

AGES 6+

# STAR WARS



ATTACK OF THE CLONES™

Jedi™ Dex  
Instructions

**TIGER**  
ELECTRONICS

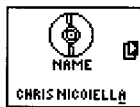
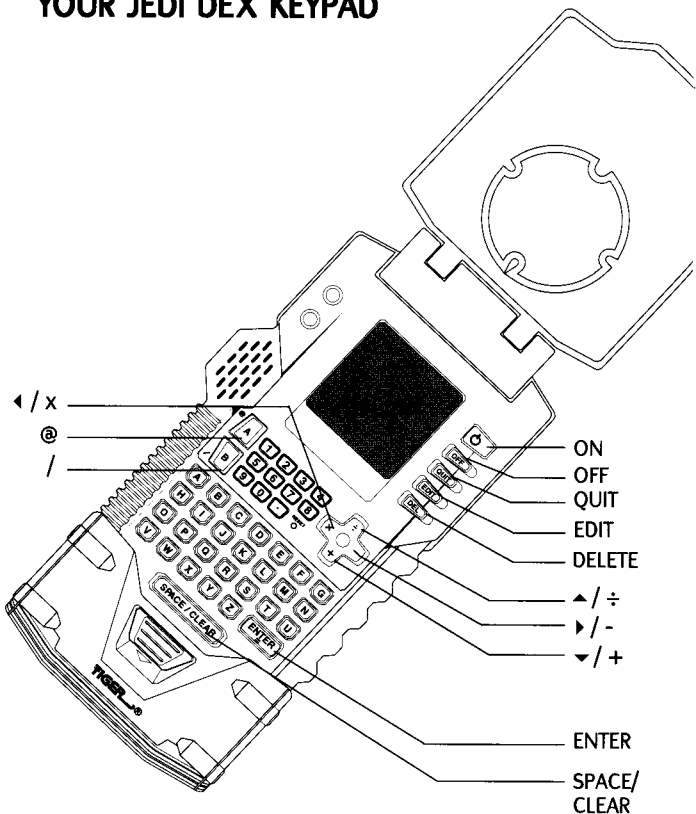
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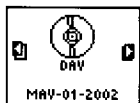
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# YOUR JEDI DEX KEYPAD



## NAME:

Turn ON your Jedi Dex. After the opening animation screens, type in your name. Use the keypad to do this. Then press ENTER.

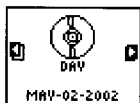


## DATE:

Enter in the date.

### Month:

You will see the month "JAN" flashing. Use the "▲" and "▼" arrows to toggle to the correct month. For example "May".

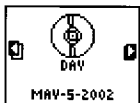


### Day:

To enter the correct day, use the "▶" arrow to move to the day selection. Use the up "▲" and "▼" down arrows to type in the first digit of the day (which would be a "0", "1", "2", or "3." For example "2").

Or you can use your Keypad to type in the correct number. For example, type in the "2" on your keypad.

Use the "▶" arrow to move to the second digit, which will be a number from "0" to "9". For example "4." Then use the "▲" and "▼" buttons to toggle to the correct number or type in the number on your keypad.



## YEAR:

Use the "▶" arrow to move the year selection. For example "2002". After you toggle to the correct year, press ENTER.



## TIME:

Now that you have learned how to set the date, setting the time is easy!

## HOUR:

USE:

- The "▲" and "▼" arrow buttons to enter the first digit or type in the first digit number using the keypad.
- The "▶" to move to the second digit.
- The "▲" and "▼" buttons to enter the second digit or type in the number using the keypad.

For example "0"

Now do the same thing for the second digit.

For example "9".



## Minute:

Use the "▶" button to move the minute space and enter the correct minute the same way with the "▲" and "▼" arrows or by typing the actual number on the keypad.

For example, "23".



## AM or PM

After entering the minutes, the AM should be flashing. Use the "▲" and "▼" to toggle to your choice. For example, "AM". Or, you can type "A" on the keypad for AM or type "P" on your keypad for PM.

Now press Enter



## ALARM

You'll hear alarm sounds!

On screen, you set the alarm the same way you set the time.



Next you will see the words, "WOULD YOU LIKE TO SET THE ALARM FUNCTION? Y/N".

Type in "Y" for yes or "N" for no. If yes, then use the "◀" & "▶" to set the alarm to ON or OFF. Now press ENTER.

