

For Ages 3-6
Model 9-231-6



SMART LIGHTS

Learning Center™

INSTRUCTION MANUAL



INTRODUCTION

Smart Lights Learning Center uses a fun light system to teach children colors, letters, numbers and shapes. The light system identifies questions and answers and guides children through the 10 clear activity cards. The activity cards reinforce the basic learning skills children need when they enter kindergarten.

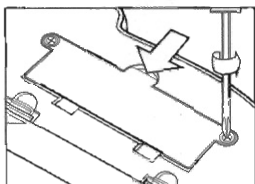
EQUIPMENT CHECKLIST

Your *Smart Lights Learning Center* package contains:

- 1 - Smart Lights Learning Center
- 10 - Clear Activity Cards
- 1 - Instruction Manual

INSTALLING THE BATTERIES

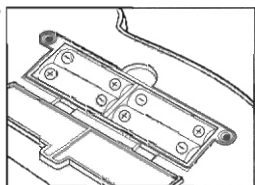
Illustration 1



NOTE: Battery installation should be done by an adult. Always install the batteries correctly according to the positive (+) and negative (-) signs on the batteries.

1. Locate the battery compartment on the back of the unit.
2. Loosen the screws and open the battery compartment door (see Illustration 1).
3. Insert 4 "AA" size batteries (not included) as shown in Illustration 2.
4. Close the battery compartment door and tighten the screws.

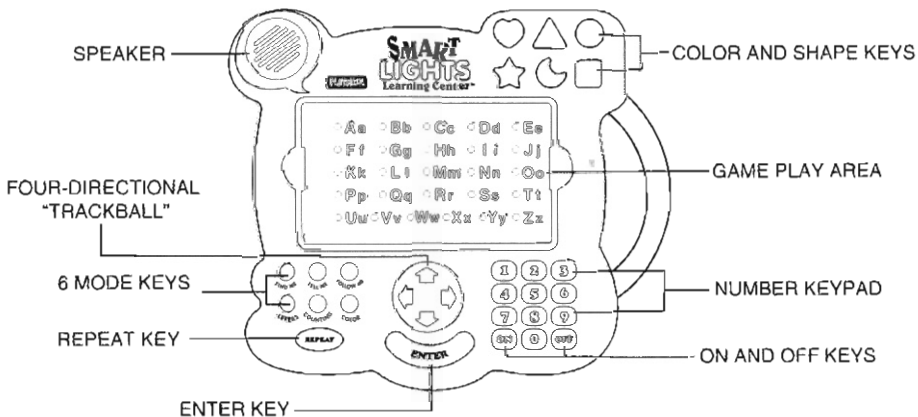
Illustration 2



To ensure proper function of this product:

- Alkaline batteries are recommended.
- Do not mix old and new batteries.
- Do not mix Alkaline, standard or rechargeable batteries
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the unit before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Exhausted batteries are to be removed from the unit.
- The supply terminals are not to be short-circuited.

KEY FUNCTIONS



| | |
|-------------------------------------|--|
| COLOR & SHAPE KEYS | Press one of the shape keys to answer questions about shapes and colors or for shape and color identification. |
| NUMBER KEYS | Press one of the number keys to answer a question about counting or for number identification. |
| ON | Press the ON key to turn on Smart Lights Learning Center. |
| OFF | Press the OFF key to turn off Smart Lights Learning Center. The unit will turn OFF automatically after several minutes of inactivity. |
| ENTER Key | Press the ENTER key after you have moved the light to the correct answer on the game play area. NOTE: You only press the ENTER key after using the "trackball". |
| FOUR-DIRECTIONAL "TRACKBALL" | The flashing light on the game play area can be moved in four different directions using the Smart Lights Learning Center "trackball". Press the arrow of the direction you want the light to move. The light will move one space in the direction of the arrow you pressed. If you want to move the light more than one space, press the arrow more than one time. The light will not move more than one space at a time. |
| REPEAT Key | Press the REPEAT key each time you want the unit to repeat a question. Press this key at any time in any mode. |
| MODE Keys | Press a mode key to enter a mode. NOTE: WHEN A CARD IS INSERTED, THE UNIT WILL NOT BEGIN TO ASK QUESTIONS UNTIL A MODE IS CHOSEN. PRESS ONE MODE KEY AT A TIME. THE UNIT WILL AUTOMATICALLY CHANGE TO THAT MODE AND A FUN "POP" SOUND WILL BE HEARD. |
| GAME PLAY AREA | The large recessed area where the letters are located is called the game play area. Place one of the activity cards in this area. The lights will show through the clear cards. |

USING SMART LIGHTS LEARNING CENTER WITHOUT ACTIVITY CARDS

To use *Smart Lights Learning Center* without an activity card, simply press the **ON** button. Wait for the unit to say "Hi!" and for the flashing red light to appear on the letter "A":

1. Press one of the number keys and the unit will identify that number.
2. Press one of the shape keys and the unit will identify the color of the shape and then the shape.
3. Press the "trackball" one or more times to the left, right, up or down and the unit will identify the direction you are moving.
4. Using the "trackball", move the light to a specific letter, press the **ENTER** button and the unit will identify that letter

If you want to play *Smart Lights Learning Center* with an activity card, follow the instructions below for "Using Smart Lights Learning Center with Activity Cards."

