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980 Woodlands Parkway, Vernon Hills, Illinois 60061
PRINTED IN HONG KONG

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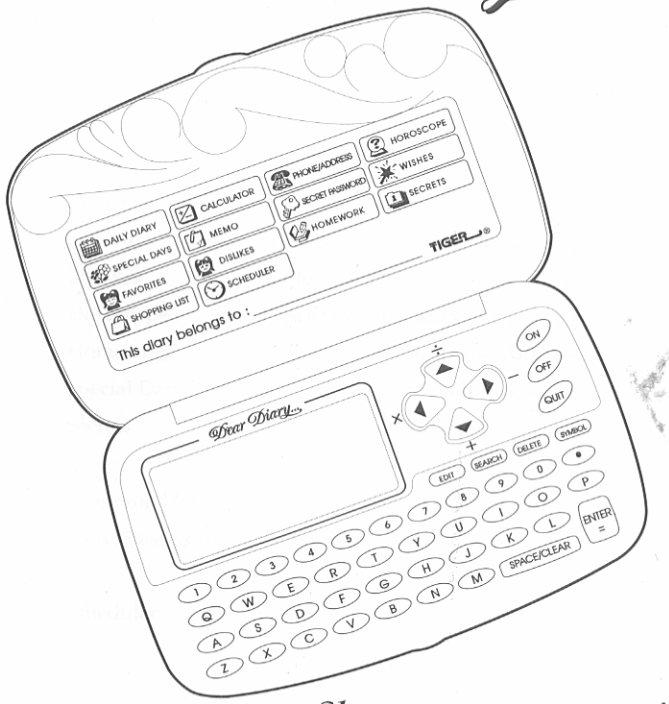
MODEL 71-006

TIGER ELECTRONICS INC.®

Dear Diary...™



Share your secrets with. . . .
"Dear Diary"

Dear Diary is a place where you can electronically store alot of information! 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.

Certain files can only be opened with your secret password. Dear Diary has 14 different functions which are explained below.

Daily Diary	A place to store your thoughts and messages.
Wishes	A place to store your wishes.
Calculator	Do math problems, quickly and easily.
Phone/Address	A place to keep names, addresses and phone numbers.
Favorites	A file to list your favorite things.
Dislikes	A file to list the things you don't like much.
Horoscope	Predicts wealth and fortune for you and your friends.
Homework	Keeps lists of your homework assignments for a week.
Special Days	A complete list of your special days.
Secrets	A very private place to keep your secrets.
Memo	Store messages.
Shopping List	Put a complete record of your shopping needs.
Secret Password	Certain files in your diary can be "locked" with a secret password, and you choose the secret password!
Scheduler	Stores appointments and sounds an alarm so you won't miss them.

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Getting Your Diary Ready

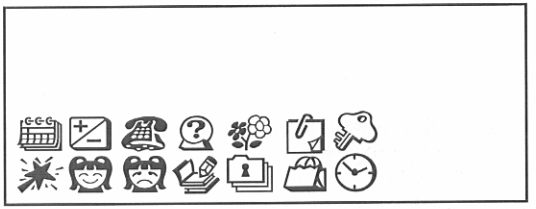


FIGURE 3-1

Figure 3-1 shows icons that you will see on your diary screen. Learn to recognize them; you will be using them often.

DAILY DIARY
You can store one message with up to 32 letters/number digits, spaces, and four symbols for each calendar day for up to 50 days. Days can be in any order that you desire, and each day can be in any year you choose.

WISHES
You can store up to 10 wishes, each having up to 40 characters, spaces and punctuation.

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

PHONE/ADDRESS
You can store the name (up to 15 letters), phone number (12 digits and 3 decimal points), street address, city and state (up to 40 letters) and birth date for up to 50 friends.

FAVORITES
You can list up to 20 things; records, friends, days, colors, and animals. Each favorite can be up to 15 characters (including spaces).

DISLIKES
You can list up to 10 things you like least. For instance, you can list records, friends, days, colors, and animals. Each dislike can be up to 15 characters.

