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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.

Products 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. \$5.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All products returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A

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.

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TIGER
ED.

For Ages 8 & UP
Model 09-251-01

TIGER WEBSTART
Computer

WEB PACK™ EXPANSION CARTRIDGE Instruction Manual



The Web Pack expansion cartridge adds 3 new categories and 9 new activity "sites" to the Tiger Webstart Computer experience.

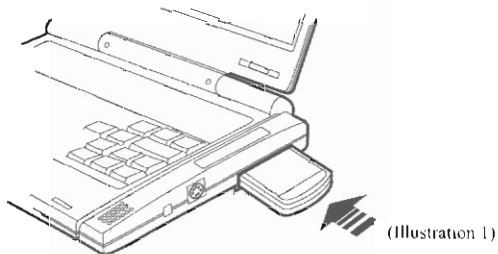
PACKAGE CONTENTS

This package includes one program cartridge and an instruction manual

INSERTING THE CARTRIDGE

To insert a cartridge, follow the steps below:

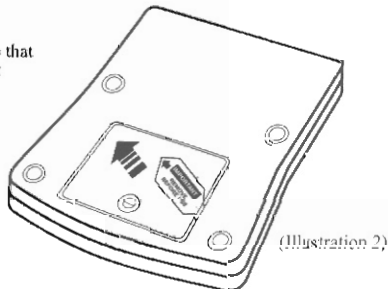
1. Turn OFF the power on the Tiger Webstart Computer.
IMPORTANT NOTE: Do not install a cartridge while the unit is turned ON or during game play. Always turn the unit off before inserting a cartridge.
2. The cartridge slot is located on the right side of the unit.
3. The cartridge label must face UP and the open end of the cartridge must face the cartridge slot. When the cartridge is positioned correctly, you will be able to see the cartridge label (see Illustration 1)
4. Gently push the cartridge into the cartridge slot. Make certain the cartridge snaps snugly into place.
5. Turn ON the power on the Tiger Webstart Computer.



(Illustration 1)

TO BEGIN PLAY

Remove the insulator tape before using. The insulator tape is the small plastic tab that protrudes out of the battery compartment on the bottom of the cartridge. Pull firmly to remove.



(Illustration 2)

After you have properly inserted the cartridge and have turned ON the main unit, wait for the main menu to appear on the screen. In the top right corner of the screen is an icon of a computer disk (see illustration 3). This represents the cartridge. Click on this icon to access the cartridge activities. If done correctly, you should see a title screen that says WEB PACK Expansion Cartridge followed by the main menu for the expansion cartridge.



(Illustration 3)

The 3 choices on the cartridge menu will be:

GAMES
SCIENCE
EDUCATIONAL

There are 3 choices within each category that can be accessed by clicking on the category name. You will then see another menu screen that shows the different activities within that category. The activities within each category will be:

GAMES

Solve the Code
Puzzle Challenge
Checkers

SCIENCE

Mathematics
Chemistry
Solar System

The SCIENCE category is the only category whose activities have sub-activities. Therefore, when you click on any of the 3 activities listed above, you will receive another menu of choices. They are as follows:

MATHEMATICS
Multiplication Table
Prime Numbers
Weights and Measures

CHEMISTRY
Periodic Table

SOLAR SYSTEM
Sun
Planets
Comets and More

EDUCATIONAL

What's It Spell
Spelling List
Tenses

MENU BAR

The menu bar works the same way that it works in the main unit. Please refer to your main unit manual. The only two icons that do not function in the cartridge are the FIND icon and the FAVORITE SITES icon

ACTIVITY DESCRIPTIONS

GAMES

Solve The Code

The object of this game is to decode the coded message that appears on the screen using the provided letter key. Each letter has been assigned a number. These numbers are used in the coded message. When the first coded message appears, you will see a blinking cursor on the first number and a small "down" arrow in the bottom left corner of the screen. Click on this down arrow to display the letter key below it which gives you the letter for each number code. Find the letter for the first number in the puzzle then click on the small "up" arrow that appears in the bottom left corner of the screen to go back to the puzzle screen. Insert the letter at the flashing cursor by pressing the letter on the keyboard and then ENTER.

Puzzle Challenge

This activity has two levels. To choose a level, simply click on the number level that you want to play. Both levels play the same way except that Level 1 provides you with clues and Level 2 does not.

The object of the game is to fill in the blanks with the numbers 0-9 so that when added up across, they equal the number all the way to the right and when added up down, they equal the number all the way at the bottom. EACH NUMBER CAN ONLY BE USED ONCE. A sample puzzle has been completed below for your reference.