## SOUND EFFECTS

You can also set the unit to hear sound effects.

On screen, you will see the words, "WOULD YOU LIKE TO SET THE SOUND EFFECTS? Y/N".

Type in "Y" for yes or "N" for no. If yes, then use "◀" & "▶" to set the sound effects to ON or OFF.



If no, you will now see your trivia game total score points, which will be "0" at this point.

Now, press ENTER to go to the main menu.

## GOING TO THE MAIN MENU

After you have entered all your data of name, date, time, alarm, and sound effects, press ENTER when the trivia score screen appears to go to the main menu screen. From the main menu, you can access 11 different really cool functions for playing! On the main menu, you will see four icons on screen at the same time.

Use the "▲", "▼", "◀", and "▶" buttons to move up and down along the main menu to see all 11 different main menu selection choices. Let's spend a little time explaining how each of these functions work.



Whenever an icon is highlighted, you will see the icon slightly move and the name of the function will appear at the bottom of the screen.



You'll see an arrow flashing to the RIGHT "▶" to let you know there are more icons there. As you scroll, you'll see arrows on the far LEFT and RIGHT side of the screen flashing both LEFT "◀" and RIGHT "▶". So, you know you can go in either direction to find the 11 icons.



The default icon highlighted is the "DATABANK".



## DATABANK

In the DATABANK file, you'll find detailed information about Star Wars characters from The Original Trilogy to Episode 2: *Attack of the Clones*. You can see graphic reference for each character and watch each image come to life. Read all about each of them.

With DATABANK highlighted on the main menu, press ENTER.

You'll see the word DATABANK on screen then the letters of the alphabet will appear.



Use your "◀" and "▶" arrow buttons to move to a letter of your choice. For example, "D".

Press ENTER.



See the list of all the characters that begin with the letter "D", which include: Darth Maul, Darth Sidious, and Darth Vader.

Use the "▲" and "▼" arrows to highlight the character you want to study, for example, "Darth Vader". Press ENTER.

Press the "▶" arrow to see an illustration of the character. The image will animate.

Press "▶" again to see and read a full biography of the character.

You can also use the "◀" button not only to move backwards through the biography but also to move back to the animation of the character several screens back!

More characters of the same letter:

When you have finished your study of Darth Vader, press the QUIT button to go back to the "D" screen that listed all the characters that began with that letter of the alphabet.

Choose another character to study whose name begins with the letter "D." Or, you can press "QUIT" again to go back to the DATABANK file and choose another letter of the alphabet.

Go back to the main menu:

Press QUIT a third time to go back to the main menu and access another function in your JEDI DEX.

## ALIEN SPECIES



From the main menu, highlight the ALIEN SPECIES and then press ENTER. In this function, you will study different aliens within the Star Wars universe.

Much like the DATABANK, you will see the words "ALIEN SPECIES" followed by the alphabet chart.



Access and study "alien species" the same way you reviewed the characters in the Databank. For example, go to the letter "R" and select from RANCOR or REEK.

When you have finished studying "alien species", QUIT back to the main menu.

## TECHNOLOGY



From the main menu, highlight TECHNOLOGY and then press ENTER. In this function, you can study different ships and weapons.

Much like the DATABANK, you will see the word "TECHNOLOGY" followed by the alphabet chart.



Access and study "technology" the same way you reviewed the characters in the Databank. For example, go to the letter "A" and select from ARMORED ATTACK TANK, AT-AT WALKER, AT-ST WALKER, or A-WING FIGHTER.

When you finish studying "technology", QUIT back to the main menu.

## DROIDS



From the main menu, highlight DROIDS and then press ENTER. In this function, you can study different droids in the *Star Wars*™ Universe.

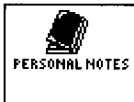
This function works a little differently from the other three functions. All the droid names are listed on one screen.



To select a droid you wish to view, use the "▲" and "▼" arrows to highlight the droid name. Once you have highlighted the name, press ENTER.

The rest of the bio functions work the same as the DATABANK, TECHNOLOGY, and ALIEN SPECIES.

## PERSONAL NOTES



Entering the first message:

From the main menu, move the arrows to the highlight PERSONAL NOTES and then press ENTER.



On the screen you will see:  
WOULD YOU LIKE TO ENTER YOUR OWN NOTES? Y/N  
Press Y for YES.



