

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.

Products returned to TEI without original receipt 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 our option) for a service charge of US\$5.00. 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 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.

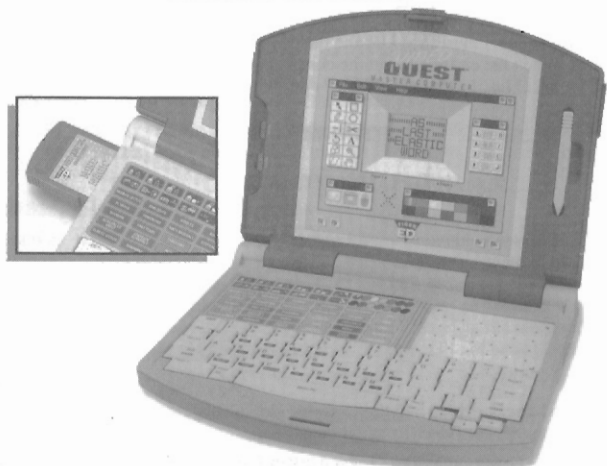


90354WTIE-1



For Ages 8 to 10
Model 9-035-4

VIDEO QUEST™ MASTER COMPUTER EXPANSION CARTRIDGE MIND MAGIC



Instruction Manual

The **Mind Magic** expansion cartridge will provide children with new activities and new vocabulary words. The new activities include **Vowel Sounds**, **Pick the Noun**, and **Animal, Bird & Insect Babies**. The new vocabulary words will challenge children in the **Scrambled Word**, **Math Riddles**, **Grammar** and **Sentence Scramble** activities. Children learn and grow with **Video Quest Master Computer**.

PACKAGE CONTENTS

This package includes one program cartridge and an instruction manual.

INSERTING THE CARTRIDGE

To insert a cartridge, follow the steps below:

IMPORTANT NOTES: 1. You can only install one cartridge at a time

2. Do not install a cartridge while the unit is turned on or during game play. Turn off the unit before inserting a cartridge.

1. Turn **OFF** the power on **Video Quest Master Computer**.
2. Make certain the unit cover (screen) is open. With the screen open, you will be able to see the keyboard and **LCD** screen
3. The cartridge label must face **UP** and the open end of the cartridge must face towards the unit. When the cartridge is in the correct position, you will be able to see the cartridge label (as illustrated below).



4. Gently push the cartridge into the cartridge slot located on the left side of the unit. Make certain the cartridge fits snugly into place.
5. Turn **ON** the power on **Video Quest Master Computer**. There is an **ON** button on the back of the unit and an **ON** button in the upper right corner of the activity selector keypad.

6. When you are done playing with your **Video Quest Master Computer**, press the **OFF** key to turn off the unit. The unit will automatically turn off after four minutes of inactivity.

LEVELS

Most activities have three levels. Each time you enter an activity, you begin at **Level 1**. To change levels, press the **LEVEL** button on the activity selector keypad and then press the arrow keys to highlight a level. Press the **ENTER** key.

ONE OR TWO PLAYERS

Most activities can be played with either one player or two players. To change the number of players, press the **PLAYER** button on the activity selector keypad and then press the arrow keys to highlight either one player or two players. Press the **ENTER** key.

During an activity, the player who presses their player key first has the chance to answer the question. The player mode will remain the same for that activity unless you change it or turn off the unit.

MOUSE

The activities in which the mouse can be utilized are **Sentence Scramble**, **Grammar**, **Vowel Sounds** and **Pick the Noun**. If a mouse is not being used, the arrow keys and / or drawing pad can be used for these activities.

SCORING

In the one-player mode, for most activities, there will be ten questions per round. You will be given three tries to enter the correct answer. You will receive 10 points for a correct answer on the first try, 8 points on the second try and 6 points on the third try. After the third incorrect try, the correct answer will be displayed and the unit will move onto the next question. No points will be awarded if the unit displays the correct answer for you. If you press the **HELP** key, 5 points are deducted from your score. Your score will be announced at the end of each round.

In the two-player mode, each player begins with 100 points. Points are scored the same as the one-player mode, except that points are deducted for an incorrect answer.

TO BEGIN PLAY

1. Press the **CARTRIDGE** key located in the bottom right corner on the activity selector keypad, after you have turned **ON** the unit.
2. An activity menu will appear displaying seven activities for the **TV** mode and five

activities for the **LCD** mode. In **TV** mode, press a number 1 to 7 to select an activity. In the **LCD** mode, move your up and down arrow keys to highlight an activity and then press **ENTER**.

3. Refer to the section titled **ACTIVITIES** for a detailed description of each activity.
4. Press the **LEVEL** key to change the level of play in any of the applicable activities. All activities begin in Level 1 unless you change the level.
5. Press the **PLAYER** key to change the player mode where applicable. All activities begin in the one-player mode unless you change it.
6. To change activities, simply press the **CARTRIDGE** key and the cartridge activity menu will appear.
7. When you finish using **Video Quest Master Computer**, press the **OFF** button. It will turn itself off after several minutes of inactivity.

