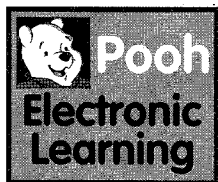
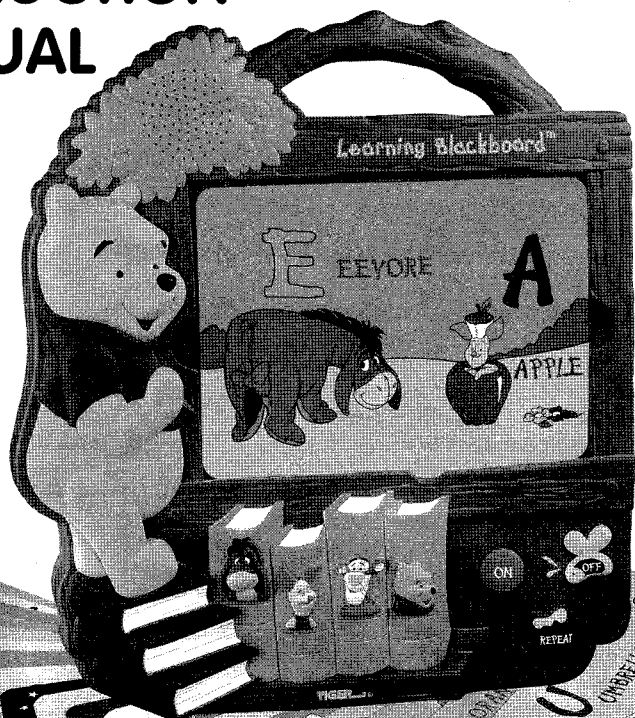


# Pooh

# Learning Blackboard™

## INSTRUCTION MANUAL



Model 87-005  
For Ages 2 to 6



## ★ MESSAGE TO PARENTS:

Welcome to the world of learning with Winnie the Pooh! The Pooh Learning Blackboard computer has been developed to teach your preschooler early learning concepts like matching, counting, letters, relation concepts, opposites and more, all with their favorite Pooh characters! With the help of a friendly narrator, your child will be guided through each activity with encouragement and a positive reinforcement that will keep them playing and learning for hours.

## ★ CONTENTS:

- 1 Blackboard Computer Main Unit
- 20 Double-Sided Activity Cards
- 1 Instruction sheet

## ★ INSERTING BATTERIES:

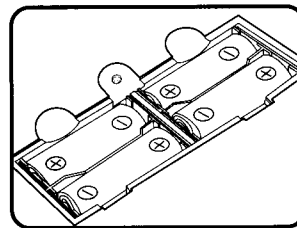
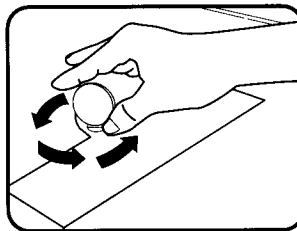
(Battery installation should be done by an adult.)

The Learning Blackboard requires 4 x 1.5V "AA" or "LR6" batteries that are to be installed at the bottom of the unit. Open the battery door by using a coin or a universal Philip® screwdriver. Fit the coin or screwdriver into the slot and turn counter clockwise. The door should pull apart and back in order to remove it from the back of the product.

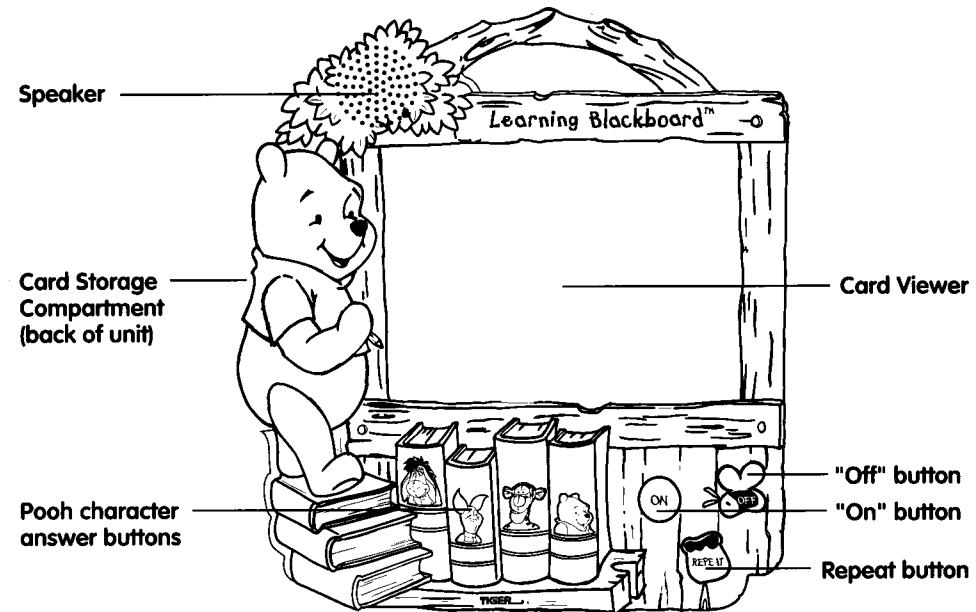
Insert 4 x 1.5V "AA" or LR6 batteries according to the diagram provided in the battery compartment. Replace battery compartment door and push firmly to close.