A blank screen will appear with a cursor in the upper left-hand corner. Now, use your keyboard to type your message.

HOWEVER, YOU ARE LIMITED BY THE AMOUNT OF TEXT YOU CAN ENTER IN THE PERSONAL NOTES SECTION WHEN YOU REACH YOUR TEXT LIMIT, A WARNING SCREEN WILL APPEAR TELLING YOU TO DELETE SOME TEXT. YOU MUST DO SO IN ORDER TO SAVE THE CURRENT MESSAGE YOU ARE TRYING TO ENTER. FOR BEST PERFORMANCE IN THE PERSONAL NOTES, ALWAYS TRY TO DELETE OLD MESSAGES BEFORE YOU ENTER NEW ONES.

Saving your message:  
When you are done typing, press the ENTER button.



On the screen you will see, WOULD YOU LIKE TO SAVE YOUR NOTES? Y/N  
Type "Y" for yes.  
You then go back to the main menu.

Entering more messages:  
You want to enter more messages into your personal notes?  
Highlight PERSONAL NOTES again and press ENTER.

You'll see your first message. To add a second message, press the EDIT button. On screen you will see Would you like to enter your own notes? Y/N

Press "Y" for yes and you'll see the blank screen with the cursor. Enter the new message. When you're done, press ENTER.

After you have saved your second message. From the main menu, highlight PERSONAL NOTES and press ENTER.

Now you have two messages in your personal notes. You'll see an arrow on the bottom right hand corner of the screen.



Press "▶" to scroll forward through your messages. Press "◀" to scroll backwards through your messages.

If you enter a long message, which takes up more room than one page, you will see a "▼" arrow, which will take you to another page to continue your message. Use the "▲" and "▼" buttons to move up and down throughout longer messages moving back and forth to review longer messages!

Editing messages:  
If you want to edit (revise) a message you have written in your personal notes, go to the message and then press the DEL button.



On screen you will see,  
EDIT THIS MESSAGE? Y/N

Press "Y" for yes to start editing (revising your message. Use the directional arrows to move the cursor to the part of the message you want to

change. Then by pressing the DELETE button, you will delete whatever letter is by the cursor. As you delete letters, you can enter whatever revised message you wish to write.

When you're done revising, resave your message by pressing the ENTER button.

You'll see WOULD YOU LIKE TO SAVE YOUR NOTES? Y/N.

Press "Y" for yes to save this edited revised message and you will be returned to the main menu.

Deleting messages:

Let's say you want to delete (erase) a message. Go to the message and press the DELETE button.

On screen, you will see EDIT THIS MESSAGE? Y/N  
Press "N" for no.



DELETE RECORD?  
Y/N

On screen will appear,  
DELETE RECORD? Y/N  
Press "Y" for yes and you will delete (erase) this entire message!

After adding, editing or deleting messages, press the ENTER button to complete this job and you will return to the main menu.

## COMLINK

Store names and phone numbers, email addresses and web addresses here. Highlight COMLINK from the main menu and press ENTER.



NAMES & PHONE

You will see a screen that says NAMES & PHONE.



WEB ADDRESSES

Use the "▶" button to scroll to WEB ADDRESSES.



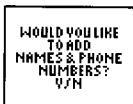
E-MAIL ADDRESSES

Use the "▶" button again to scroll to E-MAIL ADDRESSES.

Use the "◀" and "▶" buttons to scroll to whichever of these three you want and press ENTER to work in that file.

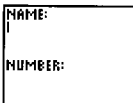
Names & Phone Numbers:

Let's begin by highlighting NAMES & PHONE and pressing ENTER.



WOULD YOU LIKE  
TO ADD  
NAMES & PHONE  
NUMBERS?  
Y/N

On screen you will see,  
WOULD YOU LIKE TO ADD NAMES & PHONE NUMBERS? Y/N  
Press Y for yes.



NAME:  
NUMBER:

Name:

Type in the name (up to 17 letter) and press ENTER.

Phone Number:

Now type in the phone number. Press ENTER.




1 CHRIS NICOLELLA  
847 555 1234

On screen, you'll see the message WOULD YOU LIKE TO ADD NAMES & PHONE NUMBERS? Y/N again. This time, press "N" for no.

