

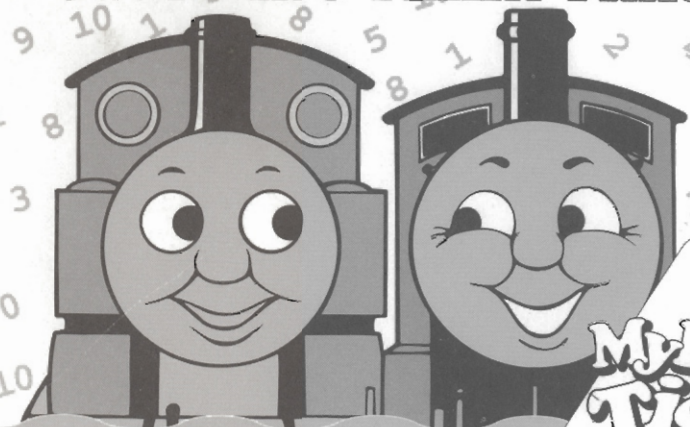
Electronic
Talking
Learning Game

**THOMAS
THE TANK ENGINE
& FRIENDS**
TM

**LEARNING
FEATURES:**

- Counting
- Identifying and selecting numbers
- Visual discrimination

COUNTING TRAIN TRACK



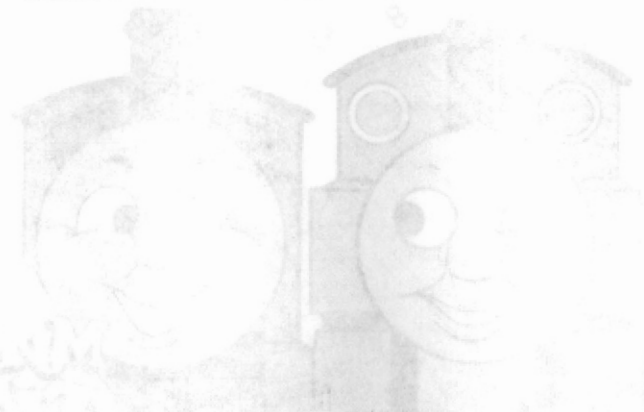
MODEL : 77-012
ELECTRONIC
LCD GAME



INSTRUCTIONS

THOMAS THE TANK ENGINE'S COUNTING TRAIN TRACK
© Britt Allcroft (Thomas) Limited 1993
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980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

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77012IWTIE-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 Thomas the Tank Engine's Counting Train Track, they will be encouraged to try again and to learn with the help of the authentic character voice of Sir Topham Hatt!

The following learning skills are featured in Thomas the Tank Engine's Counting Train Track:

- Counting
- Visual Discrimination
- Identifying and Selecting Numbers

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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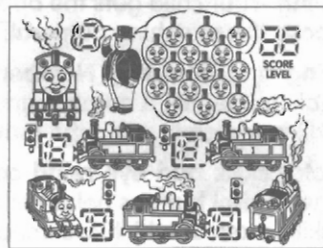
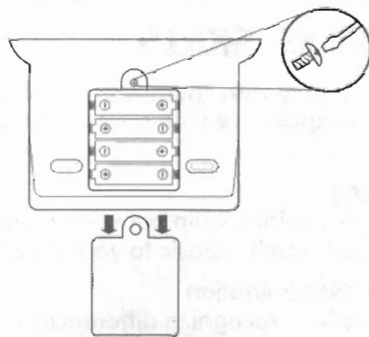
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BATTERY INSERTION

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 Thomas the Tank Engine's Counting Train Track, they obtain hands-on experience with skills which are fundamental to later learning. These include:

- Counting**
 Seeing the relationship between a numeral and the quantity which it represents is a concept which is basic to your child's understanding of math.
- Visual Discrimination**
 Being able to recognize differences and likenesses is a key skill to both reading and writing. Your child gets the opportunity to build on that skill when they locate and choose the matching numeral.
- Identifying and Selecting Numbers**
 Being able to identify a number and associate a value to that particular number is a key skill in understanding the math concept.
- Fine motor skills and eye-hand coordination**
 Using the control buttons helps children develop eye-hand coordination and fine motor skills, both of which are important skills in writing and drawing.



