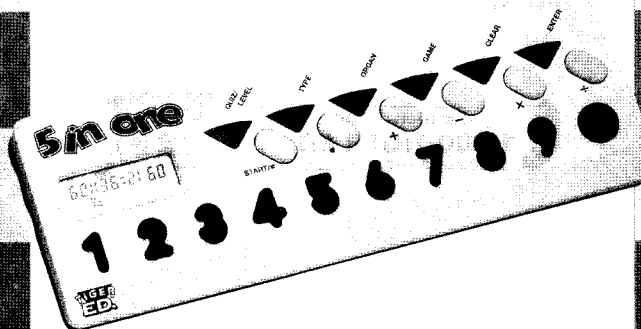


**TIGER**  
**ED.**

**5 in One**

# Instruction Manual



Model 7-201-2

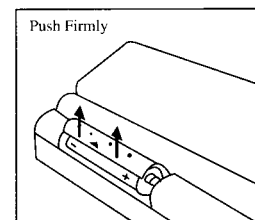
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## 1. DESCRIPTION

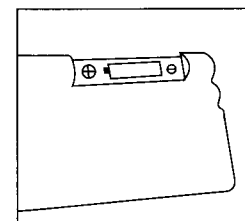
5 in One is a multifunctional mathematical quiz and game calculator with 5 learning activities that include a calculator, multi-level mathematical quiz, a fun music activity, a 12-hour LCD clock feature, and a high speed number game.

## 2. INSERT/REPLACE BATTERY

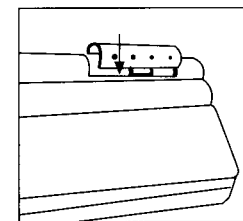
1. To remove battery compartment, push off battery compartment cover in direction indicated (see diagram 1a).
  2. Remove/ insert battery in space provided making sure the "+" and "-" ends of the battery are located correctly as shown in the battery compartment casing (see diagram 1b).
  3. Replace compartment cover and firmly click cover into place (see diagram 1c).
- use: 1 "AA" SIZED BATTERY.



1a



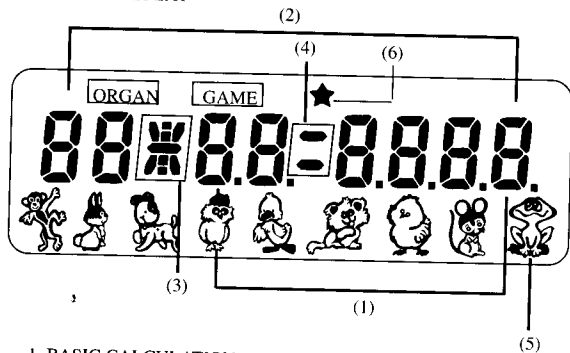
1b



1c

WE RECOMMEND THE USE OF ALKALINE BATTERY.

## SCREEN DISPLAY



1. BASIC CALCULATION
2. MATHEMATICAL QUIZ
3. CALCULATION SYMBOL
4. EQUAL SIGN
5. CARTOON CHARACTERS
6. MATHEMATICAL QUIZ INDICATOR

### 3. CALCULATOR -FOUR BASIC CALCULATIONS

The calculator helps children practice the four basic mathematical functions: addition, subtraction, multiplication and division. Decimal arithmetic is allowed and the decimal point is displayed together with the animal cartoon characters.

The monkey cartoon character will appear if more than 6 digits are involved in an equation.

Problems involving negative notation are indicated by the negative sign. The CLEAR button clears an entry, releases overflow from a calculation function and releases the calculation mode. NOTE: If the CLEAR button is pressed twice, the screen will display the clock mode.

Button	Operation
CLEAR	To release previous function
Digit Key	Enter the first digit of the equation
Math Symbol	Enter the mathematical function of the equation
Digit Key	Enter the second digit of the equation
START/=	Press the START/= button for the answer
CLEAR	To begin another equation or to exit the calculator mode

### 4. MATHEMATICAL QUIZ

10 mathematical problems will appear for each of the four basic calculations. To select one of the three different levels, press the QUIZ/LEVEL button. There are two different musical tones to indicate correct and incorrect answers. The player is given three chances for each problem. Your score is displayed after the 10 problems have been attempted.

#### Scoring

10	points for a correct answer on the first attempt.
7	points for a correct answer on the second attempt.
4	points for a correct answer on the third attempt.

#### TO PLAY

Button	Operation
CLEAR	To release previous function
QUIZ/LEVEL	Select the desired play level 1,2,3 and the * symbol is displayed
TYPE	Select the calculation format Type 1 = 3 + 5 = _ Type 2 = 3 + _ = 8 Type 3 = _ + 5 = 8
x, +, -, ÷, =	Select the appropriate mathematical function. The selected sign will appear at position 3 on the screen display.
START/=	To start the Quiz
ENTER	To enter your answer

NOTE 1. To correct the last entry use the CLEAR button.

2. A musical tone will be given if the correct answer is entered and a new problem in the same format will be displayed.
3. A different musical sound will be heard if the answer is incorrect and another chance will be given.
4. After 3 wrong answers the correct answer will be displayed and continue on to the next problem.
5. To begin again in the same level, press the START/= button.
6. To change to another level, press the QUIZ/LEVEL button.
7. To exit the Quiz function and enter calculator function, press the CLEAR button twice.