On screen, you will see:

WOULD YOU LIKE TO SAVE? Y/N

Press "Y" for yes.



1 CHRIS NICOLELLA  
847 555 1234  
2 DERRYL PRIORITY  
619 222 2222  
3 LAWRENCE NEVES  
555 555 5555

Your name and phone number information is now saved.

You are back automatically to the NAMES & PHONE file. You can then add more names and phone



numbers or use the “▲” or “▼” buttons to scroll between this file and the files for e-mail addresses and web addresses.

#### Adding more Names and Phone Numbers:

You can enter a total of 25 names and phone number. Press EDIT to add more names and phone numbers. Follow the same procedure as before.

Deleting Names & Phone Numbers:  
Press DELETE instead of EDIT.

```
1 CHRISMICOLELLA
  847 555 1234
```

You will see an arrow on screen.

Use your directional buttons to move the arrow to highlight the entry you want to change.

Once the entry is highlighted, you have two options:

Option 1: Press the DELETE button to delete the entire entry.

Option 2: If you press EDIT, you will pull up the highlighted entry again and can edit any part of the NAME entry by moving the cursor to the letters you want to change. Then, press the DELETE button. Retype the new letters or numbers. When you finish revising, press ENTER.

You move to the PHONE NUMBER and edit and retype the same way. Then press ENTER.

You will then see **WOULD YOU LIKE TO SAVE? Y/N**  
Press “Y” for yes.

#### E-Mail Address:

Let’s say instead of adding more names and phone numbers, you want to go to the E-MAIL address folder.

Simply scroll to the LEFT or RIGHT arrow from the NAMES & PHONE to E-MAIL ADDRESSES and press ENTER.

```
WOULD YOU LIKE
  TO ADD
E-MAIL ADDRESSES?
  Y/N
```

On screen, you will see the message:  
**WOULD YOU LIKE TO ADD E-MAIL ADDRESS? Y/N**

Press “Y” for YES and enter in an e-mail address

Press the “A” button to get the “@” symbol.  
Press the “B” button to get the “/” symbol.

Then press ENTER.

```
WOULD YOU LIKE
  TO ADD
WEB ADDRESSES?
  Y/N
```

Just like the Names & Phone, you will see the message:

**WOULD YOU LIKE TO SAVE? Y/N**  
Type in “Y” for YES.

This is the same basic procedure as Names & Phone. EDIT and DELETE work the same way. You can save up to 25 E-Mail addresses.

#### Web Addresses:

If you want to record web address, it’s just as easy. From the file menu, use the “◀” & “▶” buttons scroll LEFT or RIGHT to WEB ADDRESSES and press ENTER.

On screen, you will see the message:  
**WOULD YOU LIKE TO ADD WEB ADDRESSES? Y/N**  
Press “Y” for YES. Use the same procedure to add,

edit and delete web addresses that you used for "E-Mail" and for "Names & Phone". You can save up to 25 web addresses.

## SCHEDULE LIST



From the main menu, press ENTER. On screen you will see, SCHEDULE LIST followed by

WOULD YOU LIKE TO ENTER REMINDER TO YOURSELF? Y/N

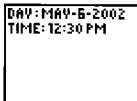
Type in "Y" for YES.



On screen you will see,

WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Type in "Y" for YES.

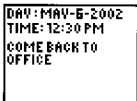


On screen you will see,

DAY: (You will see the current day)

TIME: (Again you will see the current time)

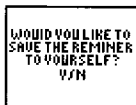
Use your "◀" and "▶" arrows to move through the DAY and TIME and then use the keypad keys to type in the DAY and TIME for the alarm. Press ENTER.



The day and time of your alarm setting will appear on the top of the page. And, you can begin typing in the event you wish to remember.

If you press NO for the alarm instead of YES, you go straight to the blank screen and can immediately begin entering whatever you wish to remember.

When you have finished, press ENTER.



On screen you will see  
WOULD YOU LIKE TO SAVE THE REMINDER TO YOURSELF? Y/N

Press "Y" for YES and you will return to the main menu.

From the main menu, highlight the SCHEDULE LIST and again press ENTER. Your reminder will be on screen.

Adding more things to remember:

Press EDIT to add more things to remember. See the screen:



WOULD YOU LIKE TO ENTER A REMINDER TO YOURSELF? Y/N

Press "Y" for YES and you will see the ALARM SETTING screen again, which is:

WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Type in "Y" for yes or "N" for no.

