

Welcome to your Sabrina Psychic Dear Diary, you can have hours of fun with this unique electronic organizer.

You can store messages, change them, cancel them, or add new ones quickly and easily at any time. You can have complete secrecy too! Just use your secret password.

Sabrina Psychic Dear Diary has the following functions:

- **Phone/Address/Birthdays** - store up to 50 different names, addresses and birthdays of your friends and family.
- **Secret Password** - Certain files in your diary can be locked with a secret password, you can choose the word
- **List/Stuff** - A file to list things you want to remember
- **Calculator** - Do math problems, quickly and easily
- **Scheduler** - Stores all your appointments, and sounds an alarm in Salem's very own voice so that you don't miss them
- **Daily Alarm** - You can pre-set the time for Salem to give you a reminder or a wake-up call
- **Personal Diary** - A special file to store your thoughts and messages for each day of one calendar month
- **Horoscope** - Predicts wealth and fortune for you and your friends
- **Psychic Predictions** - Salem will make verbal Psychic Predictions of the future in response to your questions

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1. QUICK START INSTRUCTIONS

INTRODUCTION

The quick start instructions will enable you to get started, but for further details, please refer to the main set of instructions.

A trouble-shooting guide is also included.

BATTERIES

Sabrina Psychic Dear Diary comes complete with 2 X CR2032 back up batteries. You will need to insert 2 X AAAbatteries(not included).

RESET

Press the reset button using a ball point pen to clear the diary's memory. This button is at the rear of the unit.

OPENING AND SWITCHING THE UNIT ON/OFF

To open the diary press the release button at the front of the organizer. The lid opens up to reveal the main diary keypad.

The unit can be activated/deactivated via the **ON/OFF** switches

SETTING THE DATE AND TIME

Press the **ON** button followed by the button marked **EDIT**

The prompt MMDDYY, asks you to enter a 6-digit date on the message line

1. Type in two digits each for;-

- i) Month MM (01-12)
- ii) Day DD (01-31)
- iii) Year YY (98,99,00)

The cursor moves one character to the right as each digit is entered.

- e.g.** If you wish to input the date June 11 1999, key in 06 11 99
- i.e. the MONTH first



Figure 1

2. Press **“ENTER”** to store the date.

The prompt HH MM, then appears on the screen for hours and minutes.

- Key in the hours then the minutes and A or P for AM or PM. The cursor indicates where the next digit will start.

e.g. 10.30A means 10.30 A.M.

- Press enter to store the time.

If you want to change a digit while setting the date/time use the

▶ right and ◀ left direction / cursor keys. Then type in the new digit.

Note: Press **“QUIT”** at any time to exit the date/time setting mode.

USING THE MENU

Once switched **ON** press **ENTER**, the Menu screen then appears(See Figure 2).

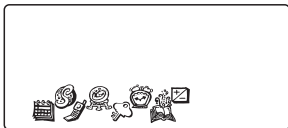



Figure 2

The 8 icons that appear, make up the menu.

Please turn to the section **GETTING YOUR DIARY READY** on page 7 for more detailed information.

Notice that the cursor is blinking on one of these icons.

Move around the menu using the ◀ left and ▶ right direction/ cursor keys until the desired icon/file is blinking. Then press **“ENTER”** to access that file.

eg - If you want to enter a name, address, phone number and birthday, then move to the  icon so that it is blinking. Then press **“ENTER”** to access that file.

Press the **B** or **G** key to indicate if you are entering a boy or girl's details. The screen will then prompt you to enter the following details:

1. NAME? Enter the name and press **ENTER**
2. TEL NO.? Enter the number and press **ENTER**
3. ADDRESS? Enter the address and press **ENTER**
4. BIRTH? MMDDYY? Enter the birthday and press **ENTER**
QUIT to return to menu.

USING YOUR FUNCTION KEYS

Once in the File of your choice, you will need to know how to use the functions on your diary keypad.

EDIT: Changing information in your files.



SEARCH: Diary automatically looks for words that you previously stored.

DELETE: Pressing this key removes the character symbol above the cursor.


Also erases information in a file.

SYMBOL: One or more of 11 pictures which select categories of information in daily diary. Symbols that appear are shown on page 9 of the main instruction booklet.

DIRECTIONAL BUTTONS

Use the  and  buttons to scroll through the files.

PASSWORD

You may like to secure your files with a password. To do so select the secret password icon on the Menu  and press **ENTER**.

Enter a 4 character password and press **ENTER**. You are then prompted to Retype. Please retype your password and press **ENTER**.

Note: the password will not be displayed on the screen at any point.

By moving the ◀ left and ▶ right direction/cursor keys select “ON” at the next option and press “ENTER”.