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.



## ★ HOW TO USE YOUR LEARNING BLACKBOARD :



- |                                 |   |
|---------------------------------|---|
| <b>SPEAKER</b>                  | - A friendly narrator voice guides your child through each activity.  |
| <b>CARD VIEWER</b>              | - Displays the activity card your child is playing  |
| <b>CARD STORAGE COMPARTMENT</b> | - Located on the back of the unit provides storage space for 20 activity cards.   |
| <b>ON</b>                       | - Turns unit on.  |
| <b>OFF</b>                      | - Turns unit off.   |
| <b>REPEAT BUTTON</b>            | - Allows your child to hear the activity prompted by the narrator each time it is pressed.  |
| <b>ANSWER BUTTONS</b>           | - The four character answer keys allow your child to respond to each activity card and choose the character that correctly corresponds with the question asked by the narrator. |

## ★ USING YOUR **Pooh** LEARNING BLACKBOARD:

1. Press the "ON" button located on the lower right of the unit to start your computer. You will hear a greeting from Pooh that says "Oh hello, are you ready to play?"
2. Insert one of the 20 double-sided activity cards in to the card viewer slot by inserting the bottom tab of the card first as shown. If a card is not inserted, the child will be prompted to insert an activity card by the narrator.
3. Each side of the 20 activity cards contains 2 questions. The narrator will guide the child through each activity using prompts that pertain to each card. For example, the child will insert a card showing Eeyore floating in the sky with balloons and Pooh falling out of a tree with honey dripping from his hands. The narrator will ask "Who is going up?" The child will answer by pressing one of the character answer buttons that correspond with the character going up, in this case Eeyore. Whenever the child presses a character answer button, the character will answer in the actual character voice. There are four character buttons to choose from; Eeyore, Piglet, Tigger and Pooh.  
  
If the child is correct, the narrator will respond with a phrase such as "Very good!" or "That's right!" If the child answers incorrectly, the narrator will provide an encouraging answer like "Oops, guess again!" or "Uh oh, better try again!" The narrator will then repeat the prompt for the child to try again. The narrator will continue to repeat the prompt after five seconds, if no answer is given.  
  
If the child does not respond or gives two incorrect answers, the narrator will tell the child the right answer and ask him/her to press that button (Press "Pooh").
4. Once an activity card has been answered correctly, the narrator will ask you to insert a new activity card and the above play pattern will be repeated.
5. Press the "Repeat" button at any time to have the narrator repeat a prompt as often as needed.
6. Press the "Off" button to turn the unit off at any time. The unit will turn itself off automatically after two and a half minutes of non use. Tigger will say "Ta ta for now." before the unit turns off.
7. Activity cards can be stored in the compartment on the back of the unit.

## ★ USING THE ACTIVITY CARDS:

The following is a brief description of each activity on the activity cards. We recommend that you review each card with your child as they play to help explain the different activities and enhance your child's learning process through interaction.

**Side 1**  
Larger and Smaller - the child must identify between Tigger and Piglet who is larger or smaller.

**Side 2**  
Up and Down - the child must identify between Pooh and Eeyore who is going up and who is coming down.

**Side 3**  
Happy and Sad feeling - child must identify between Tigger and Eeyore who is feeling happy and who is feeling sad.

**Side 4**  
Surprised and Shy feeling - child must identify between Pooh and Piglet who is feeling surprised and who is feeling shy.

