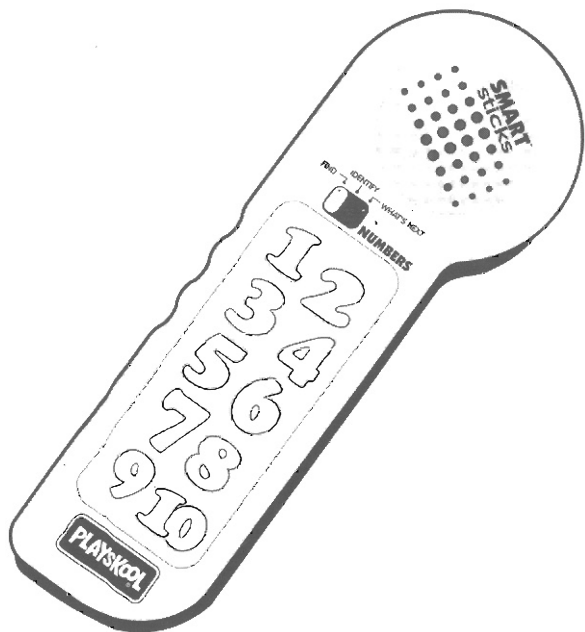


FOR AGES 2 & UP
MODEL 9-232-0



SMART STICKS™ NUMBERS

Instruction Manual

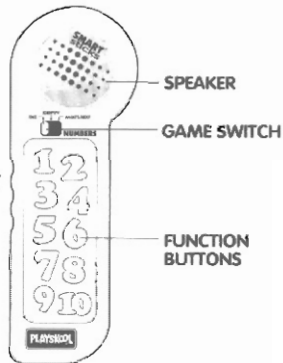


INTRODUCTION

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: Identify
Game 3: What's Next
- Function Buttons** - Press these buttons to activate unit or select the desired number.



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: Identify
Game 3: What's Next
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 number.
- 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 number will be repeated. If your child guesses incorrectly three times, the unit will automatically go on to a different number.

GAME 2 - IDENTIFY

- Slide the GAME switch to the IDENTIFY position (center).
- Press any function button to start the game.
- Your child presses any function button and the number is identified.

GAME 3 - WHAT'S NEXT

- Slide the GAME switch to the WHAT'S NEXT position (right).
- An encouraging voice will say, "What comes after...?"
- Your child presses the number that comes after the number given. If the correct number is pushed, your child is rewarded with a song.
- If an incorrect number is pushed, an encouraging voice will say, "Uh oh, try again. What comes after...?" If your child guesses incorrectly three times, a new game will start automatically.

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