8	2	7	17
5	3	4	12
8	9	1	16
19	14	12	

As you can see, $8 + 2 + 7$ across equals 17 and $8 + 5 + 6$ down equals 19. Enter a number by clicking on the square that you want to enter a number in. A flashing cursor will appear. Simply press the number on the keyboard, then click on another square. If you enter the wrong numbers, the unit will ask you to try again. You get 3 chances. After the 3rd chance, the unit will display the correct answer. If necessary, you can also press the ANSWER key on the keyboard and it will display the answer for you immediately. Are you up for the challenge?

Checkers

This game is basically an electronic checkers game where you are testing your skills against the computer. You always get to start the game. To do this, position your mouse over the piece that you would like to move and click on it. That piece will start to flash. Then position your mouse over the square that you would like to move your piece to and click on that. You will see your piece move. Once you have moved a piece, the computer will not allow you to move it again and it will not allow you to move a second piece unless you have jumped and captured your opponent's piece. After making a move, click on the PLAYER icon. This tells the computer that you have completed your turn and it is the computer's turn. You will see the computer's piece flash and move. When your PLAYER icon becomes highlighted, it is your turn again. Jump your opponent's pieces whenever you have the opportunity, but be careful. The computer can jump your pieces too! After a piece has been jumped, you will see that piece disappear. The game continues until either you have taken possession of all of your opponent's pieces or the computer has taken possession of all of your pieces.

SCIENCE - Mathematics

Multiplication Table

This is a great activity to strengthen your multiplication skills. When you click on this activity, the first thing that will appear on the screen is the multiplication table that can be used at any time for reference when doing your homework or to check an answer. However, this activity will also quiz you on multiplication. Position your mouse cursor over the down arrow on the scroll bar that appears on the right side of the screen and click on it repeatedly until a large question mark appears at the bottom of the table. If you click on this question mark, the table will disappear and a multiplication equation will appear. If you know the answer immediately, good for you! Enter it by the flashing cursor using the numbers on your keyboard and pressing the ENTER key. If correct, the unit will flash "Correct!" If incorrect, the unit will flash "Try again" and allow you to try again. After 3 incorrect answers, the unit will display the correct answer for you. If you need help with the equation and would like to refer to the multiplication table, simply click on the down arrow in the scroll bar again and the multiplication table will appear. Find the answer, click on the up arrow and enter your answer. Pressing the ANSWER key will also display the answer for you immediately.

Prime Numbers

This activity is a great informational tool when doing your homework on prime numbers. Refer to this activity "site" for the information you need about prime numbers and finish your homework with flying colors! Clicking on the down arrow in the scroll bar that is positioned on the right side of the screen will scroll the text down and allow you to read all the information available on this "site"

Weights and Measures

This activity will give you all the tools you need to convert linear measurements, area measurements, fluid volume measurements, weights and cubic measurements with the click of an icon. After clicking on the WEIGHTS AND MEASURES icon, you will see another menu screen containing the following choices.

CONVERSION FORMULAS

LINEAR MEASURES

AREA MEASURES

FLUID VOLUME MEASURES

WEIGHTS

CUBIC MEASURES

AUTOMATIC CONVERSIONS NOTE To see this choice, you will need to repeatedly click on the down arrow in the scroll bar.

Clicking on these will give you all the conversion information that you will need for the different types of measurements. Click repeatedly on the up or down arrow in the scroll bar located on the right side of the screen to scroll through the information.

The AUTOMATIC CONVERSION activity allows you to convert your own measurements by letting you choose the unit you want to convert from and the unit you want to convert to. After clicking on your choices, simply enter the figure you want to convert and press the ENTER key and the unit will automatically convert it for you. Click on the CLEAR icon to enter another figure. Click on the BACK icon in the browser bar to back out of the activity screen by screen.

SCIENCE - Chemistry

Periodic Table

This activity is great for your Chemistry homework when you have to look up a chemical element. It lists out all the chemical elements, what their symbol is and what their atomic number is. Click on the up and down arrows in the scroll bar located on the right side of the screen to scroll through the entire list.

And that's not all! Click on any element and you will be "hyperlinked" to a description of that element.

SCIENCE - Solar System

Sun

This activity will give you some great information about the sun in a concise and condensed format. Clicking on the up and down arrows in the scroll bar will allow you to scroll through the information

Planets

This activity will first supply you with some great information about our planets. However, as you scroll down further using the down arrow in the scroll bar, you will come across a picture of the solar system with all of the planets displayed. Use your up and down arrows and right and left arrows in the scroll bars located on the right side of the screen and the bottom of the screen to view the entire picture. Clicking on any planet or the sun will "hyperlink" you to information about that planet. Clicking on the back icon in the browser bar will take you back to the picture screen

Comets and More

This activity will provide you with information on COMETS, METEORIODS, ASTEROIDS and 10 famous SCIENTISTS. Simply click on the category of your choice

EDUCATIONAL

What's It Spell

The object of this game is to start with a word that the computer provides for you and delete, add or change the letters that it tells you to delete, add or change to come up with a new word. For example, it may ask you to start with the word DRAGONFLY and delete FLY. You need to enter the word DRAGON. You have 3 chances to enter the correct answer before the unit displays it for you. Each correct answer awards you with 20 points. After 5 correct answers, a new round begins. Pressing the ANSWER key will display the correct answer immediately and pressing the REPEAT key will repeat the entire instruction again.

