

NUMBER WISE

Instruction Manual



TIGERINGS

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1.	INTRODUCTION.	2
2.	BASIC FEATURES.	2
3.	BATTERY INSTALLATION	2
	CAUTION.	2
	POWER SUPPLY.	2
	BATTERY INSTALLATION / REPLACEMENT	2
4.	KEY FUNCTIONS	3
5.	OPERATIONAL PROCEDURES	4
	Calculator Mode.	4
	Game 1 - Addition Mode.	5
	Game 2 - Subtraction Mode.	
	Game 3 - Multiplication Mode	7
	Game 4 - Division Mode.	8
	Game 5 - Number Search.	9
	Game 6 - Largest Number 1	0
	Game 7 - Shoot It Down1	0
6.	TROUBLESHOOTING1	1
7.	CARE INSTRUCTION1	
8.	90-DAY LIMITED WARRANTY 1	2

1. INTRODUCTION:

A hand-held learning game that talks! The built-in activities will not only teach children the four basic mathematical functions, but will also provide them with three fun and challenging number games that will exercise their minds.

2. BASIC FEATURES:

- Talking phrases will reinforce and encourage children while they play.
- 7 built-in learning activities that teach addition, subtraction, multiplication, division, number search, largest numbers, and shoot it down.
- · 4 difficulty levels.
- · Built-in calculator function.
- · 8-digit LCD screen with reward animation.
- · Moveable number and function buttons.
- · Hand-held size for easy portability.
- Automatic shut-off after three minutes of inactivity.

3. BATTERY INSTALLATION:

CAUTION:

To avoid battery leakage:

- Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
- Never mix old batteries with new batteries, or standard (carbon-zinc) with alkaline batteries.
- 3. Always remove exhausted or dead batteries from the product.

POWER SUPPLY:

BATTERIES: 2 X 1.5V "AA"/UM-3 BATTERIES

ALKALINE BATTERIES ARE RECOMMENDED

DO NOT USE RECHARGEABLE BATTERIES

BATTERY INSTALLATION / REPLACEMENT

Battery should be replaced when the screen becomes faded. To intall/replace batteries, simply remove the compartment door located on the back of the unit. To open, insert a screwdriver into the slot and gently pry up the compartment door. Insert new batteries according to the diagram inside the battery compartment (see Illustration 1). Replace the compartment door and press it until it "clicks" into place.

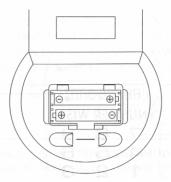


Illustration 1

4. KEY FUNCTIONS:

Numeric Buttons (0 to 9 and a decimal point)

Press this button to:

- enter, operate and answer an equation or activity
- select playing level.

Mathematical Symbol Function Buttons (+, -, x, and ÷)

Press these buttons to select the desired mathematical operation.

CANCEL Button

Press this button to:

- clear an input or the result in the calculator mode
- answer in game mode.

ENTER Button

Press this button to:

- start a game.
- use as the "=" key in the calculator mode.
- confirm the input of an equation, game, level or activity.

MODE Button

Press this button to select one of the 7 learning activity modes:

Game 1 : Addition

Game 2 : Subtraction

Game 3 : Multiplication

Game 4 : Division

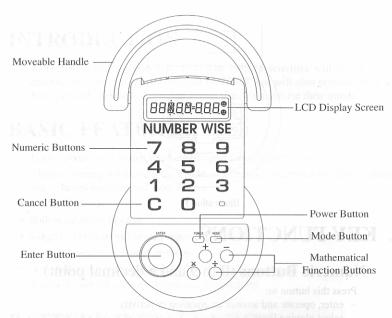
Game 5 : Number Search

Game 6 : Largest Number

Game 7: Shoot it Down

POWER Button

Press this button to turn the unit on or off.