BUTTON FUNCTIONS

ON/OFF -

to turn the game unit on or off

SOUND -

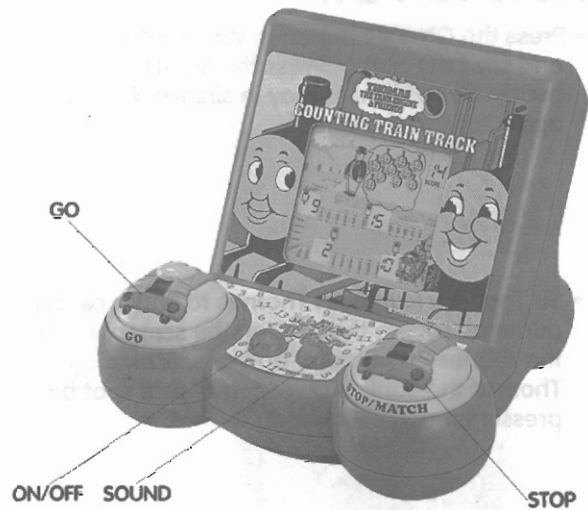
to turn the sound on or off; although the game has character voices and sound effects, the melody may be turned off by pushing the button

GO BUTTON -

to make Thomas the Tank Engine move around the track and to restart a new game

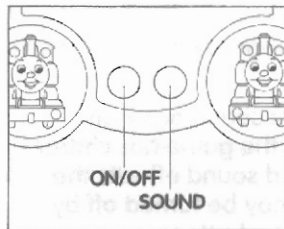
STOP BUTTON -

to make Thomas the Tank Engine stop in the spot where you think the matching set is located and to restart a new game

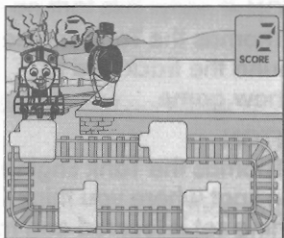


HOW TO PLAY

- 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.



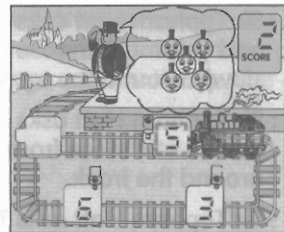
- Sir Topham Hatt asks Thomas to find a certain numeral. Locate the spot on the screen where the requested numeral appears. Make Thomas the Tank Engine stop at that spot by pressing the STOP button.



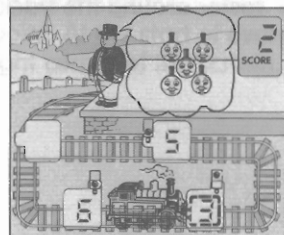
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- When Thomas stops at the numeral which Sir Topham Hatt is looking for, he says "Well done, You find the right number" and you score a point.



- When Thomas stops at a different numeral, Sir Topham Hatt says "Not quite, try again" and you get another chance to find the requested numeral.



LEVELS OF PLAY

- Level 1 : Sir Topham Hatt asks Thomas to find one particular numeral from 1 to 4 and you must choose from two choices of numerals. Thomas moves slowly around the track.
- Level 2 : Sir Topham Hatt asks Thomas to find a certain numeral from 1 to 7 and you must choose from three choices of numerals. Thomas moves slowly around the track.
- Level 3 : Sir Topham Hatt asks Thomas to find a certain numeral from 1 to 15 and you must choose from three choices of numerals. Thomas moves a little faster around the track.



SPECIAL FEATURES

Each My First Tiger game contains actual character speech to encourage the player as he/she plays while a musical melody plays in the background. When the game is turned ON, the game will progress through to each stage automatically. The game will turn itself OFF after 1 minute of non-use.

SCORING

The game score box is located in the upper right corner of the game screen. Each time you correctly identify a number, you score one point. At the start of every game, the high score obtained will be shown in the upper right corner 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 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.