ACTIVITIES

Please refer to the section titled **SCORING** for complete details on the scoring system.

1. Scrambled Word

A scrambled word will appear on the screen. Type the correct spelling of the word and press the **ENTER** key.

2. Riddles

The first clue to a number riddle will appear on the screen. Shortly thereafter another clue will appear. Each riddle will consist of 3 to 5 clues. As soon as you think you know the answer, type it in and press the **ENTER** key. You can enter your answer at any time. However, from the moment that the first clue appears, the timer starts to count down. Therefore, the faster you enter your answer, the higher your score will be.

3. Grammar

NOTE: This activity will only work in the **TV** mode.

A sentence will appear on the screen that is grammatically incorrect. It may be a punctuation error, incorrect capitalization, wrong word usage, missing quotation marks, etc. Using the left and right arrow keys, highlight the incorrect word and press **ENTER**. A space will appear at the bottom of the screen for you to type in the correct word. Type in the correct answer and press the **ENTER** key.

NOTES: If the error is a punctuation or capitalization error, you will have to enter the word that appears with the error as well as the correct capitalized letter or punctuation mark.

This activity can use a mouse or the drawing pad. Mouse can be selected by

using the left and right buttons. Drawing Pad can be selected by using the draw key.

4. Sentence Scramble

NOTE: This activity will only work in the **TV** mode.

A scrambled sentence will appear at the top of the screen. Using the arrow keys and **ENTER** key, rearrange the words to form a correct sentence. Find the first word of the sentence, which will always be capitalized, and highlight it using your arrow keys. Press the **ENTER** key. Do the same for the second word, third word and so on. Continue to highlight each word until you have unscrambled the sentence. Each word, in the order that you choose them, will appear on the bottom of the screen.

NOTE: The activity can use a mouse or the drawing pad. Mouse can be selected by using the left and right buttons. Drawing Pad can be selected by using the draw key.

5. Vowel Sounds

Many words have two vowels that are paired together to make a single vowel sound. Two possible spellings of a specific word will appear on the screen. Choose the correct spelling of the word by using your up and down arrow keys. After you have highlighted the correct word, press the **ENTER** key. You will only be given one chance to enter the correct word. After an incorrect try, the correct answer will be highlighted and a new pair of words will be displayed.

NOTES: The **HELP** key will not work in this activity.

The activity can use a mouse or the drawing pad. Mouse can be selected by using the left and right buttons. Drawing Pad can be selected by using the draw key.

6. Animal, Bird & Insect Babies

All animals, birds and insects have babies, but they are not all called "babies". Look at the animal, bird or insect name on the screen. Do you know the name of its offspring? Type in the name of the baby and press the **ENTER** key. In Level 1, the first letter and dashes representing the amount of letters in the word will be provided as a clue. In Level 2, only the dashes representing the amount of letters in the word will be provided to make it more challenging. In Level 3, there will not be any clues given.

7. Pick the Noun

A noun is a word that is used to name a person, place or thing. A list of words that begin with the same letter will appear on the screen. Use the arrow keys to highlight the noun in the list of words and then press the **ENTER** key.

NOTES: The **HELP** key will not work in this activity.

The activity can use a mouse or the drawing pad. Mouse can be selected by using the left and right buttons. Drawing Pad can be selected by using the draw key.

REMOVING THE CARTRIDGE

To remove a cartridge, follow these steps:

IMPORTANT NOTE: Do not remove the cartridge while the unit is turned on or during game play. Turn off the unit before removing the cartridge.

1. Turn **OFF** the power on **Video Quest Master Computer**.
2. Gently pull the cartridge out from the cartridge slot. Do not move the cartridge left or right when removing. Pull the cartridge straight out from the unit.



TROUBLESHOOTING

In the event of any cartridge malfunction, check the following.

1. Change batteries in main unit:
 - 4 "C" or (LR14) size batteries required.
 - Alkaline batteries recommended.
 - Check the battery compartment cover to make certain it is secure.
2. Check that the cartridge has been inserted properly.
3. Remove batteries if erratic behavior persists

If you are still having trouble after checking all of these things, please call our toll-free number at **1-800-TIGER ED** and a representative will be happy to help you.

CARE INSTRUCTIONS



Clean the **Video Quest Master Computer** with a soft, damp cloth.

Please do not put the **Video Quest Master Computer** in direct sunlight or near any source of heat.



Do not use any chemical solvents to clean the **Video Quest Master Computer**.

Don't spill anything on the **Video Quest Master Computer**.

For indoor use only.

Do not immerse in water.

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980 Woodlands Parkway, Vernon Hills, Illinois 60061 USA.
Tiger Electronics (UK) LLC.
Belvedere House, Victoria Avenue, Harrogate,
North Yorkshire HG1 1EL, England.
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