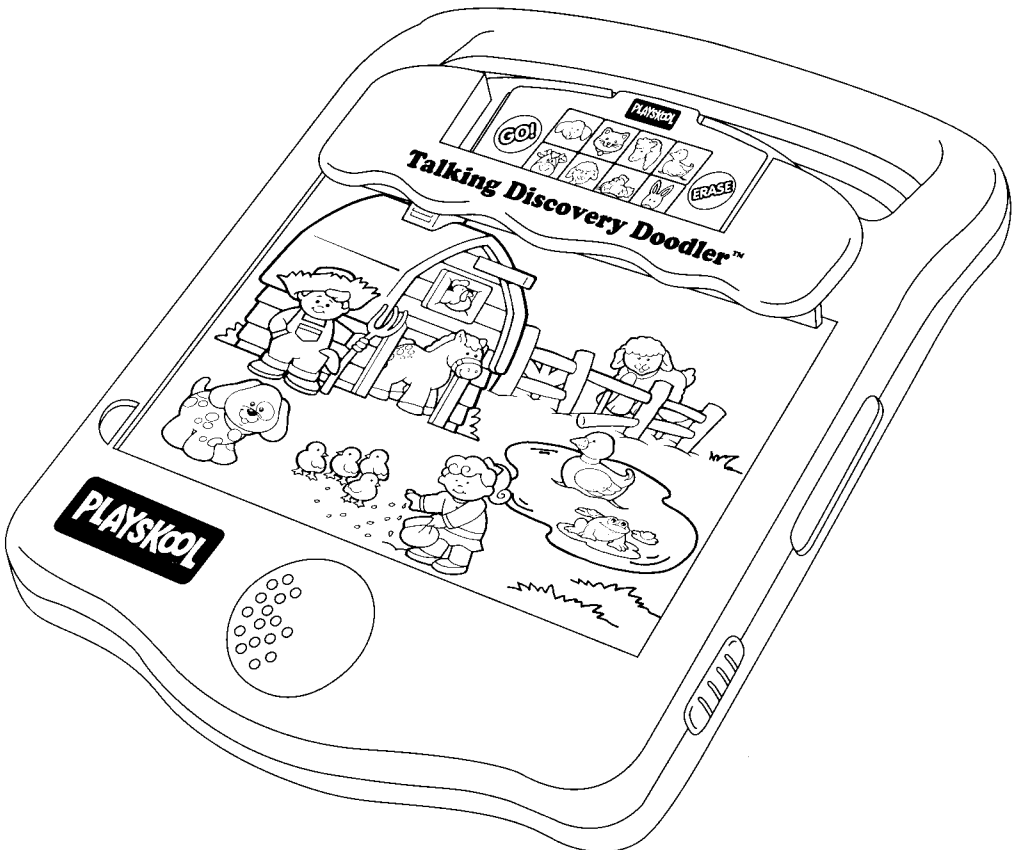




Talking Discovery Doodler™



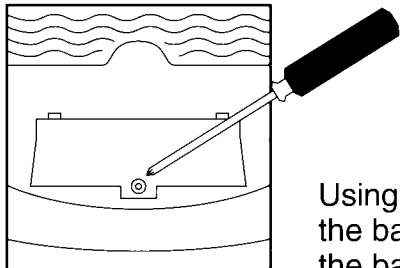
PLAYSKOOL

Talking Discovery Doodler™

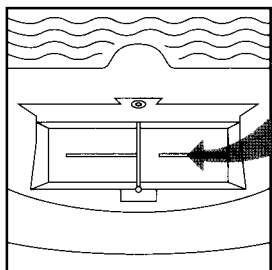
CONTENTS

- 8 sound icon cards
- 4 color drawings
- 26 black & white drawings
- 24 blank pages of paper
- 1 plastic envelope to hold paper
- 1 educational planner

TO INSERT BATTERIES



Using a Phillips® head screwdriver, remove the battery compartment door located on the back of the unit.