5. OPERATIONAL PROCEDURES:

There are 7 activity modes. Press the **MODE** button to select one of the modes. Continuously pressing the **MODE** button will scroll you through all 7 modes. The 7 activity modes are:

Game 1: Addition

Game 2: Subtraction

Game 3: Multiplication

Game 4: Division

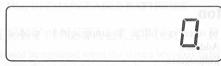
Game 5 : Number Search

Game 6: Largest Number

Game 7: Shoot it Down

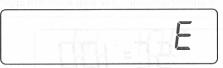
Calculator Mode:

• Press the POWER button to turn on the unit. The display will show:



- The calculator can provide an eight-digit integer calculation in four basic mathematic operations: addition, subtraction, multiplication and division.
- For a non-integer calculation, the calculator can provide up to five digits for the decimal function.
- To begin a calculation, use the numeric buttons (0 to 9) to enter the first number
 and then press one of the four mathematical symbol buttons (+, -, x, ÷). Enter the
 second number and then press the ENTER button, The result will then be shown
 on the display.

- For another calculation, press one of the mathematical symbol buttons and enter another number. Press the ENTER button to get the result.
- To erase a calculation, press the "C" button (CLEAR) once.
- When a calculation error occurs, i.e. result >99999999, the display will show:



All key functions (except "C", POWER and MODE) will not work when an error occurs. Press the "C" button once to clear the screen and all key functions will work again.

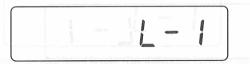
• Press the POWER button to turn off the unit.

Game 1 - Addition Mode:

• Press the MODE button until the screen shows:



• Press the ENTER button to start the game. The screen will show:



• The game is divided into 4 levels. The difference between each level is as follows:

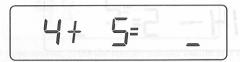
Level 1: One Digit + One Digit Equations

Level 2: One Digit + Two Digit Equations

Level 3: Two Digit + Two Digit Equations

Level 4: Combination of One and Two Digit Equations

- Use the number buttons (1, 2, 3, 4) to select the level.
- Press the ENTER button to start the game.
- There are 10 questions for each level and 3 chances for each question.
- · The display format for each question is as follows:



- To enter your answer, press the correct number and then press the ENTER button.
 For two-digit answers, press the tens position digit first and then the ones position digit.
- If a correct answer is entered, an encouraging phrase will be heard and the "smile face" icon will appear on the screen in the upper right corner. 10 points are awarded for every correct answer.

- If an incorrect answer is entered, a reinforcing phrase will be heard and the "frown face" icon will appear on the screen in the lower right corner. You are given another chance to answer the question. After 3 incorrect tries, the correct answer will be displayed. No points will be scored.
- The game is over after 10 questions. The total score will appear on the display as follows:

To start the game again in the same level, press the ENTER button.
 To begin a different game or activity, press the MODE button.

Game 2 - Subtraction Mode:

• Press the MODE button until the screen shows:



• Press the ENTER button to start the game. The screen will show:

- The game is divided into 4 levels. The difference between each level is as follows:
- Level 1: One Digit One Digit Equations
- Level 2: Two Digit One Digit Equations
- Level 3: Two Digit Two Digit Equations
- Level 4: Combination of One and Two Digit Equations
- Use the number buttons (1, 2, 3, 4) to select the playing level. Press the ENTER button to start the game.
- There are 10 questions for each level and 3 chances for each question.
- The display format for each question is as follows:

- To enter your answer, press the correct number button and then press the ENTER
 button. For two-digit answers, press the tens position digit first and then the ones
 position digit.
- If a correct answer is entered, an encouraging phrase will be heard and the "smile face" icon will appear on the screen in the upper right corner. 10 points are awarded for every correct answer.
- · If an incorrect answer is entered, a reinforcing phrase will be heard and the "frown

face" icon will appear on the screen in the lower right corner. You are given another chance to answer the question. After 3 incorrect tries, the correct answer will be displayed. No points will be scored.

 The game is over after 10 questions. The total score will appear on the display as follows:

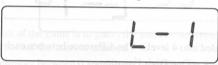
To start the game again in the same level, press the ENTER button. To begin a
different game or activity, press the MODE button.

