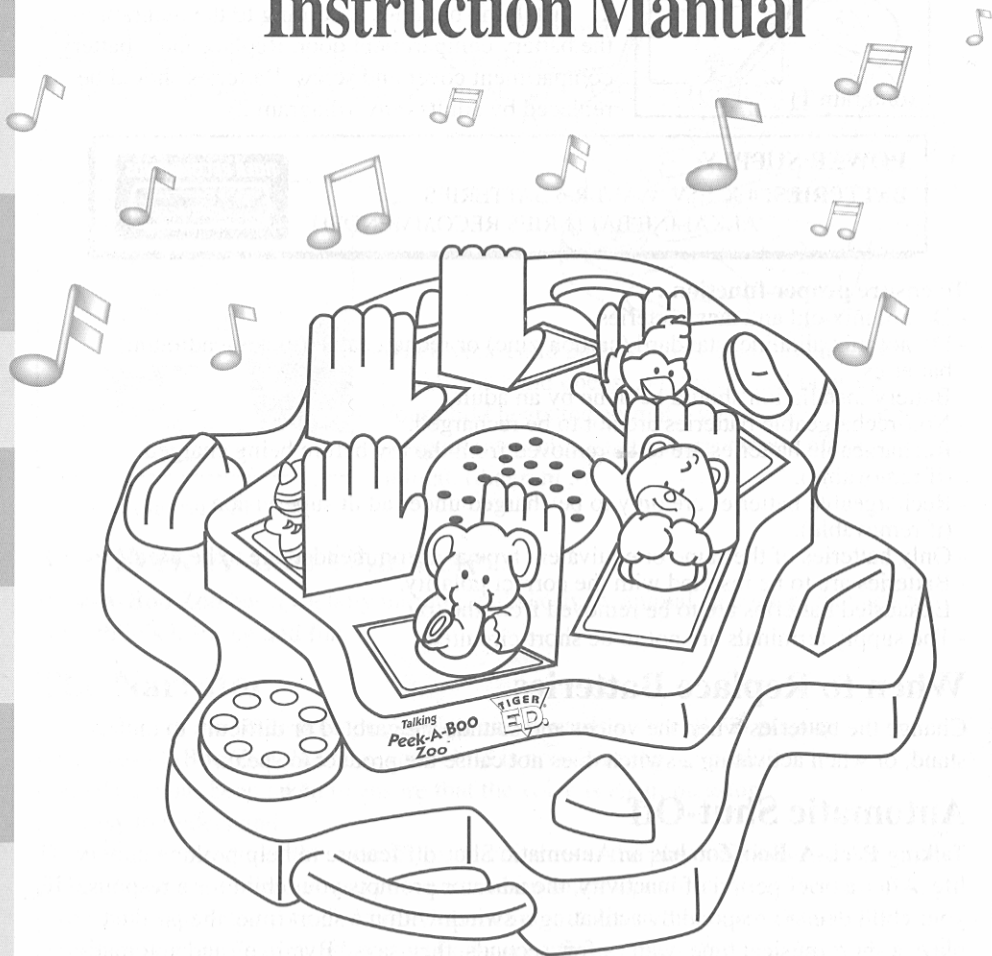


TIGER
ED.[®]

Model 9-101-1
For 9 to 36 Mos.

Talking **PEEK-A-BOO ZOO**[™]
Instruction Manual



Peek-A-Boo Zoo is an advanced electronic toy with speech, sound effects and music of a time-proven concept that has delighted children for generations: the *jack-in-the-box*.

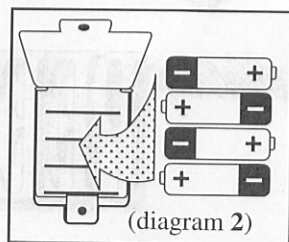
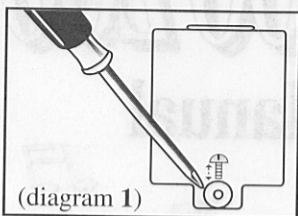
Battery Information

Peek-A-Boo Zoo requires 4 "AA" alkaline batteries (not included). The battery compartment is located on the bottom of the unit.

Installing Batteries

To install batteries:

1. Use a screwdriver to remove screw from battery compartment door. (diagram 1)



2. Install the batteries according to the diagram in the battery compartment door. Replace the battery compartment cover and screw. Batteries should be replaced by adults only. (diagram 2)

POWER SUPPLY:

BATTERIES: 4 X 1.5V "AA"/LR 6 BATTERIES
ALKALINE BATTERIES RECOMMENDED



To ensure proper function :

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) 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.