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 the screen, up to four dollar signs (fortune), up to four heart symbols (luck), and other meaningful symbols.

HOMEWORK
You can enter homework assignments for up to five days. Every day you will be able to enter up to 50 characters, punctuation, as well as spaces (total of 250 characters for the week).

SPECIAL DAYS
You can record as many as 20 special days (birthdays, anniversaries, dates, and other days) which have special meaning. First put in a date (10/23/94 for instance) and a short description (up to 15 characters).

SECRETS
You can store up to 10 secrets, each having up to 40 characters. When you recall them, they appear in alphabetical order (secrets starting with "A", then "B", and so on).

MEMO
You can store up to 10 memos, each having as many as 40 characters.

SHOPPING LIST
Your list can be up to 120 alphabetical characters.

SECRET PASSWORD
Your secret password locks out others from reading certain files. These files are: Daily Diary, Phone/Address, Secrets, Wishes, Favorites, Special Days, and Dislikes. The following files are not protected by your password: Horoscope, Homework, Shopping List, Calculator, Memo, and Scheduler.

SCHEDULER
Tells you the date and time and stores your appointment information. The scheduler rings an alarm to remind you of appointments. Up to 10 appointments can be stored. Current date will be displayed as well as an indicator about diary content on a particular date.

Symbols that appear on your Dear Diary LCD display are:

WORDS YOU SHOULD KNOW

CHARACTER: Any letter, number or punctuation character (also see 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, symbol above the cursor. Delete also erases information in a file.

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

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.

HOROSCOPE: A forecast of a person's fortune and future based on the stars.

ICON: One of 14 pictures that show you 14 files (functions) in your diary.

LETTER: Any letter **A** - **Z**.

MENU: This is a list of 14 icons that identifies the 14 main functions in your diary.

MODE: This is the way your diary is being operated. Example: Diary is operating in the "calculator" mode. Sometimes the word "function" is used instead of mode.

PASSWORD: You may use a 4-character password to lock your daily diary, phone/address file, secrets file, wishes file, favorites file, special days file, and dislikes file. 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 to initial screen. Also leaves initial screen and returns to Menu.

SCREEN: The LCD screen of your diary. The screen is sometimes called the "display"

SCROLL: Moving the cursor to the right or left to read infromation on the screen.

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

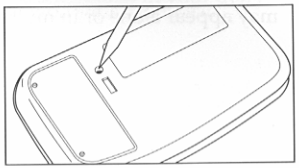
SPACE/CLEAR: Adds a space or clears a calculator computation.

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

SYMBOL: One or more of 16 pictures which select categories of information in various files. Fortune (dollar sign) or luck (heart) symbols may appear alone or in multiples of up to four.

Installing or Replacing Batteries

Reset Operations:



- By pressing the reset button, you can of delete all the data previously in put. 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 two 3V button-cell batteries, both of which are type CR2032. One is the main battery, and the other is the back-up battery. The main battery provides power for normal operations, The back-up battery protects data stored in memory when changing battery.

If the LCD display becomes dim, this means you should turn off the diary and replace the main battery. Your diary is protected by the back-up battery during main battery replacement.

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

Important:

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

- Be sure that the positive (+) side of each battery is facing up, so 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 battery and the back-up battery 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 Dear Diary.
- Do not expose batteries to direct heat.
- Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

To Replace The Main Battery:

1. Switch power off, remove the screws that holds the battery compartment cover in place, then remove the battery compartment cover. (Figure 1)

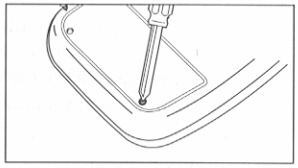


FIGURE 1

2. Remove the screw that holds the main battery cover in place. Remove the cover, then remove the old battery.

3. Insert a thin, pointed, non-metallic object into small hole and remove the old battery A. (Figure 2)

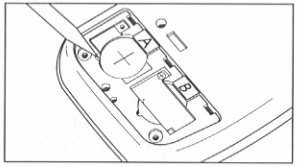


FIGURE 2

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!

4. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the Dear Diary, making sure that its (+ve) side is facing up

5. Replace the main battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.

6. Replace the battery compartment cover and the screws that secure it in place.

To Replace the Back-Up Battery:

1. Be sure always to leave main battery in place to protect memory contents before you replace back-up battery.

2. Remove the screw that holds the back-up battery cover in place. Remove the cover, then remove the old battery with a thin pointed, non-metallic object. (Figure 3)

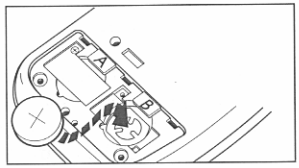


FIGURE 3

3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the Dear Diary, 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 on the cover as you replace the screw.

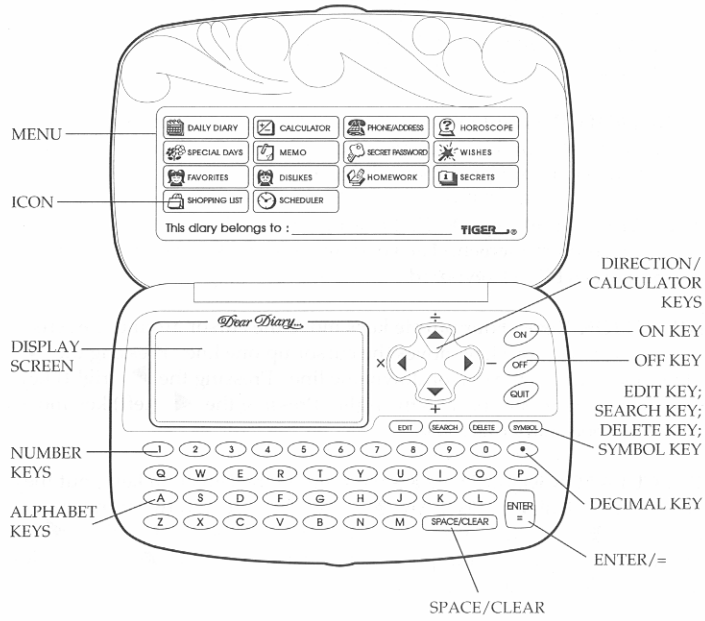
5. Replace the battery compartment cover and the screws that secure it in place.

For proper function:
- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES

How Your "Dear Diary" Works

CONTROLS AND INDICATORS

Controls and indicators that you use to operate your diary are explained below. Note that control names appear in boldface type throughout this book. Please note that each time a key is pressed, a tone sounds to let you know the key has been operated.



MENU: The Menu consists of 14 icons and the word SELECT that appears on the screen. You use the Menu to enter any of 14 files of your diary.

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

ICONS: Fourteen pictures appear on the menu screen. Use the direction keys to select any icon (picture). The selected icon blinks when chosen. Icons are described on page 3.

SYMBOLS: You may store any of sixteen symbols on various screens to describe your thoughts or feelings. Symbols are described on page 5.

NUMBER 0-9 (blue) Keys: Pressing **1, 2, 3, 4, 5, 6, 7, 8, 9** or the **0** key makes that digit appear on screen above the cursor.

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

ALPHABET (blue) 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: Four purple 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 on the 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. In the calculator mode, pressing the **CLEAR** key clears the calculator screen.

ENTER/= Key: Press the blue **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.

USING YOUR DEAR DIARY

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

TURN ON and TURN 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 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 ◀ (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 (93, 94, 95, etc.). The blinking cursor moves one character to the right as each digit is entered.

   Example: For June 25, 1993, key in 062593.

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 43, 1990, for instance), the word INVALID appears on the screen. The screen goes back to MMDDYY 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 and **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 the screen.

   Example: 10:30 A means 10:30 AM.
   (Colon blinks to show clock is running.)

