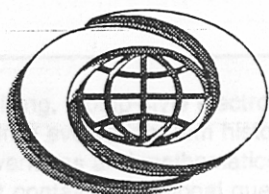


**TIGER**  
**ED.**<sup>TM</sup>

For Ages 6 & Up  
Model 9-052-4



# WORLD BOOK<sup>®</sup>

## LEARNING CENTER

### Instruction Manual





## INTRODUCTION

---

The World Book Learning Center is a talking, laptop-style electronic learning product designed to teach children everything from history and geography, to science and nature, to inventions and mathematics. There are 60 activity cards included that contain educational questions and pictures on one side with additional facts and information on the other side to further educate children.

## EQUIPMENT CHECKLIST

---

Your World Book Learning Center package contains:

- 1 World Book Learning Center
- 1 Activity Card Storage Folder
- 60 double-sided Activity Cards
- 1 Instruction Manual

## BATTERY INFORMATION

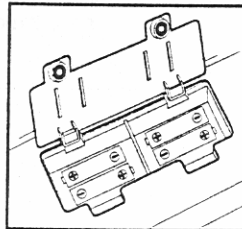
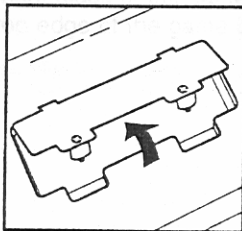
---

- Battery installation should be done by an adult.
- Always install the batteries correctly according to the positive (+) and negative (-) signs on the batteries.
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable (Nickel-Cadmium) batteries.
- Remove worn out or dead batteries immediately as they might leak and damage the unit.
- Remove any batteries if you will not use the unit for a long period of time.
- Do not use rechargeable batteries.

## INSERTING/REPLACING THE BATTERIES

---

- Place the World Book Learning Center face down on a flat surface. Unscrew the battery compartment cover and open as illustrated below.
- Insert four "AA" size batteries as shown inside the battery compartment. Alkaline batteries are recommended.
- Close the battery cover and screw into place.



1

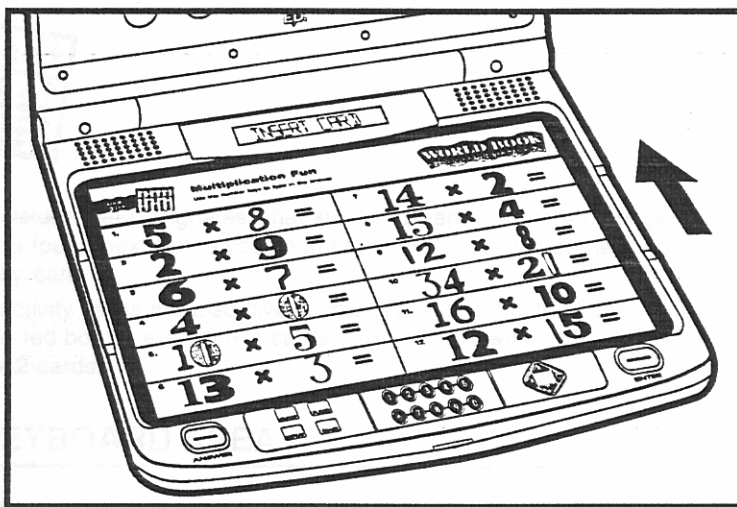


## INSERTING/REMOVING THE ACTIVITY CARDS

World Book Learning Center includes 60 activity cards. The double-sided activity cards contain educational questions with full-color pictures on one side. The other side of the cards contain additional facts, information and illustrations to further educate children.

To insert the card onto the World Book Learning Center, simply slide the top of the card under the top edge of the game board area. Make certain that the complete card rests within the game board area. If the card is not inserted properly, the activity will not begin and the LCD screen will display INSERT CARD. Remove the card and try again.

If the card is inserted properly, you will be greeted and asked to enter the card's code number.



To remove the card, use the two convenient finger grip areas on the left and right sides of the game board area and slide the card out from under the top edge of the game board area.

# ACTIVITY CARDS - SUBJECT AREAS AND LEVELS

---

The activity cards are divided into five subject areas:



Nature



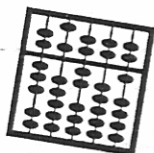
Social Studies



Science



Fun & Discovery



Mathematics

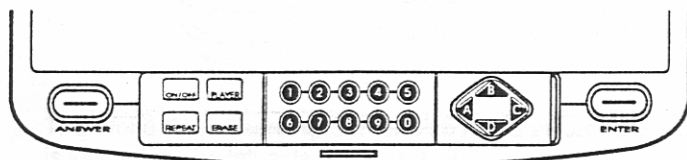
The picture that designates what subject a particular card belongs to can be found next to the code number in the upper left corner of the activity card.

The activity cards are also divided into levels of difficulty. Those cards with a red border are Level 1 cards. Those cards with a blue border are Level 2 cards.

## THE KEYBOARD AREA

---

The keyboard area consists of 20 keys and is located below the game board.

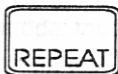




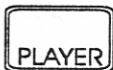
Press this key to get the answer to any question.



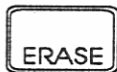
Press this key to turn on the unit and to turn off the unit. The unit will automatically shut-off after three minutes of inactivity.



Press this key to repeat a question or instructional phrase.