When to Replace Batteries

Change the batteries when the voices and sounds are garbled or difficult to understand, or when activating a switch does not cause the product to speak.

Automatic Shut-Off

Talking **Peek-A-Boo Zoo** has an Automatic Shut-off feature to help prolong battery life. After a brief period of inactivity, the narrator prompts your child for a response. If your child doesn't respond by activating a switch within a short time, the product plays a short musical tune, waits a few seconds, then says "Bye-bye" and automatically turns itself off.

Taking Care of Talking Peek-A-Boo Zoo

To protect Talking **Peek-A-Boo Zoo** follow these instructions:

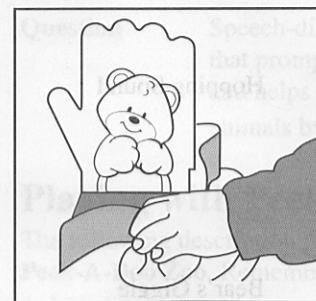
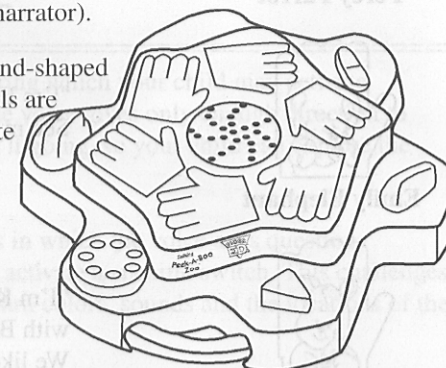
- Prevent spills of food and beverage on the unit.
- Do not submerge the product in water. If the product needs to be cleaned, wipe it gently with a barely damp, soft cloth.
- Do not throw or kick the product, and do not push sharp objects through the speaker openings.

Designed for children from **9** to **36** months,

Peek-A-Boo Zoo can help your child to develop:

- Hand-eye coordination and understanding of cause-and-effect relationships and appear/disappear concepts (playing with the hands and activity switches).
- Memory skills (trying to find the different animals under the hands).
- Color recognition and identification (responding to verbal prompts and hints from the animal characters and the narrator).

Six colorful activity switches control the hand-shaped doors, under which the engaging zoo animals are hiding. To turn **Peek-A-Boo Zoo** on, activate any switch.



(diagram 3)

When your child pushes, turns or slides an activity switch, the hand opens, and the animal pops up. Your child hears the animal's voice or the narrator's voice, along with a sound characteristic of the animal. (diagram 3)

The Peek-A-Boo Characters

Peek-A-Boo Zoo has a friendly narrator and six lively animal characters that add to your child's learning and fun.







The Narrator

A friendly female voice prompts, guides, and rewards your child in playing with **Peek-A-Boo Zoo**. Because your child is now learning to speak, special care has been taken to ensure that the voice is clear, pleasing and easy to understand.

The narrator introduces the animal characters, directs the play activities, praises your child for correct responses, and encourages him to try again if an incorrect response is given. She also helps your child develop memory skills and learn the colors of the activity hands, by guiding him/her to find a specific animal with a hint, such as "Look under the red hand."

The Animals

Six engaging animal personalities are hiding behind the hand-shaped doors. Each brightly-colored animal has a name, a distinctive character voice and a related sound effect. Each also teaches your child a characteristic associated with that animal.

Spoken Name	Phrase	Sound Effect
 Percy Parrot	“I’m Percy Parrot. I have feathers.”	Parrot’s Squawk
 Emily Elephant	“I’m Emily Elephant. See my big ears.”	Elephant’s Trumpet
 Katy Kangaroo	“I’m Katy Kangaroo with Baby Joey. We like to hop.”	Hopping Sound
 Barney Bear	“I’m Barney Bear. I like honey.”	Bear’s Giggle
 Molly Monkey	“I’m Molly Monkey. I like bananas.”	Monkey’s Chatter
 Terry Tiger	“I’m Terry Tiger See my black stripes.”	Tiger’s Growl

Two Methods of Play

To provide an increasing challenge as your child grows, **Peek-A-Boo Zoo** has two modes of operation: an Explore mode and a Question mode.

Explore and Question Modes

When your child presses, turns or slides an activity switch to turn **Peek-A-Boo Zoo** on, it begins operating in the Explore mode.