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

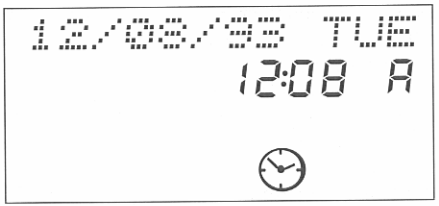


FIGURE 9-1. SCREEN UPON INITIAL TURN-ON.

Procedure:

1. Press **ON** to turn diary on.
2. The initial screen shows (Figure 9-1).
   a. Month, today's date, 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. Page 2 lists all files.

4. If the time has not been set, the display shows 01/01/94 SAT 12:00 A and 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 15.
6. When initial screen is correct, press **ENTER**. The Menu screen will appear.
7. One of the 14 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.

DAILY DIARY

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

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Select DAILY DIARY icon with direction keys, and press **ENTER** to go to your diary.

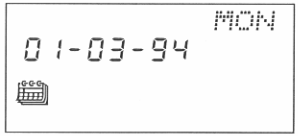


FIGURE 9-2. DAILY DIARY SCREENS.

3. Your daily diary stores up to 32 characters and four symbols for each of 50 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 message
   e. Practice editing, deleting, and adding symbols to a message.
      1. Enter message.
      2. Enter symbols
      3. Edit messages.
      4. Delete messages
   f. Returning to Menu at any time.
5. Figure 9-2 shows typical screens for yesterday, today and tomorrow.
   a. The day (MON), date (010394), and daily diary icon show on the screen. If a message is stored, *** also appears.
   b. Press ▲ (up) key. Yesterdays screen appears. *** indicates a message is stored.

   c. Press ▼ (down) key twice; tomorrow screen appears (TUE, 010494).
   d. Practice selecting days by using ▲ (up) and ▼ (down) keys.
6. Select today's screen. *** 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. See page 28. If diary is locked, key in your secret password. Press ENTER. Screen 1 of Figure 9-2 appears. Repeat step 5.

   b. Press character (letter, number) keys to store a message.
   c. Press **ENTER** to save message.

      NOTE: ▶ and ◀ arrowheads appear at either end of a message to indicate part of the message is off the screen. Use ▶ (right) and ◀ (left) keys to scroll back and forth through message.

   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 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 14.
   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 Menu.
7. Making diary entries for future days.
   a. Select today's screen.
   b. Press ▼ (down) key to select tomorrow screen. For example: TUE screen of Figure 9-2 appears. *** does not appear; no message is stored.
   c. You may store a message now; see step 6.
   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 (93, 94, 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 June 30, 1993. 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 symbols now; see Step 6.
h. Press **ENTER** to save message and symbols.
i. To put message in for other future days, repeat Step 6.
j. Press **QUIT** once or twice to return to Menu.

9. SEARCH for a message.
   a. Select todays 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 days message. If there is no message for that day, the screen shows NOT FOUND.
   f. Use **EDIT** or **DELETE** if changes are desired to a message.
   g. Press **QUIT** once or twice at any time to return to Menu.

NOTE: Press **QUIT** once or twice at any time 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:

FIGURE 11-1. CALCULATOR SCREEN.

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 = 4

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

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

8 - 4 = 4

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

4 x 4 = 16

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

25 ÷ 5 = 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.

PHONE/ADDRESS

The PHONE/ADDRESS is where you put names, phone numbers, addresses and birth dates 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).

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**. The screen of Figure 12-1 appears.

FIGURE 12-1. FRIENDS SCREEN.

IMPORTANT NOTE: If the password feature is "on," you will be prompted to key in the password. See page 28.

4. Press the **B** or **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). See Figure 12-2.

   Example: Press 638.138.1986 to store area code (638) phone number 138-1986 .

FIGURE 12-2. NAME SCREEN.

8. ADDRESS? prompt appears. Press keys to store address (up to 40 characters). See figure 12-3. Press **ENTER**.
9. BIRTH? MMDD prompt appears. Press keys to store a friend's birth date MMDD (4 digits for month and day).

