

Tiger Toyware™

My First Laptop™



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980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.
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WINDOWS™ IS A TRADEMARK OF MICROSOFT CORPORATION.
SOUND BLASTER™ IS A TRADEMARK OF CREATIVE LABS, INC.
THIS PRODUCT UTILIZES TOPAC TECHNOLOGY DEVELOPED AND
LICENSED BY G. TEK TECHNOLOGIES, LTD.
CD ROM AND CASE MADE IN U.S.A.
PRINTED IN HONG KONG

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INSTRUCTION MANUAL

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INTRODUCTION

My First Laptop is a portable laptop computer made especially for your preschooler. As a stand-alone learning toy, when used with any of the 25 double-sided activity cards, My First Laptop teaches your child matching, rhyming, sequencing, telling time, music and much more!

Connected to a PC using the special "TOYWARE" connection, your My First Laptop becomes an instantly understandable keyboard for your preschooler. When used with the "ABC Mall" CD ROM software, My First Laptop teaches your child number recognition, counting skills, simple word association and much more!

The following items are included in your My First Laptop package:

- My First Laptop main unit
- "ABC Mall" CD ROM disc
- 25 Double-sided Activity Cards
- 6-foot Connector Cable
- Adaptor Card
- Instruction Manual

BATTERY INSTALLATION



1. To insert/replace batteries, remove the battery compartment cover on the back of the unit. Have an adult unscrew the battery cover, then push in the direction of the arrows as shown.
2. Insert 4 "AA"/LR6 batteries or equivalent (not included), making sure to align "+" and "-" as shown. Replace battery cover and screws.

TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD (CARBON-ZINC) AND/OR RECHARGEABLE (NICKEL-CADMIUM) BATTERIES.
- BATTERY INSERTION/REPLACEMENT SHOULD BE DONE BY AN ADULT.
- REPLACING THE BATTERIES WILL CAUSE YOUR GAME TO RESET, LOSING ALL PREVIOUS SCORING OR STORED INFORMATION.

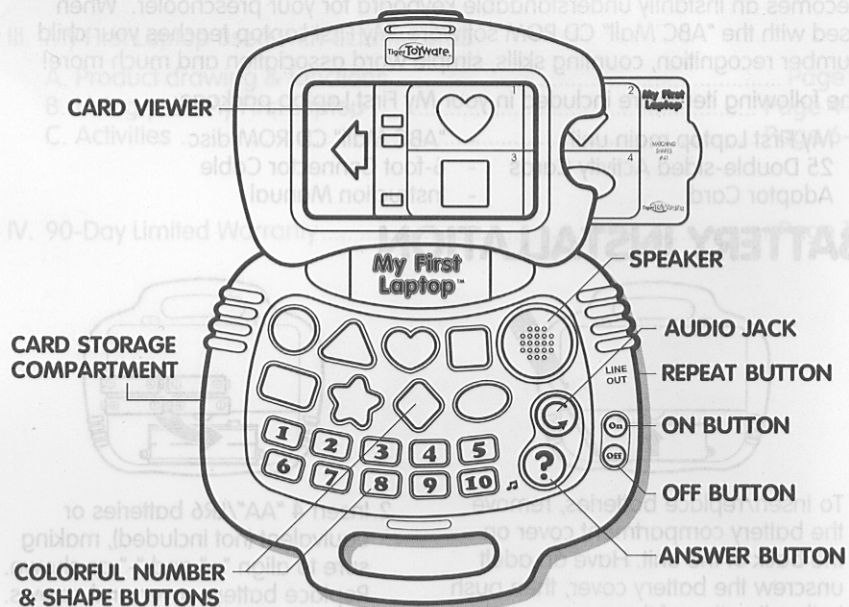
CAUTION

To avoid battery leakage:

1. Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions. Requires 4 "AA"/LR6 batteries (not included). Alkaline batteries are recommended. Not suitable for children under 36 months. May contain small parts.
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable batteries.
3. Always remove exhausted or dead batteries from the product.

MY FIRST LAPTOP USED WITH ACTIVITY CARDS

Product drawing & functions



- ON** - Turns unit on.
- OFF** - Turns unit off.
- CARD VIEWER** - Displays the activity card your child is playing.
- COLORFUL NUMBER & SHAPE BUTTONS** - Easy for little hands to press.
- SPEAKER** - Extensive speech guides your child through each activity.
- REPEAT BUTTON** - "Repeat" button allows your child to hear the activity prompt as often as needed.
- ANSWER BUTTON** - Unique "Answer" button gives your child the answer to a question that is too difficult, or plays a song in its entirety.
- AUDIO JACK** - This is not used when the My First Laptop is being played with activity cards.
- CARD STORAGE COMPARTMENT** - Storage space for activity cards.

Using your My First Laptop

1. To turn on the unit, press the "ON" button located on the top of the unit. You will hear a greeting speech, "Hi! Let's have some fun!"



2. With the lid open, insert one of the 25 double-sided activity cards. If no card is inserted, the unit will prompt the child to insert a card by saying, "Insert an activity card."



3. Each side of an activity card has 4 questions or 1 nursery rhyme song. The unit will guide the child through each activity using prompts, such as, "Find the match for question 1." The child answers the questions using the number buttons or the color/shape buttons.



