

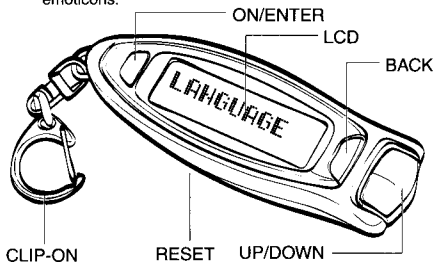
Text4U :-)

INSTRUCTION



Item No. 70276
2002038301WT1-01

(A) Text4U™ can help you learn how to show your feelings the high-tech way with acronyms and abbreviations. You can also learn how to get your message across fast using emoticons.



ON/ENTER — Turns Text4U™ on and lets you select different options.

LCD — (Adjustable contrast.)

BACK — Takes you back to the previous screen.

UP/DOWN — Lets you navigate "on screen" information.

RESET — Only use if product is not functioning properly.

BATTERY INFORMATION

By now you will have opened the packaging and removed the product. It will already have batteries in it but they may either be low on power or be completely drained. In which case, please replace the 2 G13A/LR44 by unscrewing the back panel of the unit using a small "Phillips" screwdriver. Remove the old batteries and dispose of them. Then replace with new batteries making sure they are the correct way round and that you do not touch the negative '-' side. Then replace the battery panel and screw tight. Press the "RESET" key to initialize the unit. The screen will display **R U SURE?** on the top line and scrolling **ALL MEM WILL B LOST** on the bottom line. Press **ON/ENTER** to accept. Your Text4U is now ready to use.

NOTE: All your personal entries in Creator mode and the scores in Game mode will be lost when you remove the batteries from the unit.

HOW TO USE

To turn the unit on press **ON/ENTER**. You will see the opening screen animation. Press **ON/ENTER** to skip the animation. You will then be given the following options.

- LANGUAGE
- EMOTICONS
- CREATOR
- GAME/PUZZLE

Toggle between these different options using the **UP/DOWN** control and then press **ON/ENTER** button to select an option.

Once Language is selected you will see the animation run on the screen. (Press **ON/ENTER** to skip animation.)

The screen will then display **SEARCH BY...** on the top line of the screen. The bottom line of the screen will display the word **CATEGORY?**. If you scroll down (▼&▲) the screen will display the word **MEANING?** And then the word **TEXT?**

CATEGORY? 4 when you know what sort of thing you want to say.

MEANING? 4 when you don't know how to say something.

TEXT? 4 when you don't know what something means.

If you want to search by **CATEGORY?** press **ON/ENTER**. The screen will then show the first of the categories. The categories will scroll up/down on the bottom line of the screen.

Twist the **TOGGLE** control to scroll up or down and hit **ON/ENTER** when the desired category is shown. The screen will then display (on both lines) the first full phrase (Meaning) in the category selected. (If there are more letters than the screen can display, it will scroll.)

To view the abbreviated phrase (Text language version) press **ON/ENTER**. The abbreviated phrase (Text language version) will be displayed on the top line with the full meaning on the bottom line. If there are more letters than the screen can display the screen will scroll.

If you want to search by **MEANING?** or by **TEXT?** toggle to your choice then hit **ON/ENTER**. The screen will then display the first full Meaning for by **MEANING?** or the first abbreviation for by **TEXT?**.

EMOTICONS

When you select Emoticons you will see the animation on the screen. (Press **ON/ENTER** to skip animation). The screen will then display **SEARCH BY...** on the top line of the screen. The bottom line of the screen will display **CATEGORY?**. If you scroll down the screen will display **MEANING?** And then **PICTURE?**.

CATEGORY? 4 when you know what sort of thing you want to say.

MEANING? 4 when you don't know how to say something.

PICTURE? 4 when you don't know what something means.

If you choose to search by **CATEGORY?** Toggle to it and press **ON/ENTER**. The screen will then show the first of a list of categories. (The word **CATEGORY?** will be displayed in the top line of the screen and the categories will scroll up/down on the bottom line of the screen.)

Twist the toggle control to scroll through the categories and hit **ON/ENTER** when the desired category is shown. The screen will then display (on both lines) the Meaning of the emoticon in the category selected. If there are more letters than the screen can display, it will scroll.

To view the Emoticon press **ON/ENTER**. The Emoticon will be displayed on the top line with the Meaning on the bottom line. If there are more letters than the screen can display the screen will scroll to the left.

Should you choose to search by **MEANING?** or **PICTURE?** toggle to your choice press **ON/ENTER** to select. The screen will then display the explanation of the emoticon for **MEANING?**. The Emoticon for **PICTURE?**.

CREATOR

By selecting this option you can create new Abbreviations and Emoticons and keep them to show your friends. When selected the screen will first display an animation. You can press **ON/ENTER** to skip the animation.

The user will be presented with 4 on screen options...

- ADD
- VIEW
- DELETE
- MODIFY

PIC/TEXT If you want to input up to a 25-character entry select **ADD** and you can start creating. The screen will show **PIC/TEXT** in the top left of the screen with an up and down arrow on the top right (▼&▲). A block cursor will blink on the bottom left of the screen. By twisting the toggle control up and down you can scroll both backwards and forwards through the whole upper & lower case alphabet, numbers 1-9 and a wide selection of grammatical symbols.

