

Electronic
Talking
Learning Game

Snow White

COUNTING DIAMOND MINE

Walt Disney
*Snow White
and the Seven Dwarfs*

MODEL : 77-004

ELECTRONIC LCD GAME



INSTRUCTIONS

LEARNING FEATURES:

- Counting
- Prediction/strategy
- Eye/hand coordination

My First
TigerTM

SNOW WHITE COUNTING DIAMOND MINE
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980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG
77004IWTIE-1

Dear Parent,

My First Tiger learning games have been developed in conjunction with a child development specialist for children aged 3 to 5 years. While each game plays with all the fun and excitement of classic LCD games, they also teach valuable skills that are essential to preschool aged children.

As your child plays Snow White Counting Diamond Mine, they will be encouraged to try again and to learn with the help of the authentic character voices of Snow White and Doc!

The following learning skills are featured in Snow White Counting Diamond Mine:

- Counting
- Prediction/strategy
- Eye/hand coordination

We hope that you and your child will enjoy the fun and learning that go hand in hand with this and each My First Tiger game and the accomplishment your child will have knowing the feeling of "I Can Do It!"



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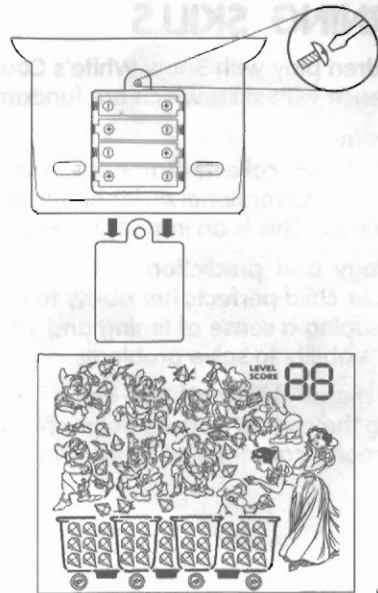


BATTERY INSERTION

To insert batteries, remove the battery cover at the back of the game. (To remove cover, unscrew and push in direction of the arrow.)

Insert four "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

After battery insertion the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The LCD display should appear as shown in the diagram to the right.



LEARNING SKILLS

As children play with Snow White's Counting Diamond Mine, they obtain hands-on experience with skills which are fundamental to learning. These include:

- **Counting**

As your child collects diamonds, a voice counts them out. This allows your child to hear the conventional order of numbers in counting and learn the names of the numerals. This is an important part of learning the language of math.

- **Strategy and prediction**

As your child perfects her ability to catch Snow White's diamonds, she begins developing a sense of timing and strategy in her technique. This enhances your child's ability to solve problems.

- **Fine motor skills and eye-hand coordination**

Using the control buttons helps children develop fine eye-hand coordination and fine motor coordination both of which are important skills in writing and drawing.



BUTTON FUNCTIONS

RIGHT -

to move the cart to the right or restart the unit from game over

LEFT -

to move the cart to the left or restart the unit from game over

ON/OFF -

to turn the game unit on/off

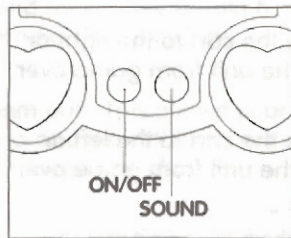
SOUND -

to turn the sound on or off

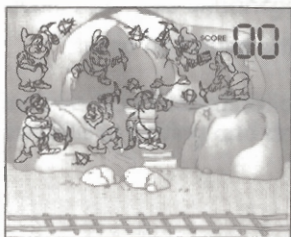


HOW TO PLAY

- Press the ON/OFF button to turn on the unit and start the game. Press the SOUND button if you want to play in silence. Press it again to start the sound.



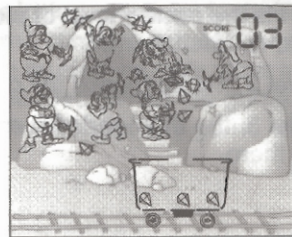
- When the game begins the Seven Dwarfs are busily searching for diamonds with picks and shovels. When they discover a diamond, they toss it down to the bottom of the screen where a car waits on a track.



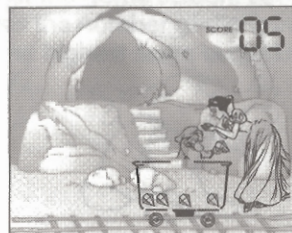
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- Your job is to use the RIGHT or LEFT button to position the car under it and catch the falling diamond. If you succeed, the game will announce the number of diamonds which appears in the window of the car. If you don't catch the diamond, it will disappear off the screen and you'll be encouraged to try again.



- If you catch 5 diamonds within the time limit, Snow White will appear and one of the dwarfs will present her with a diamond.



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LEVELS OF PLAY

- Level 1 is the easiest level of play. The diamonds fall slowly and there is one minute to catch them.
- In Level 2, the diamonds fall a little faster and there is more time to catch them.
- In Level 3, the diamonds fall at the fastest rate and there are nearly two minutes to catch them.



SPECIAL FEATURES

The My First Tiger line of pre-school learning games includes special features that make learning for children even more fun! Each game contains actual character speech to encourage the player as they play while a musical melody plays in the background. You can turn the sound ON or OFF as needed. When the game is turned ON, the game will progress to each stage automatically. The game will turn itself OFF after 1 minute of non-use.

SCORING

The game score is located in the upper right corner of the game screen. Each time you successfully catch a diamond, a voice announces the number of diamonds that you have caught. At the beginning of every game, the highest score ever obtained will display at the top of the screen.



GAME CARE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or a pin to press the ACL switch. Use a ballpoint pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.



WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or unit returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$14.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the

foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other cause not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period or during the non-warranty period you choose to obtain service from Tiger Electronic Toys Repair Center, follow these instructions:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address:
 TIGER ELECTRONIC TOYS,
 REPAIR CENTER
 980 Woodlands Parkway,
 Vernon Hills, Illinois 60061, USA.
 Also include your return address.
- 3) Enclose check or money order for US\$14.00 is applicable.
- 4) Affix proper postage and insure contents before mailing.