If the child answers correctly, the unit will acknowledge it with a phrase such as, "Right!" or "Good job!" If the child answers incorrectly, the unit will provide encouragement with a phrase such as, "Uh oh, try again." The unit will then repeat the prompt. If the child does not give any answer within six seconds, the unit will repeat the prompt.

If the child answers incorrectly a second time, the unit will give the correct answer by saying a phrase such as, "Oops! The correct answer is three." If the child does not answer the second prompt, the unit will tell the child the correct answer. Then, the unit will move to the next question.

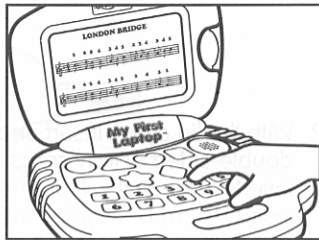
4. Once all of the questions on the card have been asked, the unit will provide encouragement and praise to the child, as well as announce the child's score. For instance, "Wow! You got a perfect score. Four out of four correct." The unit will then request another activity card by saying, "Insert an activity card."

5. There are six activity cards that are music cards. The child uses the number buttons, which correspond to the numbers printed on the activity cards, to play popular nursery rhyme songs. The note corresponding to each number button is listed below:

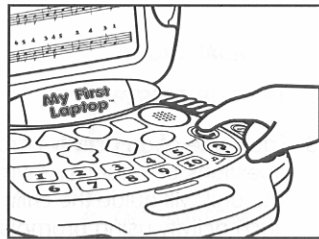
1 = C 3 = E 5 = G 7 = B 9 = D
 2 = D 4 = F 6 = A 8 = C 10 = E

The unit will prompt the child to play the notes on the number buttons. If no note has been played within 15 seconds, the unit will prompt the child again. After a third prompt, if still no note has been played, the unit will request an activity card.

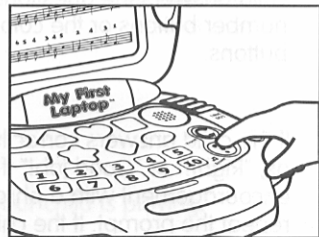
If the child pushes the "ANSWER" button, the unit will play the entire song displayed on the music card.



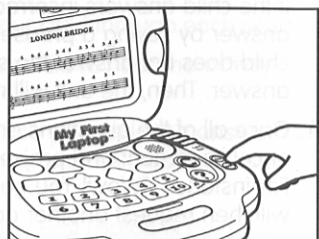
6. The "REPEAT" button allows the child to hear the prompt as often as needed.



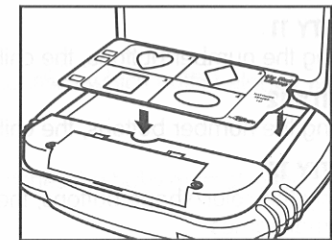
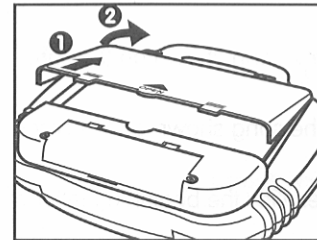
7. The "ANSWER" button provides the correct answer to a question with which the child may be having trouble or plays the nursery rhyme song displayed on the activity card in its entirety.



8. To turn off the unit, push the "OFF" button located on the top of the unit. The unit will power off automatically if there is no play for 2 minutes 30 seconds. When the unit turns off it will say, "Bye-bye."



9. Store the activity cards in the compartment on the bottom of the unit.



ACTIVITIES

Following is a brief description of each activity on the activity cards.

NOTE TO PARENTS

Although the large colorful buttons and helpful computer voice make it easier for children to use this product, we suggest that parents review each card with their child to help explain what is expected in each activity.

ACTIVITY 1

Using the number buttons, the child identifies the number of different types of animals.

ACTIVITY 2

Using the number buttons, the child identifies the number of different items in the picture.

ACTIVITY 3

Using the color/shape buttons, the child matches a lower case letter and an upper case letter.

ACTIVITY 4

Using the color/shape buttons, the child matches the lower case letter to an upper case letter.

ACTIVITY 5

Using the color/shape buttons, the child identifies the next letter in the sequence.

ACTIVITY 6

Using the number buttons, the child identifies the next number in the sequence.

ACTIVITY 7

Using the color/shape buttons, the child identifies which clock has the time requested.

ACTIVITY 8

Using the color/shape buttons, the child identifies which clock has the time requested.

ACTIVITY 9

Using the number buttons, the child plays the song shown on the card.

ACTIVITY 44

Using the number buttons, the child plays the song shown on the card.

ACTIVITY 45

Using the color/shape buttons, the child identifies which item in the group is different.

ACTIVITY 46

Using the color/shape buttons, the child identifies which item in the group is different.

ACTIVITY 47

Using the number buttons, the child identifies which item in the group is different.

ACTIVITY 48

Using the number buttons, the child identifies which item in the group is different.

ACTIVITY 49

Using the color/shape buttons, the child identifies the beginning letter of each picture.

ACTIVITY 50

Using the color/shape buttons, the child identifies the beginning letter of each picture.

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\$27.00. 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.