Once the first character is chosen press **ON/ENTER**. The cursor will then skip on a line. This will continue until you press **ON/ENTER** (when symbol is ▶) to complete the input for Abbreviation or Emoticon.

Once **ON/ENTER** is pressed the **MEANING** screen will be displayed. Up and down arrows will now be situated to the top right of the screen. A cursor will blink indicating the user can toggle up and down through the alphabet so you can give your creation a meaning. Once you have done so, press **ON/ENTER** (when symbol is ▶) to save.

If **VIEW** is selected the screen displays the word **SEARCH BY...** on the top line of the screen. The bottom line of the screen will display the word **PIC/TEXT?** You can scroll down the screen will display the word **MEANING?** You must then select which way you want to view your creations. Either way, once you have viewed one you can flick to the other by pressing **ON/ENTER**.

If **DELETE** is selected you simply scroll through the creations and press **ON/ENTER** to delete the unwanted entries. The screen will say **R U SURE?** In the top left of the screen. On the bottom line **YES** will be displayed. Hit **ON/ENTER** to delete or scroll down to **NO** to abort. The screen will then jump back to the **CREATOR** options screen.

If **MODIFY** is selected scroll through the creations and hit **ON/ENTER** when you see the entry you want to change. A cursor will blink under the first character. If the character needs to be changed scroll up or down to change characters, once it is corrected press **ON/ENTER**. The cursor will move on to the next character. Hit **ON/ENTER** twice once the modification is complete.

There are 4 special function symbols in the editor.

- ▶ to end editing
- ◀ to back cursor (when characters are shown on the left side)
- ▶ to forward cursor (when characters are shown on the right side)
- ◀ to delete one character/symbol.

These controls can be selected in the same way as a selecting letter or number.

GAME & PUZZLE

When this mode is entered the user will see two options on the screen: **GAME** **PUZZLE**

GAME

:-B To select game simply press **ON/ENTER** when the word **GAME** is highlighted. The screen will display an emoticon.

Mouse Once you have viewed and memorized it scroll downward using the toggle control through three different possible answers.

:-B Once all have been viewed toggle until the answer you think is the correct one is displayed. To submit the answer press **ON/ENTER** and the screen will either show a smiley face 😊 if you are correct or a sad face ☹ if you are wrong depending on whether the answer is correct or not.

* (You can look at the emoticon again by scrolling back up through the possible answers until it is displayed or just press **BACK** to display the emoticon again)

Each time you answer correctly your score will accumulate until a question is answered incorrectly. If this happens, your score along with the highest score will then be displayed.

When a question is answered incorrectly you will see the prompt **PLAY AGAIN?** On the bottom line of the screen will be the word **YES** press **ON/ENTER** if you want to play again. If you do not, toggle down to **NO** press **ON/ENTER** and the screen will jump back to the Game/Puzzle screen.

PUZZLE

If **PUZZLE** is selected a word will be displayed on the screen. You then have to break the word/phrase down to the correct acronym or abbreviation by removing the unneeded letters.

CO3 BREATH To select a letter to remove, toggle along the word until the letter, you think is not needed, is highlighted then press **ON/ENTER**. If the word is not needed and it is a correct removal the letter will disappear and all the letters after that will jump back one space to join the others.

PLAY AGAIN? YES If, however, the letter is not meant to be removed and is required in the acronym or abbreviation you are wrong and the puzzle is over.

Once all the correct letters have been removed a smiley face 😊 will scroll down the screen then the letter and correct acronym will flash briefly.

If a letter is wrongly removed an unhappy face ☹ will be displayed and then the letter and correct acronym will flash for 3 seconds. After an incorrect removal, the screen will display the prompt **PLAY AGAIN?** Select **YES** by pressing **ON/ENTER** if you want to play again. If you do not, select **NO** and the screen will jump back to the Game/Puzzle screen.

ADJUSTING LCD CONTRAST

Turn the unit on. Do not press any key until the **LANGUAGE** is displayed. When **LANGUAGE** is displayed press and hold the **BACK** key. **UP & DOWN** controls adjust LCD to lighter or darker. Let release the **BACK** key and then press any other key to save the contrast level. You can re-adjust the contrast after turning the power off & on again.

AUTO OFF

If the unit is not used for 2 minutes it will automatically turn off. It can be re-activated by pressing the **ON/ENTER** switch.

RESET

If the **RESET** button is pressed. The screen will display **R U SURE?** on the top line and scrolling **ALL MEM WILL B LOST** on the bottom line.

- To complete reset hit **ON/ENTER**. All the entries in Creator and the scores in Game will be cleared.
- To cancel reset hit **BACK**. The memory will keep in the unit except the batteries are removed.

CAUTION

1) As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.

2) Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.

3) Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

TO ENSURE PROPER FUNCTION:

- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the game 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.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Do not dispose of batteries in fire. Battery may explode or leak.

DEFECT OR DAMAGE

Replace batteries at the first sign of erratic operation.

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.

CAUTION: Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

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.\$6.34. 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

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.

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