/C button AND "0" button together. Press and release the reset key with DEL/C and "0" button still holding;
2. Release DEL/C and "0" buttons, you see a blank screen;
3. Enter 71128 and press ON/OFF button;
4. The screen then shows
GENERATE
>NORMAL
>SECRET
>POINT

Select the option you want your card to be and press OK;

5. Then you will see the following:
FORMAT
>QUIT
6. Insert the card and choose FORMAT and press OK;
7. The screen will tell you if you have successfully set a new password.

POINTS CARD

Insert the POINTS point card into the unit. The screen display the points in the card.

```
POINTS
CARD
012P
```

Press OK, you'll see:

```
▶POINTS
END
```

Choose END to stop the operation and remove the card. Choose POINTS and you'll see:

```
MAIN
006P
CARD
012P
```

Press OK you'll see:

```
▶ADD
GET!
ME-MATE
BACK
```

Choose ADD and the screen will display:

```
MAIN
006P
CARD
012P
```

Press OK. The points on the unit will decrease by one and the points on card will increase by one until all points have transferred to the card. Press OK to go back to the "ADD" screen.

Choose GET! and you'll see:

```
PT CHAR
015P
CARD
018P
```

Press OK. The PT CHAR and CARD points will decrease by one until the first number is zero. Press OK to go back to the "ADD" screen.

Choose ME-MATE and the screen will show:

```
▶LOOK
SEND
END
```

Choose LOOK to see a selection of characters.

```
◀▶
OK:VIEW
SLCT:END
```

Press OK to view or ◀, ▶ buttons to scroll to the other numbered characters. Press SELECT to end this operation. You will return to the "PT CHAR" screen.

Choose SEND to get the character selected. Then every time you turn off the unit, you will see the character once before screen is OFF. Of course, you will also see the character appear once when the unit is ON!

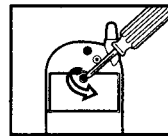
The more messages you receive, the more points you will have! The more points you have, the more fun characters you will be able to add!

INSERTING THE BATTERIES

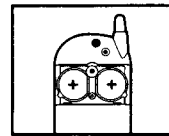
IMPORTANT NOTE:

- Battery installation should always be done by an adult.
- Do not remove both main and backup batteries at the same time or else your GET MAIL unit will lose all information you have stored.

1. GET MAIL requires two CR2032 3V batteries. One battery is the main battery, the other is a backup battery. There is engraving on the battery door, showing that the main battery belongs on the left side and the backup battery on the right side. Always change the main battery first!
2. The battery compartment is located on the back of the unit.
3. Open the battery compartment door for the main battery on the left side of the compartment by unfastening the screw with a universal Philips® screwdriver (illustration 1).
4. You can then do the same for the backup battery on the right side of the compartment.
5. Never have both the main and backup batteries removed at the same time or else your GET MAIL unit will lose whatever "memory" information you have stored.
6. Remove discharged batteries if necessary and insert new batteries if necessary and insert new batteries according to the diagram provided in the battery compartment (illustration 2).
7. Close the battery compartment doors and tighten the screw.
8. Do not over-tighten the screw because this will cause damage.



(Illustration 1)



(Illustration 2)

DEFECT OR DAMAGE

To protect Get Mail, 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 Get Mail in direct sunlight or near any source of heat.

CAUTION: The batteries in this toy should be kept away from small children.

CAUTION

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 (If removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.