Game 3 - Multiplication Mode:

• Press the MODE button until the screen shows:



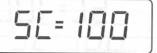
• Press the ENTER button to start the game. The screen will show:



- The game is divided into 4 levels. The difference between each level is as follows:
- Level 1: One Digit x One Digit Equations
- Level 2: Two Digit x One Digit Equations
- Level 3: Two Digit x Two Digit Equations
 - Level 4: Combination of One and Two Digit Equations
 - Use the number buttons (1, 2, 3, 4) to select the playing level. Press the **ENTER** button to start the game.
 - There are 10 questions for each level and 3 chances for each question.
 - The display format for each question is as follows:

- To enter your answer, press the correct number button and then press the ENTER button. For two-digit answers, press the tens position digit first and then the ones position digit.
- If a correct answer is entered, an encouraging phrase will be heard and the "smile face" icon will appear on the screen in the upper right corner. 10 points are awarded for every correct answer.
- If an incorrect answer is entered, a reinforcing phrase will be heard and the "frown face" icon will appear on the screen in the lower right corner. You are given another

 After 10 incorrect tries, a reinforcing phrase will be heard and the "frown face" icon will appear in the lower right corner. The correct answer will be displayed and no points will be scored.



 To start the game again, press the ENTER button. To begin a different game or activity, press the MODE button.

Game 6 - Largest Number:

• Press the MODE button until the screen shows:



- Press the ENTER button to start the game.
- The object of the game is to rearrange the 3-digit number, on the left of the screen, into the highest possible number. For example, if the number on the left is 357, the highest possible number would be 753. Enter 7-5-3 and press the ENTER button.
- A 3-digit number will appear on the left side of the screen. Rearrange the numbers and press the ENTER button to confirm.
- If a correct answer is entered, an encouraging phrase will be heard and the "smile face" icon will appear on the screen in the upper right corner. 10 points are awarded for every correct answer.
- If an incorrect answer is entered, a reinforcing phrase will be heard and the "frown face" icon will appear on the screen in the lower right corner. You are given another chance to answer the question. After 3 incorrect tries, the correct answer will be displayed. No points will be scored.
- The game is over after 10 questions. The total score will appear on the display as follows:

 To start the game again, press the ENTER button. To begin a different game or activity, press the MODE button.

Game 7 - Shoot It Down:

• Press the MODE button until the displays shows:

SAME-7

- Press the ENTER button to start the game.
- The object of the game is to shoot down all the numbers as they appear on the display. Don't let the numbers reach the right side of the screen; if you do, the game will be over.
- Numbers will randomly appear on the left side of the screen and scroll across to the right if they are not shot down.
- To shoot down a number, press the number that appears on the screen. For example, if the number 7 appears on the left, simply press the 7 button. This will clear the 7 from the screen. You must always clear the right-most number before you can clear any other number that appears after it on the screen. For example, if you now have an 8 4 3 on your screen, you must first press 3, then the 4, then the 8 to clear all the numbers off your screen.
- The game is over after you have successfully cleared 100 numbers OR when the numbers reach the right side of the screen. One point is awarded each time you shoot down a number. The total score will appear on the display as follows:

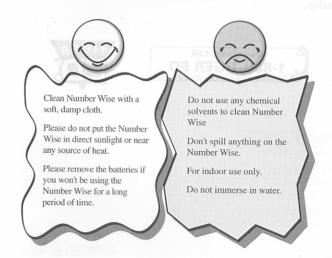
SE= 100

6. TROUBLESHOOTING

In the event of any screen malfunction, check the following:

- 1. Change batteries
 - 2 AA size batteries required
 - Alkaline batteries recommended
- 2. Check the battery compartment cover to make certain it is secure.

7. CARE INSTRUCTION



8. 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 of defects in material 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 date of purchase.

Product returned to TEI without original receipt 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\$7.00. 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 <u>must be shipped prepaid and insured for loss or damage</u> to:

Tiger Electronics, Inc. Repair Dept.

980 Woodlands Parkway,

Vernon Hills, Illinois 60061 U.S.A.

- Pack the product carefully in the original box or use a good-quality carton with packing materials.
- 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 material or workmanship.

