

MODEL 9-232-1



SMART STICKS™ ANIMALS

Instruction Manual



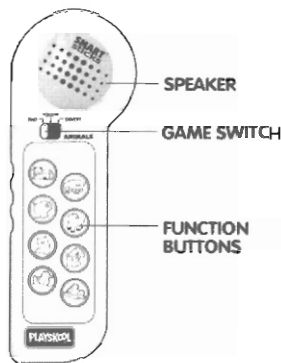
INTRODUCTION

Smart Sticks are hand held electronic learning aids for preschoolers. There are three fun titles to choose from and collect: Colors & Shapes, Numbers, and Animals. Each unit features 3 fun, easy-to-play preschool games to reinforce basic concepts. Each Smart Stick has speech, sound effects and bright, colorful buttons to capture a young child's attention

KEY FUNCTIONS

Game Switch - Slide the switch to select one of the 3 games:
Game 1 : Find
Game 2: Follow
Game 3: Identify

Function Buttons - Press these buttons to activate unit or select the desired animal.



HOW TO PLAY

Note: The unit will AUTOMATICALLY shut off after 3 minutes of non-use.

1. To activate your Smart Stick, press any function button. A song will play for 2 seconds before the game begins.
2. Your Smart Stick will begin play in the game selected. If you wish to play a different game slide the GAME switch to one of the other two games. You can change games at any time during play.
The 3 games are: Game 1 : Find
Game 2: Follow
Game 3: Identify
3. An encouraging voice will prompt your child through the game selected. Your child responds to the prompts using the function buttons.

GAME PLAY

GAME 1 - FIND

- Slide the GAME switch to the FIND position (left).
- An encouraging voice will ask your child to find a specific animal, followed by the sound that animal makes.
- Your child enters the answer by pressing one of the function buttons. If the correct button is pushed, your child is rewarded with a song.
- If an incorrect button is pushed, an encouraging voice will say, "Uh oh, try again. Find the ..." The animal name and sound will be repeated. If your child guesses incorrectly three times, the unit will automatically go on to a different animal.

GAME 2 - FOLLOW

- Slide the GAME switch to the FOLLOW position (center).
- An encouraging voice will announce a specific animal.
- Your child presses the button that matches the animal. If the correct button is pushed, the unit will name the first animal in the sequence and then name another animal. Your child presses the buttons that match the animals named, in the correct sequence. The total number of animals in a sequence is three. If the correct buttons are pushed in the correct order, your child is rewarded with a song. When the song is finished, a new game will start automatically.
- If an incorrect button is pushed at any time during the sequence, an encouraging voice will say, "Uh oh, try again," and the same animal sequence will be repeated. If your child guesses incorrectly three times, a new game will start automatically.

GAME 3 - IDENTIFY

- Slide the GAME switch to the IDENTIFY position (right).
- Press any button to start the game.
- Your child presses any function button and the animal pictured is identified followed by the sound that animal makes.

INSTALLING THE BATTERIES

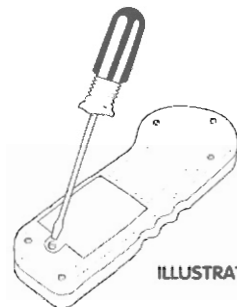


ILLUSTRATION 1

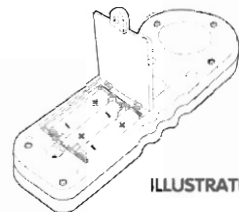


ILLUSTRATION 2

1. Open the battery compartment door on the back of the unit using a flat-head screwdriver or coin. (Illustration 1)
2. Insert 3 "AAA"/UM4/LR03 batteries. Be sure to match the "+" and "-" as shown. (Illustration 2)
3. Close the battery compartment door and replace screw using a flat-head screwdriver or coin.
4. Battery installation should be done by an adult.

TROUBLESHOOTING

1. If the unit does not work, please check that the batteries have been inserted correctly.
2. If the volume is too low, please install new batteries

CARE AND USE/MAINTENANCE

To protect **Smart Sticks Animals** 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 opening.
- Designed for children 2 and up.

CAUTION

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.
- 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.

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. \$7.50. 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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