Your password is now active.

IMPORTANT: YOU MUST REMEMBER YOUR PASSWORD. IF YOU FORGET IT YOU WILL BE LOCKED OUT OF YOUR FILES. THE ONLY WAY TO ACCESS THESE FILES WILL BE TO PRESS THE RESET BUTTON, WHICH WILL ERASE THE INFORMATION CONTAINED WITHIN THE DIARY.

2. TROUBLESHOOTING

No Power	Ensure the plastic tags have been removed from the back up battery compartment Check to see if the batteries are good and inserted correctly in main compartment and back-up battery compartment Press the reset button if you have done the above and there is still no response.
LCD display is faint	Check to see if the batteries are good and inserted correctly.
Psychic function does not work	Check the AAA batteries in the main compartment. They probably need replacing.
Files locked with password	Press the reset button, if the password is not known. NOTE: ALL DATA WILL BE LOST IF THE PASSWORD IS FORGOTTEN.
Loss of data within files	Ensure plastic tags have been removed from the back-up battery compartment Check that the back-up battery is good and inserted correctly
Unit freezes or will not turn off	Press the reset button.

If you are still having difficulties, please call our consumer helpline at - (800) 844-3733

3. GETTING YOUR DIARY READY



Figure 3

3a. ICONS

Figure 3 shows icons that you will see on your diary screen. Learn to recognize them, as you will be using them often.



Phone / Address

You can store the name (up to 15 letters), phone number (12 numbers), address (street, town, county, up to 40 digits) and birthday (4 digits) for up to 50 of your friends and family.



Secret Password

Your secret password locks out others from reading your most private files. These files; Daily Diary and Phones / Address.



Lists / Stuff To Remember

You can list up to 5 things that you want to keep track of. Each one can be 40 characters long.



Scheduler

Tells you the date and time and stores your appointment information up to 15 characters. You can set the scheduler to ring an alarm to remind you of appointments. This is an alarm in Salem's voice "That's a Yes!". Up to 7 appointments can be stored. Current data will be displayed as well as an indicator about diary content on a particular date.



Daily Alarm

You can set your Salem voice alarm at any time of the day, to remind you of things or to wake you up. When the alarm goes off you will hear Salem say "That's a Yes!"



Personal Diary

You can store one message with up to 32 letters / numbers / digits, spaces, and 4 symbols for each calendar day for up to 40 days. Days can be any order that you desire, and each day can be in any year you choose.



Salem's Psychic Predictions

You can ask Salem any Yes/No type of question and then press the "Ask Salem" psychic button. Salem will make his verbal prediction with one of 8 possible responses. The prediction will also appear simultaneously on the display screen.



Calculator

You can make the calculations you desire on the 8-place calculator using +, -, x, ÷, =, clear and number keys.



Horoscope

You can find predictions, symbols for luck, fortune and other symbols in your horoscope. First put in your birth date. Then you put in the horoscope date. Your horoscope displays as a personal message on screen, up to four star signs (fortune), up to four heart symbols (luck), and other meaningful symbols.

3b. SYMBOLS

Symbols that appear on your SABRINA PSYCHIC DEAR DIARY LCD screen are:



Sun



Rain



Snow



You may receive a gift



A good day to read a book



A good day to watch TV



A good day to go shopping



A good day to stay at home



Possibility of a little sadness for the day



Possibility of extra happiness for the day



Guard against trouble for the day



Luck symbols



Fortune symbols

3c. WORDS YOU SHOULD KNOW

CHARACTER - Any letter, number or punctuation mark (see also letter and digit).

CURSOR - A blinking line under a space on the screen, where any character is or where one can be entered.

DELETE - Pressing this key removes the character or symbol above the cursor. Delete also erases information in a file.

DIGIT - A number digit, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 etc.

EDIT - Changing information stored in the diary

ENTER - Pressing the **ENTER** key verifies (stores) information you have put in your diary. **ENTER** also performs other functions.

ICON - One of the 9 pictures that describes the 9 files (functions) in your diary

LETTER - Any letter A - Z

MENU - This is a list of 8 icons that identifies the 8 main functions in your diary

MODE - This is the way your diary is being operated. Example: Diary is operating in the **SCHEDULER** mode. Sometimes the word **FUNCTION** is used instead of mode.

PASSWORD - You may use a 4-character password to lock your daily diary and phone/address files. Only by using the password (or deactivating the password), can you enter these files.

PROMPT - The diary puts a question on the screen that asks you to do something.

QUIT - Stops using the file you are in, and returns you to the initial screen. Also leaves the initial screen and returns to the menu.