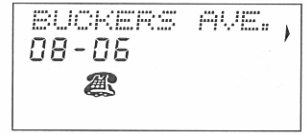


FIGURE 12-3. ADDRESS SCREEN.

   Example: Press 1208 for December 8.

10. When you finish with the birth date, 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 file; see page 14.
13. To erase a name/address/phone number, select the entry and press **DELETE.**
14. Press **QUIT** to return to screen of Figure 12-1. Press **QUIT** twice to return to 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 13-1 appears.
4. Press number keys to store your birth date. Example: 120878 is for December 8, 1978. Instead of your birth date, you can key-in a friend's birth date. 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 13-2 shows June 6, 1993, as an example
6. Figure 13-3 is a typical horoscope.

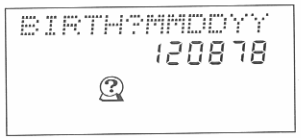


FIGURE 13-1. HOROSCOPE SCREEN.

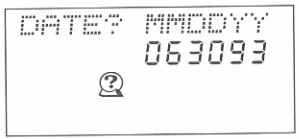


FIGURE 13-2. HOROSCOPE SCREEN.

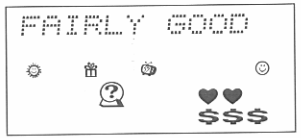


FIGURE 13-3. TYPICAL HOROSCOPE

7. See below and Figure 13-4 for a typical message and meanings of symbols.

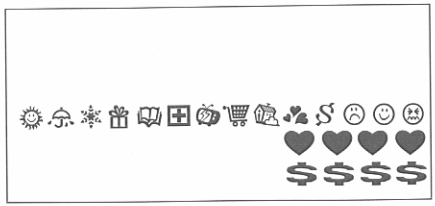


FIGURE 13-4. SYMBOLS.

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.	Dollar 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 dollar signs. Four dollar signs predict the greatest wealth

8. For additional horoscopes, press **QUIT** once to return to the current birthdate, Figure 13-2, then start again with step 5.
9. Press **QUIT** twice to return to screen 1 (Figure 13-1) for entering new birthdates. Then start again with step 4.

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

SPECIAL DAYS

Special days file lets you store a list of 20 special days. You store each date followed by a short description (up to 15 characters). Put in special days in any order you want. Your special days are automatically arranged by year, then by date. Special days file may be locked, and can only be opened with a secret password (unless your password is deactivated).

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 SPECIAL DAYS (flower) icon.
3. Press **ENTER** to call up the SPECIAL DAYS file. The SPECIAL DAYS screen, Figure 14-1, appears.

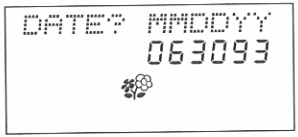


FIGURE 14-1. SPECIAL DAYS SCREEN.

IMPORTANT NOTE: If the password feature is "on," you will be prompted to key in the password. See page 28.

4. The screen prompts you to enter the month, day and year of your special day. Key-in the six digits you desire. Figure 14-1 shows June 30, 1993. Press **ENTER**.
5. Key in a brief description after the date (up to 15 letters).
6. Key in additional special days, dates and messages. Press **ENTER**.
7. Press the ▲ (up) or ▼ (down) direction key to view special days you have already stored.
8. To edit (change) a date/description, Press **EDIT** and make the changes.
9. To erase the date/description, press **DELETE**. You may re-enter a new date & description to replace the deleted one.
10. On the DATE? prompt screen, key in the date you are looking for. Press **SEARCH**.
11. The date and message you want appears on the screen. Press the ▼ (down) direction key to check for the same dates with other messages.

12. Press **EDIT** to edit the searched record; see page 14. Press **DELETE** to erase the selected record.
13. Press **QUIT** to return to screen of Figure 14-1. Press **QUIT** twice to return to Menu.

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

MEMO

Your memo file stores up to 10 memos, each having 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 MEMO icon. Press **ENTER**.
3. The screen prompts you with the word, MEMO. Figure 15-1.