USING SMART LIGHTS LEARNING CENTER WITH ACTIVITY CARDS



1. Turn **ON** the unit. After a slight pause, the unit will ask you to "Insert an Activity Card" and will continue to ask until you have correctly inserted an activity card.
2. Make certain when inserting an activity card that it is facing up with the red instruction box on the left side.

3. The top edge of the card has one or more rectangular-shaped holes. Slide the activity card onto the game play area. Make certain that the holes on the top edge of the card slide into the slot on the top of the game play area. The activity card must rest within the game play area.
4. As soon as an activity card is correctly inserted, a fun sound effect will be heard. If you do not hear this sound effect, the card has not been inserted properly. Move it around until the "Insert an Activity Card" message is replaced with this fun sound effect.
5. Press one of the 6 mode buttons to begin play. When the unit has recognized that mode, you will hear a fun "pop" sound.
6. To change an activity card, simply slide the card out of the game play area and insert another activity card.

ACTIVITY CARDS

Activity Cards #1-#9

Listen to the question. Depending on the mode of play that you have chosen, use the shape keys, number keys or "trackball" to answer each question.

Activity Card #10

To select a song, light up any of the lights that appear within that specific song and press ENTER. The song will begin to play. To choose another song, move the light to another song and press ENTER. Listen to one of the five nursery rhyme songs:

**Mary Had a Little Lamb
Twinkle, Twinkle Little Star
Three Blind Mice
Row, Row, Row Your Boat
London Bridge**

MODES OF PLAY

ACTIVITY CARDS 1-9 FUNCTION IN ALL 6 MODES OF PLAY.

NOTE: An activity card must be inserted in the game play area before you can choose a mode of play.

FIND ME Mode

In this mode, the unit will ask you to find a specific letter or picture. For example, "Find a picture that begins with the letter F." Use the "trackball" to move the light to the correct letter or picture and press ENTER.

TELL ME Mode

In this mode, the unit will identify each letter and picture. Use the "trackball" to move the light to any letter or picture and press ENTER. You will hear one to four different phrases about the letter or picture that you chose. However you will only hear one phrase at a time each time you press ENTER. If a picture has 4 phrases, you would need to press the ENTER key four times to hear all the phrases. Press the ENTER key again and you will hear the phrases again.

FOLLOW ME Mode

The object of this mode is to light up the lights in the same sequence that *Smart Lights Learning Center* does. The unit will say "Follow Me!" A light will appear next to a picture or letter and then a tone will be heard. The light will then disappear. Using the "trackball", light up that same light and press ENTER. **NOTE: The lights in this mode are always steady. When the light is flashing, the unit is waiting for you to make a move. If you are correct, the unit will give a correct answer response. If you are incorrect, the unit will ask you to try again. After you have correctly followed 5 pictures in a row, the unit will begin a new sequence of pictures.**

LETTERS Mode

In this mode, the unit will ask you to find a specific letter, find a letter that comes before or after a specific letter, or find a picture that begins with a specific letter. Using the "trackball", move the light to the correct picture or letter and press ENTER.

COUNTING Mode

Depending on the question, there are two different ways to answer a question in this mode. You will either move the light to the correct answer or you will press a number key. For example:

1. If the unit lights up a picture and asks "How many do you see?", use the number keys to enter the answer. Simply press the correct number key. You do not need to press ENTER after entering the number. The unit will repeat the number you entered and then acknowledge a correct or incorrect answer.
2. If the unit asks you to "Find a picture that has 7 things", use the "trackball" to find the answer by moving the light to the picture that has 7 objects and pressing ENTER.

COLORS Mode

Depending on the question, there are two different ways to answer a question in this mode. You will either move the light to the correct answer or you will press a colored shape key. For example:

1. If the unit asks you to "Find a picture that is red", use the "trackball" to move the light to a picture that is red and press ENTER.
2. If the unit lights up a picture and asks "Which color is this?" or "Which shape is this?", press one of the colored shape keys to answer the question.

TROUBLESHOOTING

In the event of any malfunction, check the following:

1. Check the battery connection and make sure all batteries are properly inserted.
2. Change batteries:
 - 4 "AA" (LR6) size batteries are required
 - Alkaline batteries are recommended
3. Check the battery compartment cover to make certain it is securely shut.

If you are still having trouble after checking all of these things, please call our toll-free number at 1-800-TIGER ED and a representative will be happy to help you.

CARE & MAINTENANCE

1. Clean **Smart Lights Learning Center** with a soft, damp cloth.
2. Please do not put the **Smart Lights Learning Center** in direct sunlight or near any source of heat.
3. Please remove the batteries if you won't be using the **Smart Lights Learning Center** for a long period of time.
4. Do not use any chemical solvents to clean **Smart Lights Learning Center**.
5. Don't spill anything on the **Smart Lights Learning Center**.
6. For indoor use only.
7. Do not immerse in water.

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 damages resulting 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.\$15.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for 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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