SCREEN - The LCD screen of your diary. The screen is also sometimes called the "DISPLAY"

SCROLL - Moving the cursor to the right or the left to read information on the screen

SEARCH - Diary automatically looks for words that you have previously stored

SPACE/CLEAR - Adds a space to anything typed on the screen, or clears the screen

STORE - Records information in the diary (usually by pressing the **ENTER** key)

SYMBOL - One or more of 11 pictures which select categories of information in various files. Fortune ✨ or Luck 💞 symbols may appear alone or in multiples of up to four.

4. INSTALLING OR REPLACING BATTERIES

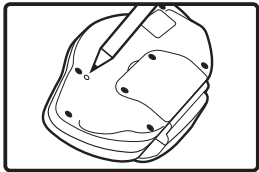
RESET OPERATIONS

By pressing the reset button, you can delete all of the data previously put in to the diary. A screen will ask you,

CLEAR ALL? Y/N

By pressing **Y** (YES), all data will be deleted
N (NO) will return you to the initial screen.

BE SURE TO PRESS RESET
BUTTON BEFORE YOU USE DEAR
DIARY FOR THE FIRST TIME.



REPLACING BATTERIES

This diary is powered by 2 x AAA(not included), and 2 x CR2032 batteries(included).

The 2 x AAA are the main batteries, and the 2 x CR2032 are back-up batteries. The main batteries provide power for normal operations, the back-up batteries protect data stored in memory when changing the main 2 x AAA batteries.

If the LCD display becomes dim, this means you should turn off

your diary and replace the main batteries. Your diary is protected by the back-up batteries during replacement of the main batteries. If your Psychic function does not work (Salem's voice can not be heard), this means you should turn off your diary and replace the main batteries. The main battery provides power for normal operations. The back-up batteries protect data stored in memory when changing the main 2 X AAA batteries.

Memory contents are lost when both the main batteries and the back-up batteries are removed. Be sure to always leave one of the batteries in place to protect memory contents. If however, you remove the main batteries for any time, memory retention will depend entirely on the condition of the back-up batteries in place, memory contents are likely to be damaged. If memory seems corrupted, clear it using RESET.

IMPORTANT

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

- Be sure that the positive (+) side of the back-up battery is facing up, so that you can see it.
- Never leave dead batteries in the battery compartment.
- To avoid damage to the unit from leaky batteries, replace both the main batteries and the back up batteries every three years. Batteries should be replaced no matter how much you use the diary during that time.

WARNING:

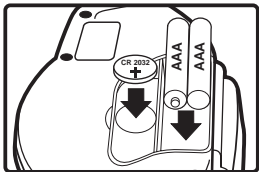
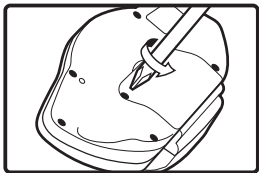
Never try to recharge the batteries supplied with Sabrina Psychic Dear Diary.

Do not expose batteries to direct heat.

Keep batteries out of reach of small children. If swallowed consult a doctor immediately.

TO REPLACE THE MAIN BATTERIES

1. Switch power off, remove the screws which hold the battery compartment cover in place, then remove the battery compartment cover.
2. Remove the old batteries.
3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the Sabrina Psychic Dear Diary, making sure that its positive(+) side is facing up (so that you can see it).
4. Replace the main battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.
5. Replace the battery compartment cover and the screws that secure it in place.

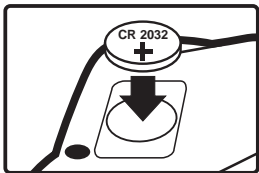


WARNING:

DO NOT CLOSE THE BATTERY DOOR ONCE YOU REMOVE THE MAIN BATTERY. YOU MUST REPLACE MAIN BATTERY BEFORE CLOSING BATTERY COMPARTMENT OR ALL FILES WILL BE DELETED!

TO REPLACE THE BACK-UP BATTERY

1. Always be sure to leave the main batteries in place to protect the memory contents before you replace the back-up batteries.
2. Remove the screw that holds the back-up battery cover in place. Remove the cover, then remove the old batteries with a thin pointed, non-metallic object.



3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the organizer, making sure that its positive (+) side is facing up (so that you can see it).
4. Replace the back-up battery cover and secure it in place with its screw. Press down the cover as you replace the screw.
5. Replace the battery compartment cover and screws that secure it in place.