Spelling List

This activity allows you to enter 50 of your own spelling words and will then quiz you on them. After selecting SPELLING LIST from the menu, click on ENTER NEW LIST to enter your spelling words. Enter the words one by one pressing ENTER after each one. When you have entered all of your words, click on the SAVE icon. The computer will ask you if you are sure. Click on Y or N. If you click on Y, the computer will save the words and take you back to the sub-menu screen. If you click on N, the computer will stay on the word list screen allowing you to enter more words.

Click on the QUIZ icon and the computer will proceed to quiz you on the spelling words that you entered by displaying the word briefly and then making it disappear. Enter the correct spelling of the word. You have 3 chances to enter the correct spelling before the computer displays it for you.

Tenses

This activity will quiz you on words and their past tense. There are two levels in this activity. Enter the past tense of the word that appears on the screen and press the ENTER key. Each correct answer is rewarded with 10 points. A round consists of 10 questions. You have 3 chances to enter the correct answer before the unit displays it for you. Pressing the ANSWER key will display the answer immediately.

REMOVING THE CARTRIDGE

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 the TIGER WEBSTART COMPUTER.
2. Gently pull out the cartridge from the cartridge slot. Do not move the cartridge left or right when removing. Pull the cartridge straight out from the unit

TO REPLACE THE BACK-UP BATTERIES

1. Remove the screw that holds the back-up batteries cover in place. Remove the cover. Remove the old batteries with a thin pointed, non-metallic object
2. Make sure that the new batteries can be installed within 60 seconds after the old batteries are removed, otherwise the data memory may be lost.
3. Make sure the new batteries are installed with the positive side (+) facing up. (so that you can see it)
4. Replace the back-up batteries cover and secure it in place with the screw. Press down on the cover as you replace the screw.

IMPORTANT:

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the cartridge. Note the following precautions:

- Be sure that the positive (+) side of the batteries are aligned as indicated by the engraving inside the battery compartment.
 - Never leave the dead batteries in the battery compartment
 - To avoid damage to the unit from leaky batteries, replace the batteries every three years
- Batteries should be replaced no matter how much you use them during that time.

WARNING:

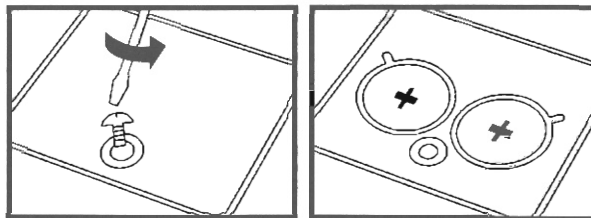
- Never try to recharge the battery supplied with the unit
- Do not expose batteries to direct heat
- Keep batteries out of the reach of small children. If swallowed, consult a physician immediately

TROUBLESHOOTING

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

1. Change batteries in main unit - 6 "AA" (LR6) batteries required.
 - Alkaline batteries recommended.
 - Check the battery compartment cover to make certain it is secure
2. Change batteries in the cartridge - 2 "LR44" (G13A)
 - Unscrew the battery door to replace batteries.
 - Replace both batteries, do not mix new & old batteries.
3. If not inserted properly, the unit will not display the disk icon in the top right hand corner of the screen. Check that the cartridge has been inserted properly and fits snugly into position.
4. 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.

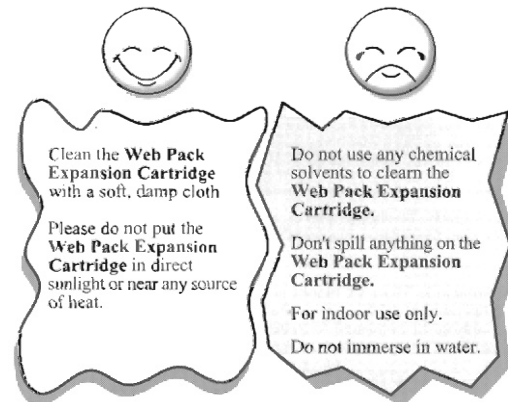


CAUTION

To ensure proper function and avoid battery leakage:

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable)
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.

CARE INSTRUCTIONS



Clean the **Web Pack Expansion Cartridge** with a soft, damp cloth

Please do not put the **Web Pack Expansion Cartridge** in direct sunlight or near any source of heat.

Do not use any chemical solvents to clean the **Web Pack Expansion Cartridge**.

Don't spill anything on the **Web Pack Expansion Cartridge**.

For indoor use only.

Do not immerse in water.

For more information about Tiger Electronics, our products and special promotions, please visit our web site at: www.tiger toys.com

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