## 5. LCD CLOCK

Press the CLEAR button until the display shows the clock line as shown below:

12	---	36	01A	A = A.M.
hour	minute	second		P = P.M.

### TO SET THE TIME :

BUTTON	OPERATION
SET +	Enter the time set mode and the dash will flash.
HOURS +	Press the "+" button once to advance the hour digit. Note the "A" or "P" for A.M. or P.M. is located on the right of the display. Continue pressing the "+" button to reach the proper time. This is a 12-hour clock.
MINUTES -	Press the "-" button to advance the minute digits.
SECONDS x	Press the "x" button to reset the seconds to "00".
SET +	Press the "+" button to set the clock.
CLEAR	Press the clear button to enter another activity.

## 6. HIGH SPEED NUMBER GAME

This game helps to develop simple addition skills and hand/eye coordination. A number between 1 and 9 will appear on the right of the screen and scroll across to the left. The object of the game is to eliminate the numbers as soon as they appear.

BUTTON	OPERATION
CLEAR	To release from another mode
GAME	To enter game mode

### DISPLAY

0.
<b>GAME</b>
0 0

START/= A musical tone will be heard and the game will begin immediately

A player must eliminate the first number that appears on the screen. To eliminate a number, the player must enter a number that equals the sum of 10. For example, if the number "6" appears on the right of the screen, the player must enter the number "4" because the sum of 6 + 4 equals 10. The number "6" will disappear and a new number will appear. If you don't enter a number quickly, two numbers will appear on the screen. You must first eliminate the left-most number.

## SCORING

The monkey character appears at the end of the game and your score is displayed. Scoring is as follows:

Digit position Score 

-----6
--------

Eliminate number in this position and score 80 points

Digit position Score 

-----65
---------

Eliminate number in this position and score 70 points

Digit position Score 

-----653
----------

Eliminate number in this position and score 60 points

Digit position Score 

-----6532
-----------

Eliminate number in this position and score 50 points

Digit position Score 

---65329
----------

Eliminate number in this position and score 40 points

Digit position Score 

--653291
----------

Eliminate number in this position and score 30 points

Digit position Score 

6532917
---------

Eliminate number in this position and score 20 points

NOTE : New numbers appear from the right when left-most number is not eliminated. The game becomes progressively more difficult as time passes.

The game ends when the left-most number reaches the left side of the screen. At the end of the game, the final score will be displayed.

--- To repeat the game, press the START/= button.

--- To exit the game during play, press the CLEAR button.

--- Press the CLEAR button after the game to use another function.

## 7. MUSICAL MELODY FUNCTION

5 in One contains 13 different notes for a simple introduction to music. To create a melody, press and quickly release one of the musical keys for a short note sound or press and hold one of the musical keys for a long note sound.

BUTTON	OPERATION
CLEAR	To release from another function.
ORGAN	To enter Musical Melody function. The ORGAN box will appear in the upper left corner of the display screen.

The 13 musical notes are found on the following keys: "-", "x", "+", 1, 2, 3, 4, 5, 6, 7, 8, 9, and 0.

Here are some simple tunes for you to play and enjoy.

### SIMPLE TUNES

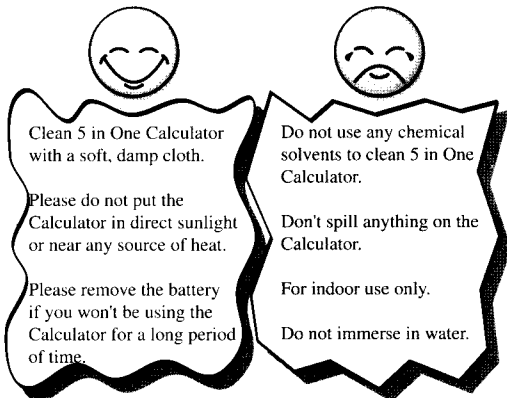
- Twinkle Twinkle Little Star  
1155 665 44 33 22 1
- Old MacDonald Had a farm  
555 2 332 77665 2 555 2 332 77665
- For He's A Jolly Good Fellow  
1 3 3323 43 32 221 231 1 333 234 6  
6 555 421
- Row, Row, Row Your Boat  
1 1 1 23 3 2 3 45 888  
555 333 1 54321
- Happy Birthday  
556 5 8 7 556 5 8 7 5508 7776 0098  
98
- London Bridge  
5 654 345 234 345 5 654 345 2 5  
31

## 8. TROUBLESHOOTING

In the event of any screen malfunction, check the following:

1. Change battery
  - One "AA" size battery required.
  - Alkaline battery recommended
2. Check the battery compartment cover to make certain it is secure.

## 9. CARE AND USE MAINTENANCE



## 10. CAUTION

To avoid battery leakage:

1. Be sure to insert the battery correctly and follow the toy and battery manufacturer's instructions.
2. Always remove an exhausted or dead battery from the product.

### POWER SUPPLY:

**BATTERY: 1 X 1.5V "AA"/LR6 /UM3 BATTERY  
ALKALINE BATTERY  
RECOMMENDED**

**DO NOT USE A RECHARGEABLE BATTERY**

## 11. 90-DAY LIMITED WARRANTY

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\$6.00. 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.



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