**Side 5**  
Over and Under - child must identify between Piglet and Tigger who is over the bridge and who is under it.

**Side 6**  
In and Out - child must identify between Pooh and Piglet who is inside the house and who is outside the house.

**Side 7**  
Rain and Sunshine - child must identify between Tigger and Pooh who is in the sunlight and who is standing in the rain.

**Side 8**  
Night and Day - child must identify between Eeyore and Tigger who is enjoying the day and who is enjoying the night.

**Side 9**  
Seasons - child must identify between Piglet and Pooh who is enjoying the Winter and who is enjoying the Summer.

**Side 10**  
Seasons - child must identify between Eeyore and Tigger who is enjoying the Fall and who is enjoying the Spring.

**Side 11**  
Fun with letters - child must identify between Eeyore and Piglet which one has the letter "E" and which one has the letter "A".

**Side 12**  
Fun with letters - child must identify between Pooh and Eeyore which one has the letter "H" and which one has the letter "B".

**Side 13**  
Fun with letters - child must identify between Piglet and Tigger which one has the letter "I" and which one has the letter "O".

**Side 14**  
Fun with letters - child must identify between Eeyore and Pooh which one has the letter "M" and which one has the letter "W".

**Side 15**  
Fun with letters - child must identify between Tigger and Pooh which one has the letter "F" and which one has the letter "N".

**Side 16**

Fun with letters - child must identify between Tigger and Pooh which one has the letter "J" and which one has the letter "Z".

**Side 17**

Fun with letters - child must identify between Piglet and Tigger which name starts with the letter "P" and which one starts with the letter "T".

**Side 18**

Fun with letters - child must identify between Piglet and Eeyore which one has the letter "C" and which one has the letter "X".

**Side 19**

Fun with letters - child must identify between Piglet and Eeyore which one has the letter "D" and which one has the letter "Y".

**Side 20**

Fun with letters - child must identify between Eeyore and Pooh which one has the letter "R" and which one has the letter "K".

**Side 21**

Fun with letters - child must identify between Pooh and Piglet which one has the letter "Q" and which one has the letter "V".

**Side 22**

Fun with letters - child must identify between Tigger and Piglet which one has the letter "U" and which one has the letter "G".

**Side 23**

Fun with letters - child must identify between Pooh and Tigger which one has the letter "L" and which one has the letter "S".

**Side 24**

Full and Empty - child must identify between Pooh and Piglet who is holding the empty pot of honey and who is holding the full pot of honey.

**Side 25**

Shapes - child must identify between Eeyore and Tigger who has the triangle and who has the square.

**Side 26**

Shapes - child must identify between Pooh and Piglet who has the star and who has the circle.

**Side 27**

Colors - child must identify between Piglet and Tigger who has the color pink and who has the color orange.

**Side 28**

Colors - child must identify between Pooh and Eeyore who has the color green and who has the color yellow.

**Side 29**

Colors - child must identify between Tigger and Pooh who has the color blue and who has the color red.

**Side 30**

Wet and Dry - child must identify between Piglet and Tigger who is wet and who is dry.

**Side 31**

Push and Pull - child must identify between Pooh and Eeyore which one is pushing and which one is pulling.

**Side 32**

Tall and Short - child must identify between Tigger and Piglet which one is tall and which one is short.

**Side 33**

Moon and Sun - child must identify between Tigger and Eeyore which one is enjoying the moon and which one is enjoying the sun.

**Side 34**

Fun with numbers - child must identify between Pooh and Eeyore which one has the number "1" and which one has the number "6".

**Side 35**

Fun with numbers - child must identify between Tigger and Pooh which one has the number "2" and which one has the number "8".

**Side 36**

Fun with numbers - child must identify between Piglet and Tigger which one has the number "3" and which one has the number "9".

**Side 37**

Fun with numbers - child must identify between Eeyore and Tigger which one has the number "10" and which one has the number "5".

**Side 38**

Fun with numbers - child must identify between Pooh and Piglet which one has the number "4" and which one has the number "7".

**Side 39**

Warm and Cold - child must identify between Piglet and Pooh who is warm and who is cold.

**Side 40**

Serious and Silly feeling - child must identify between Pooh and Tigger who is acting serious and who is acting silly.

# 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.\$19.00. 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.

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