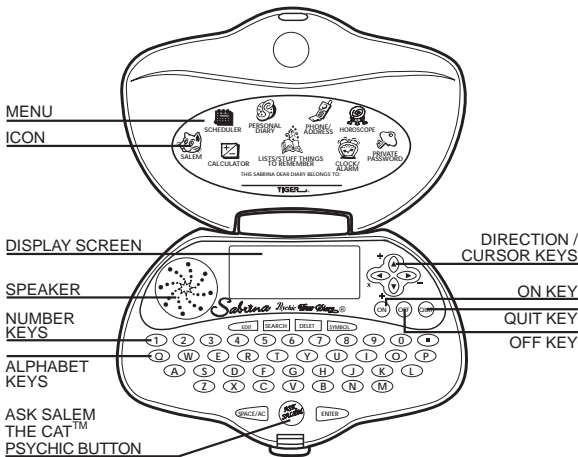
For proper function:

- To ensure proper function:
- Do not mix new & old batteries.
- Do not mix alkaline, standard or rechargeable 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.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short circuited.
- High temperatures 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.
- Replace batteries when the screen becomes dim.
- Do not use a pencil or pin to press the reset button. Use a ball-point pen.
- Clean only with a piece of soft dry cloth.

5. HOW YOUR SABRINA PSYCHIC DEAR DIARY WORKS

5a. CONTROLS AND INDICATORS

Controls and indicators that you use to operate your diary are explained below. Note that control names appear in bold typeface throughout this instruction booklet



MENU: The Menu consists of 8 icons and the word **SELECT**, which appears on the screen. You use the Menu to enter any of the 8 files of your diary.

DISPLAY SCREEN: A bright LCD screen displays all your files and information recorded in them.

ICONS: 8 pictures appear on the menu screen. Use the direction keys to select any icon (picture). The selected icon blinks when chosen.

SYMBOLS: You may store any of 11 symbols on various screens to describe your thoughts and feelings.

NUMBER 0-9 KEYS: pressing 1, 2, 3, 4, 5, 6, 7, 8, 9, or 0 key makes that digit appear on screen above the cursor.

PERIOD/DECIMAL KEY: Pressing the period key puts a period above the cursor. In calculator mode, pressing the decimal key makes the decimal symbol appear above the cursor.

ALPHABET KEYS A - Z: Pressing any key A through Z, makes that letter appear on the screen. The keys are laid out like a typewriter or computer (QWERTY) keyboard.

DIRECTION KEYS: 4 keys move the cursor around the screen.

Pressing the ▲ (up) key moves the cursor up one line. Pressing the ▼ (down) key moves the cursor down one line. Pressing the ► (right) key moves the cursor one space to the right. Pressing the ◀ (left) key moves the cursor one space to the left.

CALCULATOR Keys: These are the same as the Direction keys, but they operate the calculator. Press the + (plus) key to add two numbers. Press the - (minus) key to subtract two numbers. Press the x (multiplication) key to multiply two numbers. Press the ÷ (divide) key to divide one number by another.

ON and OFF KEYS: Press the ON key to turn your diary on. Press the OFF key to turn your diary off.

QUIT KEY: Press the QUIT key to go back to the original screen of the file. Press QUIT twice when in a file to return to the Menu.

EDIT KEY: Pressing the EDIT key starts the edit function.

SEARCH KEY: Pressing the SEARCH key starts the search function.

DELETE KEY: Press the DELETE key to cancel the character above the cursor screen.

SYMBOL KEY: Pressing the SYMBOL key allows you to use the direction keys to choose one of 16 symbols to add to a file.

SPACE/CLEAR KEY: Pressing the SPACE key puts a space above the cursor. Pressing the clear key clears the calculator screen.

ENTER/= KEY: Press the **ENTER** key to verify (store) information you have put in a file. This key is used in the calculator mode as an equal (+) operation. Example $2 + 2 = 4$.

5b. USING YOUR SABRINA PSYCHIC DEAR DIARY

Remove the label which is adhered to the screen before use.

TURN ON and OFF

Simply press the **ON** button to turn your diary on, and press the **OFF** button to turn your diary off.

EDIT PROCEDURE

“Editing” is changing information in your files. You may make typing errors, or you may decide later to change words and numbers.

EDITING CHARACTERS



Editing characters occurs on the top row of the LCD screen. It is not necessary to do the edit now, but you will be referred back to this procedure when you are working in your files.


Procedure


1. When you are in a file, press **EDIT** to select the edit mode.
2. The blinking cursor indicates where you can add a character. You can delete characters in the edit mode and add new characters in their places.
3. When you type in a character, it is inserted above the cursor. Then the cursor automatically moves one place to the right. To replace a character above the cursor, press **DELETE**. Then type in the new character.

NOTE: As you edit (add or change) characters, the words (the cursor moves to right) automatically move to the

left to make room for more characters. The total number of characters you can add depends on the files you are using.