If YES, enter in an alarm setting just as before for this new schedule. Then press ENTER and type in the additional schedule.

If NO, you will go right to a black screen for typing in whatever additional things you want to remember.

When you're finished adding what you wish to remember, press ENTER.

THE SCHEDULE LIST CAN ONLY HOLD 15 REMINDERS AT ONE TIME. ALSO YOU ARE LIMITED BY THE AMOUNT OF TEXT YOU CAN ENTER FOR THE REMINDERS. WHEN YOU REACH YOUR TEXT LIMIT OR TRY TO ADD MORE THAN 15 REMINDERS AT ONE

TIME, A WARNING SCREEN WILL APPEAR TELLING YOU TO DELETE SOME TEXT OR DELETE SOME REMINDERS COMPLETELY. YOU MUST DO SO IN ORDER TO SAVE THE CURRENT ITEM YOU ARE ENTERING. FOR BEST PERFORMANCE IN THE SCHEDULE LIST, ALWAYS LIMIT THE AMOUNT OF TEXT FOR EACH ONE BEFORE YOU ENTER NEW ONES.

WOULD YOU LIKE TO  
SAVE THE REMINDER  
TO YOURSELF?  
Y/N

On screen you will see, WOULD YOU LIKE TO SAVE THE REMINDER? Y/N

Press "Y" for YES and you will return to the main menu.

Deleting Messages:

Go to the SCHEDULE LIST again from the main menu and press ENTER. This time you will see your reminder plus a flashing arrow on the bottom right-hand corner of the screen.

Press the "▶" button to toggle through your list of things to remember.

When you get to the message you want to delete press the DELETE button.

EDIT THIS MESSAGE  
Y/N?

On screen you will see EDIT THIS MESSAGE Y/N? You have two options.

Option 1:

If you type in "Y" for yes, you can go right into the message and delete/change parts of the DAY and TIME, using the "◀" and "▶" arrows to move through the day and time. Then, type over the letters or numbers you are highlighting to delete the old letters and numbers and replace them with new text.

When you are done changing the date and time, press ENTER.

Now the revised day and time are on the top of the page and you can use your "◀" and "▶" arrows to move through the text of your item to remember. As you move with the "◀" and "▶" arrows to highlight the letters you want to change, use the letters on the keypad to revise what you wish to remember.

When you have finished your revision, press ENTER.

On screen you will see, WOULD YOU LIKE TO SAVE THE REMINDER? Y/N

Press "Y" for YES to save this edited entry.

Option 2:

If you press "N" for no, on screen you will see, DELETE RECORD Y/N?

Press "Y" for YES and you will delete this entire entry.

WOULD YOU LIKE TO  
SAVE THE REMINDER  
TO YOURSELF?  
Y/N

DELETE RECORD  
Y/N?

## SECURITY

This option allows you to enter your own private password and lock out intruders from entering your Jedi Dex. Highlight the SECURITY icon from the main menu and press ENTER.



You will first see the following text. Press "▼" to read through the text completely.

**WARNING!** IF YOU FORGET YOUR PASSWORD YOU CANNOT GET BACK INTO THE SECURITY FUNCTION TO CHANGE YOUR PASSWORD! ALL LOCKED OUT FUNCTIONS WILL BE LOST AND YOU WILL BE

FORCED TO RESET THE UNIT! YOU WILL LOSE ALL YOUR PERSONAL FILES AND NOTES! DO YOU STILL WISH TO PASSWORD PROTECT SECURITY FUNCTION? Y/N  
Press "Y" for YES.

On screen you will see PLEASE ENTER YOUR SECURITY PASSWORD.

Your password can be up to 8 letters long. Type it in and press ENTER.

On screen you will see, RECONFIRM AND RETYPE YOUR PASSWORD. So type in our password again to confirm it and press ENTER.

On screen you will see, PLEASE SELECT WHICH FUNCTIONS YOU WISH TO LOCKOUT.

Press ENTER and you will return to the main menu. Highlight an icon function from the main menu to "password protect". For example, the DATABANK ICON.

Press ENTER. On screen you will see, DO YOU WISH TO SECURITY PASSWORD PROTECT DATA BANK? Y/N.