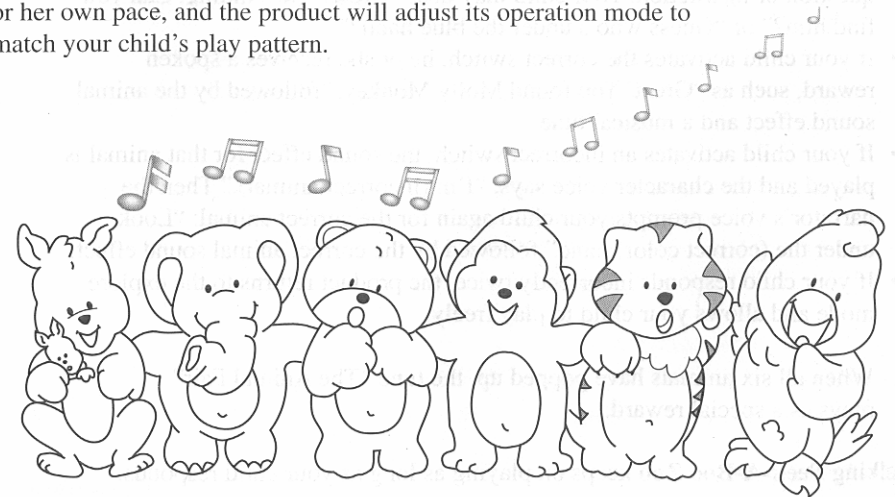
After 12 hands are opened in a row, or after a brief period of inactivity, it moves into question mode.

The activities will automatically shift between the two modes of play based on your child’s natural play patterns and responses, allowing self-paced learning.

Mode	Method of Operation
Explore	Open-ended activities during which your child may activate any switch at random. The voice gives only enough direction to begin the activity or keep it going, so your child can explore the characters.
Question	Speech-directed activities in which the voice asks questions that prompt your child to activate a specific switch. This challenges and helps your child to learn colors, sounds and the locations of the animals by memory.

Playing with Peek-A-Boo Zoo

The following description describes a typical playing sequence for **Peek-A-Boo Zoo**. Remember, however, that your child can play at his or her own pace, and the product will adjust its operation mode to match your child’s play pattern.



Playing Sequence

1. To turn the product on, press, turn or slide any switch. The hand for that switch pops open, and the activities begin in the Explore mode.
 - If no other hands are open, the animal character's voice says, for example, "I'm Emily Elephant," and your child hears an elephant's trumpet.
 - If any other hand is open when you turn the product on, the narrator's voice says, "Can you find your favorite animal?" Then the product waits for your child to activate another switch.
2. The narrator and character voices tell more about the animal. For example, the narrator may give a color clue, such as "She was hiding under the red hand." The character voice may describe a characteristic such as "See my big ears."
3. After three switches have been activated, a short musical tune rewards your child. Then play continues as described above.
4. When six animals have popped up, the tune "The Animal Fair" plays as a special reward. Then the narrator's voice says, "Push down the hands and hide the animals again."
If there is no response, the voice prompts your child by saying, "Can you find your favorite animal?"
 - When your child activates a switch, play continues in the Explore mode.
 - If there is still no response, the product begins the Automatic Shut Off.
5. After 12 hands have been opened, or if there is a brief pause during play, **Peek-A-Boo Zoo's** memory tracks the status of the doors; therefore, the narrator only prompts your child to find a door that is still closed. In the question mode, your child hears an animal sound effect and then a question or instruction. Your child may hear "Growl. He's hiding, Can you find him?" or "Guess who's under the blue hand?"
 - If your child activates the correct switch, he or she receives a spoken reward, such as "Great! You found Molly Monkey," followed by the animal sound effect and a musical tune.
 - If your child activates an incorrect switch, the sound effect for that animal is played and the character voice says, "I'm (incorrect animal)." Then the narrator's voice prompts your child again for the correct animal: "Look under the (correct color) hand" followed by the correct animal sound effect.
 - If your child responds incorrectly twice, the product returns to the explore mode and allows your child to play freely.
6. When all six animals have popped up, the tune "The Animal Fair" plays as a special reward.

Talking **Peek-A-Boo Zoo** keeps on playing as long as your child responds.

FCC INFORMATION CONCERNING RADIO FREQUENCY INTERFERENCE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference with radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, you can try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio television technician for help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (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 damage 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.\$16.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy or any breach of warranty with respect to the product.

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.

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.

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