

MICKEY'S MAGIC SHAPES  
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980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA

PRINTED IN HONG KONG  
77001WTE-2

Electronic  
**Talking**  
Learning Game

# MICKEY'S MAGIC SHAPES!

**LEARNING  
FEATURES:**

- Shape recognition
- Matching
- Eye/hand coordination



MODEL : 77-001

ELECTRONIC LCD GAME



**INSTRUCTIONS**

Dear Parent,

My First Tiger learning games have been developed in conjunction with a child development specialist for children aged 3 to 5 years. While each game plays with all the fun and excitement of classic LCD games, they also reinforce valuable skills that are essential to preschool aged children.

As your child plays Mickey's Magic Shapes, the authentic character voices of Mickey and Minnie Mouse will encourage him to learn.

The following learning skills are featured in Mickey's Magic Shapes:

- Shape matching and recognition
- Simple counting and scorekeeping
- Visual discrimination
- Fine motor skills and hand-eye coordination

We hope that you and your child will enjoy the fun and learning that go hand in hand with this and each My First Tiger game and the accomplishment your child will have knowing the feeling of "I can Do It!"



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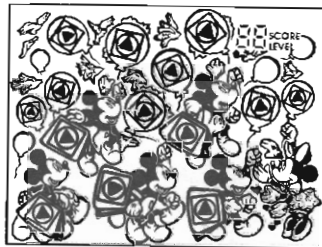
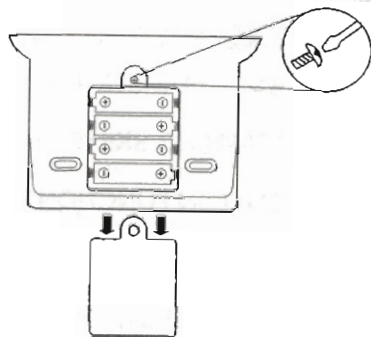


## BATTERY INSERTION

To insert batteries, remove the battery cover at the back of the game. (To remove cover, unscrew and push in direction of the arrow.)

Insert four "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

After battery insertion the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The LCD display should appear as shown in the diagram to the right.



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## LEARNING SKILLS

As children play with Mickey's Magic Shapes, they obtain hands-on experience with skills that are fundamental to learning. These include:

- **Shape recognition**  
This important math skill gives your child experience with recognizing geometric shapes.
- **Matching**  
Being able to recognize differences and likenesses is a key skill to both reading and writing. Your child gets the opportunity to build on that skill when they match shapes which are the same.
- **Simple counting and score keeping**  
This feature reinforces the conventional order of numbers in counting which is an important skill in learning the language of math.
- **Fine motor skills and eye-hand coordination**  
Using the control buttons helps children develop fine eye-hand coordination and fine motor coordination both of which are important skills in writing and drawing.



## BUTTON FUNCTIONS

### ON/OFF -

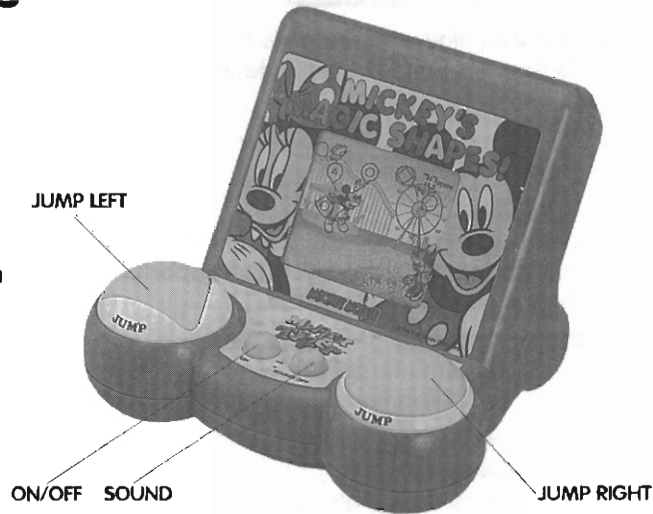
to turn the game unit on or off and to start the game

### SOUND -

to turn the sound on or off; although the game has character voices and sound effects, the melody may be turned off by pushing the button

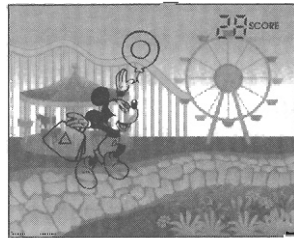
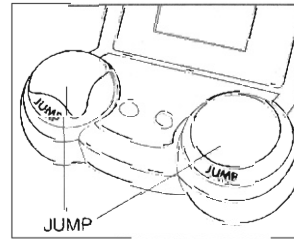
### JUMP BUTTONS -

For Mickey to jump up to catch balloons to the left or right or to restart the unit from game over



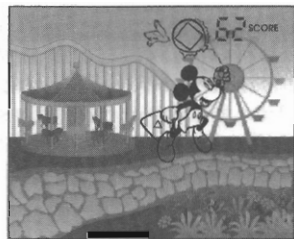
## HOW TO PLAY

- Mickey is carrying a bag with a shape pictured on it. Floating above Mickey are balloons. Press the JUMP buttons on either side when Mickey comes to a shape on a balloon that matches the shape on his bag.
- When you make a match Mickey will say "Gotcha" or "OH BOY!" or "I got 'em!" as you score a point.



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- When Mickey jumps for the wrong shape he says "Uh Oh" and the balloon floats away. Watch out for balloon popping birds in levels 2 and 3!



Uh Oh!

## LEVELS OF PLAY

- **Level 1:** Mickey walks slowly and collects two kinds of balloons each with a different shape inside of them and collects 2 or more balloons to win a happy ending!
- **Level 2:** Mickey walks faster and must collect 4 or more balloons to win a happy ending! Watch out for balloon popping birds!
- **Level 3:** Mickey walks quickly and looks for 4 different balloons with shapes! Be careful, the birds are fast! Collect 6 or more balloons for a happy ending!



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## SPECIAL FEATURES

Each My First Tiger game contains actual character speech to encourage the player as he/she plays while a musical melody plays in the background. You can turn the sound ON or OFF as needed. When the game is turned ON, the game will progress through each stage automatically. The game will turn itself OFF after 1 minute of non-use.

## SCORING

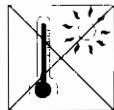
The game score is located in the upper right hand corner of the game screen. Each time your child grabs a successful matching balloon, he/she scores 1 point! At the beginning of every game, the highest score ever obtained will be shown in the upper portion of the screen.



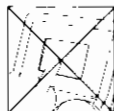


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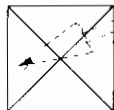
## GAME CARE



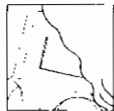
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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 ACL switch. Use a ballpoint pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.



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## WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or unit returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$14.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys 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.

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 damage resulting from accident, unreasonable use, negligence, improper service or other cause not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD, During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period or during the non-warranty period you choose to obtain service from Tiger Electronic Toys Repair Center, follow these instructions:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address:

TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.  
Also include your return address.

- 3) Enclose check or money order for US\$14.00 is applicable.
- 4) Affix proper postage and insure contents before mailing.