Type in "Y" for YES and you will see an animation of security doors closing, which indicates that your Jedi Dex has locked up the DATABANK file from any intruders.

In the main menu, you will also see a small lock next to the DATABANK icon reminding you and anyone else that this file is password protected.

Now, if anyone tries to enter the DATABANK file, they must enter the password. Without the password, they can't get in.



Then select any other functions of your Jedi Dex you want to lock up. When you are finished "locking up" functions, press QUIT.

On screen you will see, THE FOLLOWING FUNCTIONS ARE NOW LOCKED and a list of whatever functions you have "password protected".

If you've entered several functions, use the "▼" arrow to see them all.

Press QUIT a second time. Now you're back in the main menu.

Go to a section that you have password protected (it's got the small lock icon next to it). Instead of the function opening, on screen you will see PLEASE ENTER YOUR PASSWORD.

If you type in the wrong password, you will see WRONG PASSWORD.

Use the DELETE button to erase the incorrect password and try again!

When you type in the correct password, the function will open properly.

Change Password:  
Go to SECURITY on the main menu and press ENTER.

You must first enter your password. Then you will see CHANGE PASSWORD? Y/N

Press "Y" for YES and go through the entire procedure of selecting a password again.

## TIME



TIME

Time is all the basic information you entered when you first programmed your Jedi Dex. Highlight this function from the main menu and press ENTER.

By either repeatedly pressing the "▶" button or by repeatedly pressing the ENTER button, you can toggle through all the basic information you have entered for NAME, DAY, TIME, ALARM, and SOUND EFFECTS.

To change any of this information, go to the screen you wish to change. For example, go to the NAME screen and press EDIT.

Then press and hold down the DELETE button to delete the old name and type in the new name. Press ENTER.

When you change any of the TIME information, you will need to re-enter all the information from that point, using the same procedure you used for the NAME entry change.

To quit the TIME, press the QUIT button.

You will see your points for playing the Star Wars trivia game. Press QUIT or ENTER to go back to the main menu.

## CALCULATOR



CALCULATOR

Highlight the calculator from the main menu and press ENTER to access your own built-in calculator.

Use:

- the NUMBER keys for NUMBERS.
- the "▲" button for DIVISION ( $\div$ )
- the "▼" button for ADDITION (+)
- the "◀" button for MULTIPLICATION ( $\times$ )
- the "▶" button for SUBTRACTION (-)
- the SPACE button for CLEAR

For example, if you wanted to add  $7 + 4 = 11$ .

Here's how you would do it:

Press the "7" key (7)

Press the "v" key (+)

Press "4" key (4)

Press the ENTER key (=)

Then the number "11" would appear on the screen.

Press QUIT to return to the main menu.

# STAR WARS™ TRIVIA GAME



Highlight *Star Wars™* Trivia from the main menu and press ENTER.

On screen you will see  
WOULD YOU LIKE TO PLAY THE STAR WARS™ TRIVIA GAME? Y/N

Press "Y" for YES.

The screen will tell you how many points you will be playing for.



TODAY YOU WILL BE PLAYING FOR 21 POINTS  
Press ENTER.

Then the screen will tell you how many questions you will be asked into today's game.



AND WILL BE ASKED 5 QUESTIONS.

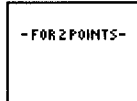
Each day you play the trivia game brings its own surprises and it's own number of points and questions.

Press ENTER again.

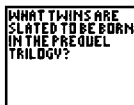


On screen you will see  
HERE WE GO...GOOD LUCK!

Press ENTER again.

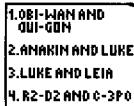


On screen, you will see again the number of points you are playing for"  
FOR 2 POINT (S) -  
Press ENTER  
Now you will see the question, for example,



WHAT TWINS ARE SLATED TO BE BORN IN THE PREQUEL TRILOGY?

Press ENTER



You will see your choices, for example

- 1) OBI-WAN AND QUI-GON
- 2) ANAKIN AND LUKE
- 3) LUKE AND LEIA
- 4) R2-D2 AND C-3PO

Press the number you feel is correct.

Press ENTER again you will be rewarded points for each correct response or you will lose points for each incorrect response.



Press ENTER. On screen you will see THANKS FOR PLAYING PLEASE COME BACK TOMORROW FOR MORE QUESTIONS.

Press ENTER or QUIT to return to the main menu.