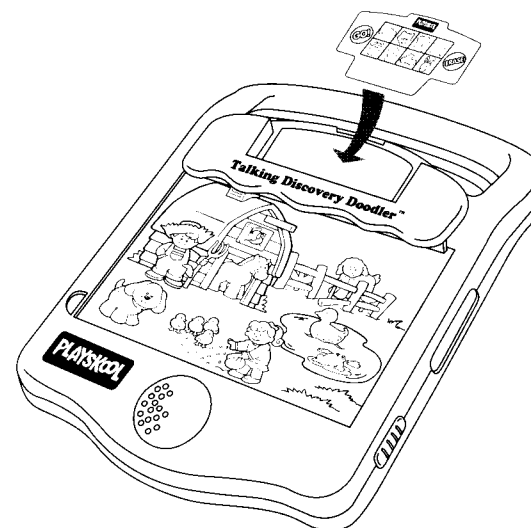
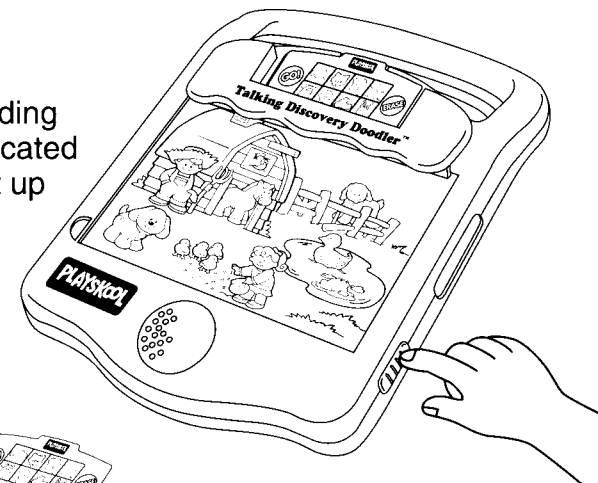


Insert 4 "AA" / UM3 / LR6 batteries (not included) according to the diagram in the compartment. Replace battery compartment door and screw.

1

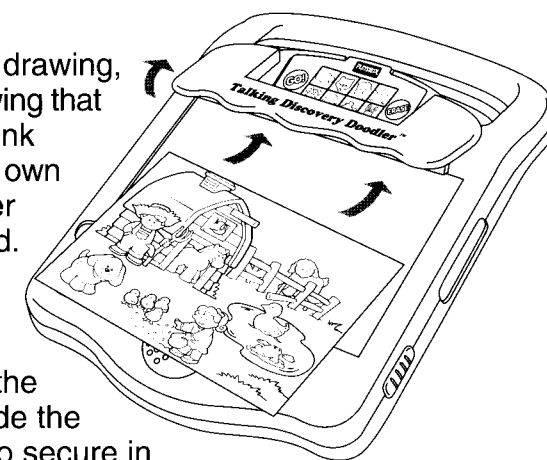
TO OPERATE

1. Turn on the unit by sliding the ON/OFF switch located on the side of the unit up into the ON position.



2. Choose one of the eight sound icon cards and slide it into the slot above the touch-sensitive pad. **BE SURE TO USE ONLY ONE SOUND ICON CARD AT A TIME.** The unit will not be able to read the card properly if 2 are inserted by mistake.

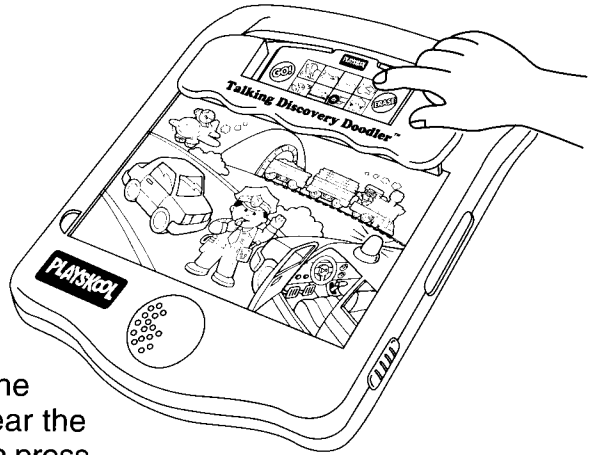
3. Choose either a color drawing, a black and white drawing that you can color or a blank sheet of paper for your own drawing and lay it over the touch-sensitive pad. (DO NOT COLOR DIRECTLY ON THE TOUCH-SENSITIVE PAD.) Lift the clip at the top of the pad and slide the drawing underneath to secure in place. You can use any drawing with any sound icon card.