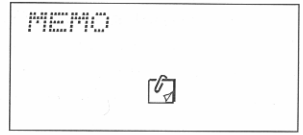


FIGURE 15-1. MEMO SCREEN.

4. Use the letter or number keys to store each memo (up to 40 characters). The screen displays only 11 characters. The arrows at the right ▶ or left ◀ of the memo show you that the scroll feature can be used to view the complete memo.
5. Viewing and editing: When the MEMO word appears on the screen, use the ▼ (down) and ▲ (up) direction keys to view all stored memos.
6. Searching: When the MEMO word appears on the screen:
   a. Type in the message you want to find.
   b. Press **SEARCH**. The first memo matching your words appears on the screen.
   c. Press the ▼ (down) key to see the next memo if you desire.

7. Press **EDIT** to change the memo; see page 14.
8. Press **DELETE** to erase the memo.
9. Press **QUIT** to return to screen of Figure 15-1. Press **QUIT** twice to return to Menu.

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

SECRET PASSWORD

If you would like to protect secrets in some of your files so that no one can read them except you, use a 4-character (letter or number) secret password. When activated, only by using the password can daily diary, phone/address, secrets, wishes, favorites, special days, and dislikes files be opened. All other files cannot be locked with a password.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if you are using another file) to access the Menu.
2. Select the key icon. A prompt asks you to store a 4-letter PASSWORD (Figure 16-1).

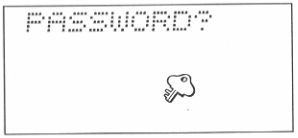


FIGURE 16-1. PASSWORD SCREEN.

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 16-2). Read this step carefully. Then go to step 6 to activate the password.

   ON/OFF/EDIT (cursor is under ON)

   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.

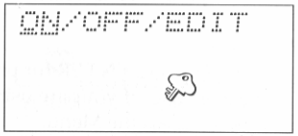


FIGURE 16-2. ON-OFF-EDIT SCREEN.

   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. Actuate the option you want.

   NOTE: When the password is "on," you must use the password to access the following files: Daily Dairy, Phone/Address, Secrets, Wishes, Favorites, and Dislikes files.

7. Suggestion — you may "hide" your password in an "unlockable" file, such as: Homework or Memo.
8. Press **QUIT** to return to screen of Figure 16-1. Press **QUIT** twice to return to Menu.

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

WISHES

The WISHES file lets you store up to 10 wishes, each having up to 40 letter or number characters. Your wishes file can be locked, and can only be opened with a secret password (unless your password is deactivated).

Procedure

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if your are using another file) to access the Menu.
2. Use direction keys to select the WISHES icon.
3. Press **ENTER** to call up the WISHES file. The screen of Figure 17-1 appears.

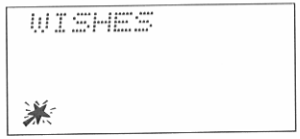


FIGURE 17-1. WISHES SCREEN.

IMPORTANT NOTE: If the password feature is "on," you will be prompted to key in the password. See page 28.

4. To view a wish that has previously been entered, push either the ▲ or ▼ direction keys.
5. You can store up to 10 wishes. Use the character keys to store a wish. Press **ENTER** to put a wish into memory.
6. Key in additional wishes. Press **ENTER** to store each wish.
7. To edit, select the wish. Press **EDIT**; see page 14.
8. Press **DELETE** to erase a selected wish.
9. Press **QUIT** to return to screen of Figure 17-1. Press **QUIT** twice to return to Menu.
10. Key in the first word of wishes and press **SEARCH** for searching.

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

FAVORITES

Your favorites file stores up to 20 of your favorite things. Each favorite thing can be up to 15 characters long. This file can be locked, and can only be opened with a secret password (unless your password is deactivated).

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 FAVORITES icon.
3. Press **ENTER** to select the FAVORITES file. Screen of Figure 18-1 appears.

FIGURE 18-1. FAVORITES SCREEN.