4. You move the blinking cursor to the left or right by using the  (right) or the  (left) direction key.

NOTE: When the message is too long to fit on the screen, small arrowheads appear at either or both ends to show you that more characters are off the screen.  arrowhead tells

you more characters are off the right side of the screen.  arrowhead tells you more characters are off the left side of the screen. Use the right and left direction keys to scroll back and forth to reach any part of the message for viewing and editing.

5. When you finish editing, press **ENTER** to store editing changes.
6. If you want to stop editing at any time, press **QUIT**.



EDITING DATE

The prompt MMDDYY asks you to enter a 6 digit date on the message line near the right side of the screen.

Procedure

1. When a date is prompted, the cursor appears under the first M.
2. Type in six digits for month MM (01-12), date DD(01-31) and year YY (98,99,00, etc). The blinking cursor moves one character to the right as each digit is entered.

Example: For June, 25,1999, key in 062599

3. If you want to change a digit, use the  (right) and  (left) direction keys to move the cursor to the digit you want to change. Then type in the new digit.
4. Press **ENTER** to store the date. If the date is impossible (June 13, 1990 for instance), the word INVALID appears on the screen. The screen goes back to MMDDYY prompting screen

after you press any key so you can put in a valid date.

5. Press **QUIT** at any time to stop the procedure.

EDITING TIME

Certain files display the time for your convenience.

Procedure

1. To edit time, the prompt HHMM appears on the screen for hours and minutes, followed by A or P for AM or PM.
2. Key in hours and minutes and A or P. Cursor indicates where the next digit will appear on screen.

Example: 10:30 A means 10:30 AM.

(Colon blinks to show that clock is running)

3. Press **ENTER** to store time.
4. If an impossible time is entered, the word INVALID appears on screen. Press any key to start over.

Press **ENTER** to store the time correctly.

5. To cancel the procedure, press **QUIT** at any time.

SCROLLING

The message line on the LCD screen can have 12 characters. If you key in more than 12 characters, an arrowhead appears on the left side. This means that letters are off the screen and can be viewed by using the ◀ (left) direction key. Also, if there are letters off the right side of the screen, an arrowhead appears on the right. The letters can be viewed by using the ▶ (right) direction key. When you are in a message, use the right and left direction keys to scroll back and forth to read the entire message.

INITIAL SCREEN

Procedure

1. Press **ON** to turn diary on.



Figure 4

2. The initial screen shows the following;
 - a. Today's date, month, and year
 - b. Day of the week
 - c. Current time, AM or PM
3. If day, date and time are correct, go to step 6. To set the day, date and time, go to step 4. Note: You are now ready to open any file.
4. If the time has not been set, the display shows 01/01/98 MON 12:00 A and a clock symbol. The clock starts automatically.
5. If initial screen is incorrect, press **EDIT** and do the "Editing Date" and "Editing Time" procedures, see page 18.
6. When initial screen is correct, press **ENTER**. The menu screen will appear.
7. One of the 8 icons is blinking. You can go directly to that mode by pressing **ENTER** key now, or you can select a different icon by using direction keys (up, down, right, left). The blinking icon always shows the icon (file) you select.

PERSONAL DIARY

The PERSONAL DIARY file is where you make your diary entries. You can store new diary listings, edit existing information, or search and view entries you have already made. Daily diary messages may be locked, and can only be opened with a secret password that you alone know.



Figure 5

Procedure

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Select PERSONAL DIARY icon with ◀ left and ▶ right direction keys, and press **ENTER** to go to your diary.
3. Your daily diary stores up to 32 characters and four symbols for each of the 40 days. Dates do not need to be chronological, and not even in the same year.
4. Practice the following things to learn to use your diary.
 - a. Entering diary from Menu
 - b. Selecting yesterday, today and tomorrow screens
 - c. Recognizing all images on the screen
 - d. Storing a date and a message
 - e. Practice editing, deleting, and adding symbols to a message
 1. Enter message
 2. Enter symbols
 3. Edit message
 4. Delete messages
 - f. Returning to Menu at any time
5. Figure 5 on page 21 shows typical screens for yesterday, today and tomorrow.
 - a. The day (FRI), date (010399), and daily diary icon show on the screen. If a message is stored, *** also appears.

- b. Press ▲ (up) key. Yesterday's screen appears. *** indicates a message is stored.
 - c. Press ▼ (down) key twice; tomorrow's screen appears (SAT, 040199)
 - d. Practice selecting days by using ▲ (up) and ▼ (down) keys.
6. When today's screen is selected and *** does not appear; no message is stored.
- a. Press **ENTER** twice to start inputting message.
- IMPORTANT NOTE:** If the password feature is **ON**, you will be prompted to key in the password. If diary is locked, key in your secret password. Press **ENTER**.
If figure 6 screen appears, repeat step 5.