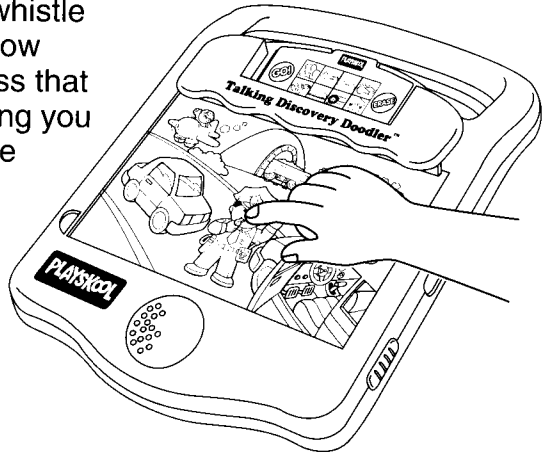
2

4. To create a drawing with sound, choose a sound by pushing a specific icon on the sound icon card that is inserted in the area above the clip and then press the area of the drawing where you want the sound to be assigned.

EXAMPLE: a) Insert the sound icon card with the pictures of the police officer and whistle, place the color drawing with the police officer on the touch-sensitive drawing pad.



- b) Press the icon of the whistle (you will hear the whistle sound), then press the picture of the whistle on the drawing. Now each time you press that spot on your drawing you will hear the whistle sound.



Repeat this process to assign the same sound to many areas, or to assign many different sounds to your picture. Use as many of the sound icon cards as you want to add different sounds to the drawing. There are over 50 different sounds that you can assign.

5. There are two ways to listen to the sounds assigned to your picture. First, press the area of the picture where you placed the sound. The unit will play the sound assigned to that spot. Second, press "GO!" on the sound icon card or on the unit, and run your finger across the picture. As your finger moves across the picture, the unit will play random sounds.
6. To erase the sounds assigned to your picture, press "ERASE" on the sound icon card that you have in the unit. Sounds will be saved until you erase them or turn off the unit. NOTE: CHANGING THE DRAWING ON THE TOUCH SENSITIVE PAD WILL NOT AUTOMATICALLY CHANGE THE SOUNDS ASSIGNED TO THE UNIT. THE OLD SOUNDS WILL REMAIN UNTIL YOU PRESS ERASE, ASSIGN A NEW SOUND TO EACH AREA, TURN OFF THE UNIT OR IT AUTOMATICALLY SHUTS OFF.
7. AUTOMATIC SHUT OFF:
After three minutes of not being used, the unit will shut off AUTOMATICALLY. When your child returns to play with the unit be sure to RESET the unit by sliding the ON/OFF switch back to OFF and then ON again.
8. You can store all the sound icon cards, drawings and blank paper in the storage slot on the back of the unit.

NOTE TO PARENTS

Use the educational planner included with the Playskool® Talking Discovery Doodler to help your child learn skills like the alphabet, spelling and numbers.

Batteries installation should be done by an adult.

CAUTION

To avoid battery leakage:

- 1) Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instruction.
- 2) Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable batteries.
- 3) Always remove exhausted or dead batteries from the product.

Requires 4 "AA" / UM3 / LR6 batteries (not included).

Alkaline batteries are recommended.

Do not use rechargeable batteries.

Not suitable for children under 36 months

May contain small parts.

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Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$20.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

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.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