YOU ARE ONLY ALLOWED TO PLAY THE TRIVIA GAME ONCE PER DAY!!

In the TIME function you can check to see how many points you have earned in the game.

# INSERTING OR REPLACING BATTERIES

## Reset Operations:

By pressing the reset button, you can delete all the data previously entered. A screen will ask you, DATA FOUND! KEEP RECORD? Y/N. By pressing Y (yes) all data will be deleted. By pressing N (no), you will return to the initial screen.

Be sure to press the reset button before you use JEDI DEX for the first time.

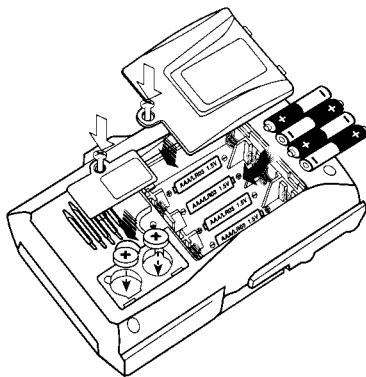
## Replacing Batteries:

This JEDI DEX is powered by two button-cell batteries type LR44/G13A and four AAA/LR03 batteries. The four AAA batteries are the main batteries and the two LR44 batteries are the back-up batteries. The main batteries provide power for normal operations. The back-up batteries protect data stored in memory when changing the main batteries.

**CAUTION :** Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts. If the LCD display becomes dim, this means you should turn off the JEDI DEX and replace the main batteries. Your JEDI DEX is protected by the back-up batteries during main battery replacement.

Memory contents are lost when the back-up batteries are removed or need to be replaced. Be sure to always leave the back-up batteries in place to protect memory contents when you are changing the main batteries. However, when you remove the main



batteries at any time, memory retention will depend entirely on the condition of the back-up batteries in place. If back-up batteries are not in place, memory contents are likely to be damaged. If memory seems corrupted, clear it using the reset.

Normally the back-up batteries can support over 180 days of data backup, even when no main batteries have been installed. However, in order to guarantee your data is stored, never leave the unit without the main batteries for a whole day. Otherwise, you could lose your data. For regular maintenance, please exchange the back-up batteries once a year.

## Important:

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the JEDI DEX. Note the following precautions:

Never leave dead batteries in the battery compartment.

To avoid damage to the unit from leaky batteries, replace both the main battery and the back-up battery every three years. Batteries should be replaced no matter how much you use the diary during that time.

## Warning:

Never try to recharge the batteries supplied with JEDI DEX.

Do not expose batteries to direct heat.

Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

## To Replace The Main Battery:

1. Switch power off, loosen the screws that hold the battery compartment cover in place, then remove the battery compartment cover.

### Warning:

DO NOT CLOSE THE BATTERY DOOR ONCE YOU REMOVE THE MAIN BATTERY. YOU MUST REPLACE MAIN BATTERY BEFORE CLOSING BATTERY COMPARTMENT OR ALL FILES WILL BE DELETED!

3. Insert the new battery into the JEDI DEX, making sure to align "+" and "-" as shown.
4. Replace the battery compartment cover and the screws that secure it in place.

### To Replace the Back-Up Battery:

1. Be sure always to leave main battery in place to protect memory contents before you replace back-up battery.
2. Loosen the screw that holds the back-up battery cover in place. Remove the cover, then remove the old battery with a thin pointed, non-metallic object.
3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the JEDI DEX, making sure that its positive (+) side is facing up (so that you can see it).
4. Replace the battery compartment cover and the screws that secure it in place.

### To ensure proper function:

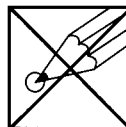
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable 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.
- Replace with new batteries at the first sign of erratic operation.

**DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.**

### CAUTION:



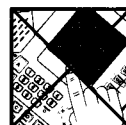
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.



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

### DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics Consumer Service  
980 Woodlands Parkway  
Vernon Hills, IL 60061  
(800)844-3733

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.



## 90-DAY LIMITED WARRANTY

Tiger Electronics. (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.\$13.50. Payments must be by check or money order payable to Tiger Electronics.

**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:

Hasbro Inc.  
Consumer Returns A-847  
1027 Newport Ave.  
Pawtucket, RI 02862

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.

**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: [www.tigertoys.com](http://www.tigertoys.com)**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions :

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.