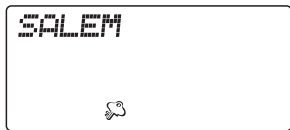


Figure 6

- b. Press character (letter, number) keys to store a message.
 - c. Press **ENTER** to save message
- NOTE:** - Arrowheads will appear at either end of a message to indicate part of a message is off the screen. Use ► (right) and ◀ (left) keys to scroll back and forth through messages.
- d. Press **SYMBOL**; symbols appear on screen.
 - e. Use direction keys to select a symbol (sad face, happy face etc)

Press **ENTER** to add the symbol to your message. Press **SYMBOL** again to re-enter the message. Up to four symbols can be added to each message.

- f. To store another message, press ▼ (down) key and key in letters or numbers. Also add symbols if you wish.
 - g. To edit a message, see page 24.
 - h. To delete a message press **DELETE**.
 - i. To exit the message, press **QUIT**. The previous days screen appears.
 - j. Press **QUIT** again to return to the menu.
7. Making diary entries for future days.
- a. Select today's screen
 - b. Press ▼ (down) key to select tomorrow screen. For **example:** FRI screen of Figure 5 appears. *** does not appear; no message is stored.
 - c. You may store a message now; see step 6d.
 - d. For a future date, press **ENTER**.
 - e. Diary prompts you to enter the future date for the message.
MMDDYY means month (01 to 12), day (01 to 31), and year (98, 99, 00 etc).
 - f. Move cursor to the first M, and use number keys to put in the month MM, the day DD, and the year YY. The example shows January 03 1999. As you press each key, the cursor automatically moves to the right one space. When the date is complete, press **ENTER**, the word **MESSAGE?** Appears on screen.
 - g. You may store a message and symbol now; see step 6
 - h. Press **ENTER** to save a message and symbols
 - i. To put message in for other future days, repeat step 6
 - j. Press **QUIT** once or twice to return to the Menu

8. **SEARCH** for a message

- a. Select today's screen
- b. Press **ENTER** to select a screen for a new message.
DATE? Prompt appears.
- c. Press ▲ (up) and ▼ (down) keys to view stored messages, or:
- d. Key in the date you are searching for
- e. Press **SEARCH** to find that day's message. If there is no message for that day, the screen shows NOT FOUND.
- f. Use **EDIT** or **DELETE** if changes need to be made to a message.
- g. Press **QUIT** once or twice at any time to return to the Menu.

PHONE/ADDRESS

The **PHONE/ADDRESS** is where you put names, phone numbers, addresses and birthdays of up to 50 of your favorite people. This file may be locked, and can only be opened with a secret password (unless your password is deactivated).



Figure 7

Procedure

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use direction keys to select **PHONE/ADDRESS** icon
3. Press **ENTER**.

IMPORTANT NOTE:

If the password feature is “**ON**”, you will be prompted to key in

the password. See page 31.

4. Press the B & G key to indicate whether you are entering or searching a boy's or girl's phone number and address.

NOTE: To view names / addresses /phone numbers, use ▲ (up) and ▼ (down) keys to read the file, or key in the name and press **SEARCH** for searching.

5. NAME? Appears on screen. Press letter keys to store the name of your friend (up to 15 letters)
6. Press **ENTER**. TEL. NO? prompt appears.
7. Press number keys to store phone number (12 digits maximum), press **ENTER** See Figure 8.

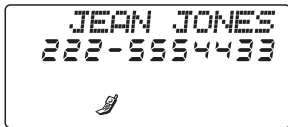


Figure 8

Example: Press 222 5554433 to store area code (222) and phone number 555-4433.

8. ADDRESS? Prompt appears. Press keys to store address (up to 40 characters). Press **ENTER**.
9. BIRTH? MMDD prompt appears. Press keys to store a friend's birthday. MMDD (4 digits for month and day)



Figure 9

Example: Press 0806 for August 06.

10. When you finish with the birthday, press **ENTER**. All data is

saved in memory. NAME? Prompt appears on screen again, and you can store another friend's information. You can store up to 50 friends.

11. Use ▲ (up) and ▼ (down) keys to review names and addresses.
 12. Press **EDIT** to change words in a file; see page 17.
 13. To erase a name/address/phone number, select the entry and press **DELETE**.
 14. Press **QUIT** to return to screen (initial B/G screen). Press **QUIT** twice to return to the Menu.
- Note:** Press **QUIT** once or twice at any time to return to Menu.