Press this key to change the player mode. See the section titled ONE OR TWO PLAYERS for a detailed description of the player modes.



Press this key to erase an entire entry before pressing the ENTER button.



Press these keys to enter a numeric answer.



Press these keys to enter a multiple choice answer.



Press this key after you enter a numeric or multiple choice answer to a question and every time you enter the four-digit code number.

The World Book Learning Center also has a volume control switch which is located on the left side of the unit. To increase or decrease the volume, simply slide the VOLUME button.

## ONE OR TWO PLAYERS

---

All activity cards can be played with either one player or two players. After you have entered the code number for the activity card and pressed ENTER, you can choose either the one-player mode or the two-player mode.

Press the PLAYER key at any time during game play to change the player mode.

In the one-player mode, the unit will randomly ask you to answer a specific question. In the two-player mode, the unit will instruct Player 2 to choose a question for Player 1 to answer. Player 1 answers the question. The unit will then instruct Player 1 to choose a question for Player 2 to answer. Player 2 answers the question.

The unit will beep if a player chooses a question that has already been asked during the round of play. Each question can only be asked once during each round of play.

## HOW TO PLAY

---

1. Open your World Book Learning Center by gently pressing the button on the center of the cover and then lifting the cover.
2. Press the ON key. INSERT CARD will appear on the LCD screen.
3. Choose and insert an activity card into the game board area. The unit will respond by saying: "Hello! Enter the code number and press the ENTER key." Each activity card has a four-digit code number printed in the upper left corner. When entered, this code number communicates to the unit what card you have inserted. It is very important that you enter the code number exactly as you see it on the card that you want to play or the unit will not respond logically.

Enter the four-digit code number and press the ENTER key.

4. 1P/2P will then appear on the LCD screen to designate the one-player and two-player modes. Press the "1" key if just one player is playing or the "2" key if two people are playing. Refer to the section titled ONE OR TWO PLAYERS for a more detailed explanation on how each player mode works.

5. The World Book Learning Center will then give you a verbal instruction. This instruction will also scroll across the LCD screen for your reference.
6. In addition, each activity card has its own instructions printed at the top of the card. These instructions will give you specific information on how to answer questions for that particular card.
7. To answer a question:
  1. Listen to what question the World Book Learning Center asks you to answer. Press the REPEAT key if you need to hear it again.
  2. Press the designated dot or graphic directly on the activity card OR Press the number button(s) on the keyboard OR Press one of the multiple choice letter keys (A,B,C,D) on the keyboard.

**NOTE: When answering a question by pressing the activity card on the game board, ONLY use your finger to touch the designated area. Do not use a sharp object, pen or any other instrument to activate the game board as this may damage the touch-sensitive membrane pad.**

If you answer a question correctly, a positive, reinforcing phrase will be spoken and the unit will direct you to the next question. If you answer the question incorrectly, the unit will ask you to try again. You will have three chances to answer the question correctly. If you haven't answered correctly after the third chance, the unit will display the correct answer on the LCD screen. If you want the unit to display the correct answer, press the ANSWER key before your third try.

8. A score will be displayed on the LCD screen at the end of each round. The number of questions vary for each card, therefore, the number of points you can receive will vary for each card.

### Points are scored as follows:

Activity cards with 4 questions: 25 points for each correct answer.

Activity cards with 5-9 questions: 20 points for each correct answer.

Activity cards with 10+ questions: 10 points for each correct answer.

No points will be awarded if the unit displays the answer for you or if you press the ANSWER key. No points will be deducted for an incorrect answer.

9. To get more facts and information about any particular subject, just turn a card over. Printed on the back of each card is additional information taken from the World Book Encyclopedia and Childcraft-The How and Why Library that expands that card's topic even further. For example, on card #0002, you will be asked questions about famous explorers and settlers and how they traveled. On the back of that card is detailed information about each explorer's life and what he accomplished. Learning and fun all rolled into one!
10. To change activity cards, simply remove the activity card and replace it with another activity card.
11. When you are finished using the World Book Learning Center, press the OFF key and close the cover until the button in the cover locks in place. The unit will turn itself off after three minutes of inactivity to conserve battery life.
12. The World Book Learning Center comes complete with a sturdy, plastic coated storage folder to hold all 60 activity cards. We recommend that you store your activity cards in this folder when they are not in use to protect them from any possible damage.

For your convenience, there is also a small pocket on the inside of the lid which will store up to 5 of your favorite cards.

## EXPANSION PACKS

---

World Book Learning Center is expandable with additional expansion packs that will be sold separately and that cover additional subjects.



# TROUBLESHOOTING

---

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

1. Check the battery connection and make sure all batteries are properly inserted.
2. Change batteries:
  - 4 "AA" (LR6) size batteries are required
  - Alkaline batteries are recommended
3. Check the battery compartment cover to make certain it is securely shut.

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 & MAINTENANCE

---



Clean the unit with a soft, damp cloth.

Please keep the unit away from direct sunlight or any source of heat.

Please remove the batteries if you won't be using the unit for a long period of time.

Do not use any chemical solvents.

Keep the unit away from liquids and spills.



For indoor use only.

Do not immerse in water.

Do not write on the touch-sensitive game board.

Do not use a sharp object, pen or any other instrument to activate the game board.

Do not fold, tear, or mutilate the activity cards.

Do not press on the LCD screen.



## 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 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\$ 30.00. 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.