HOROSCOPE

The HOROSCOPE file lets you find luck, fortune and other predictions for any day of the year. You can also find the horoscopes for your friends.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use direction keys to select the horoscope icon.
3. Press **ENTER** to open the horoscope file. The screen of Figure 10 appears.



Figure 10

4. Press number keys to store your birthday. Example: 120878 is for December 8, 1978. Instead of your birthday, you can key-in a friend's birthday. Press **ENTER**.
5. The next screen prompts you to key in a past, present or future date for which you want a horoscope. Press **ENTER**.

Figure 11 shows June 1, 1996, as an example



Figure 11

6. Figure 12 is a typical horoscope.



Figure 12

7. See below and Figure 13 for a typical message and meanings of symbols.



Figure 13

a. Fairly good
(message)

Overall outlook for the day



b. Sun symbol

Sunny day forecast



c. Rain symbol

Rainy day forecast












d. Gift symbol

You may receive a gift



e. Book symbol

A good day to read a book

	f. Red Cross (Doctor) symbol	You may wish to consult a doctor
	g. TV symbol	A good day to watch TV
	h. House symbol	A good day to stay home
	i. Hearts symbol	Possibility of happiness or romance
	j. Star Sign symbol	Possibility of good fortune
	k. Sad face symbol	Possibility of a little sadness for the day
	l. Happy face symbol	Possibility of extra happiness for the day
	m. Troublesome face symbol	Guard against trouble for the day
	n. Luck symbol	Luck of the day. One, 2, 3, or 4 hearts. Four hearts predict the greatest luck.
	o. Fortune symbol	Wealth of the day. One, 2, 3, or 4 fortune symbols. Four fortune symbols predict the greatest wealth.

8. For additional horoscopes, press **QUIT** once to return to the current birthday, Figure 11, then start again with step 5.

9. Press **QUIT** twice to return to screen 1 (Figure 10) for entering new birthdays. Then start again with step 4.

NOTE: Press **QUIT** 3 times to return to Menu.

CALCULATOR

Your diary includes a calculator for you to add, subtract, multiply or divide quickly and easily.

Procedure

1. Press **ON** and **ENTER** (or press **QUIT** and **ENTER** if you are using another file) to access the Menu.
2. Use direction keys to select the **CALCULATOR** icon.
3. Press **ENTER** to call up the calculator.
4. Do addition, subtraction, multiplication, and division as follows:

NOTE: Use the decimal point (blue) key to enter a decimal point in any computation.

Addition: Press **2**, press **+**, press **2**, press **=**. The sum is 4.

$$2 + 2 =$$

Press **SPACE/CLEAR** to clear the screen at any time.

Subtraction: Press **8**, press **-** (minus), press **4**, press **=**. The difference is 4.

$$8 - 4 =$$

Multiplication: Press **4**, press **x** (times), press **4**, press **=**. The product is 16.

$$4 \times 4 =$$

Division: Press **2** and **5**, press **÷** (divide), press **5**, press **=**. The dividend is 5.

$$25 \div 5 =$$

5. Press **SPACE/CLEAR** to clear the screen.
6. Go back to step 4 to use calculator again.

NOTE: Press **QUIT** at any time to return to Menu.

SCHEDULER

You can store up to 7 appointments. Each appointment has a date and time and up to 15 letters for notes. Sabrina Psychic Dear Diary will ring an alarm in Salem's voice as a reminder for each appointment. This feature is like an alarm clock. It shows the current date and other dates to let you know that appointments are stored in the file.

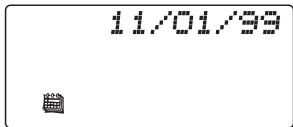


Figure 14

Procedure:

1. Press the **ON** and **ENTER** (or press **QUIT** once or twice if you are using a file) to access the Menu.
2. Use direction keys to select the **SCHEDULER** icon.
3. Press **ENTER**. The following screen will appear;
4. Key in appointment date. Figure 14 shows November 01 1999
5. Key in time you want the alarm to sound. See “**EDITING TIME**” on page 19.

NOTE: On desired date and time, alarm will sound in Salem's voice, reminding you of your appointment , and the stored messages will be shown. Press any key once to stop the alarm and twice to return to the current screen.

6. Press **EDIT** to change words in the file.
7. To delete an appointment, choose the appointment, and press **DELETE**.
8. Press **QUIT** to return to the initial scheduler screen. Press **QUIT** twice to return to the Menu.

DAILY ALARM

You can set the alarm to go off at any time of the day, and you do not have to be in scheduler mode to set your daily alarm.



Salem can give you a wake up call by saying "That's a Yes!"

Procedure

1. Press **ON** and **ENTER** (or press **QUIT** and **ENTER** if you are using another file) to access the Menu.



Figure 15

2. Use the direction keys to select the DAILY ALARM icon.
3. Press **ENTER** to call up the DAILY ALARM FILE. The following screen will appear;
4. The prompt “” or “” appears, key in the time you want your alarm to sound. See “EDITING TIME” on page 19.
5. Press **EDIT** to turn **ON/OFF** the alarm.
6. Press **QUIT** to return to the original Daily Alarm screen. Press **QUIT** twice to return to Menu.

SECRET PASSWORD

If you would like to protect secrets in some of your files so that no one else can read them, use a 4 character (letter or number) secret password. When activated, the Daily Diary and Phone/Address files can only be opened by using the password. (All other files *cannot* be locked with a password.)



Figure 16

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the directional arrow to select the “KEY” icon. A prompt asks you to store a 4-letter **PASSWORD**. (figure 16)
3. Choose a 4-letter password, and key it in. The first time you type the password, the prompt asks you to key it in again to check for spelling errors.

IMPORTANT NOTE:

YOU MUST REMEMBER YOUR PASSWORD. WRITE IT DOWN SOMEWHERE IF YOU NEED TO. IF YOU FORGET YOUR PASSWORD AND HAVE NOT WRITTEN IT DOWN, YOU WILL BE LOCKED OUT OF VERY IMPORTANT FILES. THE ONLY WAY TO RE-ENTER THESE FILES WILL BE TO PRESS THE RESET BUTTON LOCATED ON THE BOTTOM OF THE DIARY. TO PRESS THE RESET BUTTON, YOU MUST USE THE TIP OF A PEN. BE CAREFUL! THIS PROCEDURE WILL DELETE ALL FILES FROM YOUR DIARY.

4. Key in the password again. Press **ENTER**.
5. The diary then prompts you with three options. (figure 17).
Read this step carefully. Then go to step 6 to activate the password.

ON/OFF/EDIT

(cursor is under **ON**)



Figure 17

ON - Pressing **ENTER** activates the password.

OFF - If you do not want to use the password, use - (right) direction key to select OFF (cursor will be under the word OFF). Pressing **ENTER** turns off the password.

EDIT - If you want to change the password, press - (right) direction key to select edit (cursor will be under the word **EDIT**). Pressing **ENTER** allows you to change the password. Pressing **ENTER** twice deletes the password.

6. Use the - (right) and (left) direction keys to select an option. Choose which option you want.

NOTE: When the password is "on", you must use the password to access the following files: Daily Diary, and Phone/Address files.

7. Press **QUIT** to return to initial password screen.

Press **QUIT** twice to return to Menu.

ASK SALEM-PSYCHIC PREDICTIONS

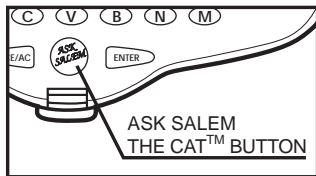


Figure 18

Procedure

1. Ask any yes/no type of question. Press the "**ASK SALEM THE CAT™**" Psychic button and he will make his prediction with one of 8 different phrases.

Example: you ask "Will I go to the Senior Prom?" and press the "**Ask Salem The Cat™**" button. He might respond with "ABSOLUTELY!" or "NOT GONNA HAPPEN". This message would also appear simultaneously on the screen.

LISTS/STUFF TO REMEMBER

The Lists/Stuff file lets you keep track of things you want to remember or To-Do Lists. You can store up to 5 things you want to keep track of or remember, and each thing can up to 40 characters.

Procedure

1. press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Use the direction keys to select the lists/Stuff icon.
3. Press **ENTER** to select the Lists/Stuff file. The following screen will appear.



Figure 19

4. Scroll through you current list by using the ▲ (up) and ▼ (down) direction keys. Press **ENTER**.
 5. key in your list items(each list item can be up to 40 characters - letters or numbers).
 6. Press **EDIT** to change words in file.
 7. Press **DELETE** to erase lists file.
 8. To view a list that you have previously stored, push the ▲ (up) or ▼ (down) direction.
- Note:** When you open your lists file again, your lists will appear in alphabetical order.
9. Press **QUIT** to return to original Lists screen. Press **QUIT** twice to return to menu.

6. CAUTION/DEFECT AND DAMAGE

- To ensure proper function:
- Do not mix new & old batteries.
- Do not mix alkaline, standard or rechargeable 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.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short circuited.
- High temperatures 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.
- Replace batteries when the screen becomes dim.
- Do not use a pencil or pin to press the reset button. Use a ball-point pen.
- Clean only with a piece of soft dry cloth.

7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

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.

Product 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.\$18.00. 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 product 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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