IMPORTANT NOTE: If the password feature is "on," you will be prompted to key in the password. See page 28.

4. Choose a favorite thing file by using ▲ (up) and ▼ (down) direction keys:
   RECORD
   FRIEND
   DAY
   COLOR
   ANIMAL
5. Press **ENTER** to select the favorites file you want.
6. Key in the characters of your favorite things.
7. View and Edit: When the cursor is blinking on the screen, press the down direction key to see the first favorite thing. Press ▲ (up) and ▼ (down) keys to see all of your favorite things.
8. Search: When you see a blinking curser on the screen:
   a. Key in the words you want to search for. Press **SEARCH**.
   b. The favorite thing is selected from the file.
   c. Press **EDIT** to change the words; see page 14. Press **DELETE** to erase the favorite thing.

9. Press **EDIT** to change a favorite thing; see page 14.
10. Press **DELETE** to erase a favorite thing from file.
11. Press **QUIT** to return to screen of Figure 18-1. Press **QUIT** twice to return to Menu.

Press QUIT once or twice at any time to return to Menu.

DISLIKES

You can store up to 10 things you dislike most, and each thing can be up to 15 characters. This file may be locked, and can only be opened with a secret password (unless your password is deactivated).

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 DISLIKES icon.
3. Press **ENTER** to select the dislikes file. Screen of Figure 19-1 appears.

FIGURE 19-1. DISLIKES SCREEN.

IMPORTANT NOTE: If the password feature is "on," you will be prompted to key in the password. See page 28.

4. This file uses the same prompts as FAVORITES file.
5. Select a dislike by using ▲ (up) and ▼ (down) direction keys. Press **ENTER**.

6. Key in the characters which spell your dislike. Press **ENTER** to store your selection.
7. View and Edit: When cursor blinks on the screen, press the ▼ (down) key to see your dislikes. Press the ▲ (up) and ▼ (down) keys to see the complete list of dislikes.
8. Search: When you see the blinking cursor on the screen:
   a. Key in the words you want to search for.
   b. The dislike appears on the screen. Use ▲ (up) and ▼ (down) keys to look at other things.
   c. Press **DELETE** to erase the dislike.
9. Press **EDIT** to change words in file; see page 14.
10. Press **DELETE** to erase a selected dislike.
11. Press **QUIT** to return to screen of Figure 19-1. Press **QUIT** twice to return to Menu.

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

HOMEWORK

You can store assignments for up to five different days; each day's assignments may consist of up to 50 letters and/or numbers.

FIGURE 20-1. HOMEWORK SCREEN.

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 the direction keys to select the HOMEWORK icon.
3. Press **ENTER** to select the HOMEWORK file. Figure 20-1 screen appears.
4. Key in your assignments — up to 50 characters per file. You are allowed five different entries (files).
   Press **ENTER** to store your assignments.
5. To view the file, press ▲ (up) and ▼ (down) direction keys.
6. To add assignments, access the file and key in new assignments. Press **ENTER**.
7. To change assignments in file, press **EDIT**; see page 14.
8. Press **DELETE** to erase homework file.
9. Press **QUIT** to return to screen of Figure 20-1. Press **QUIT** twice to return to Menu.
10. Key in the first word of the file and press **SEARCH** for searching.

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

SHOPPING LIST

List your shopping needs with up to 120 alphabetical characters.

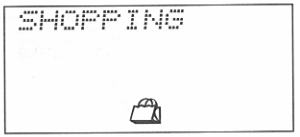


FIGURE 21-1. SHOPPING SCREEN.

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 SHOPPING LIST icon.
3. Press **ENTER** to select your shopping list. Figure 21-1 screen appears.
4. Key in items you want on your list (up to 120 characters).
5. To review your list, use the ▶ (right) and ◀ (left) direction keys to scroll through the list.
6. Press **EDIT** to change words in file; see page 14.
7. Press **DELETE** to erase the file.
8. Press **QUIT** to return to screen of Figure 21-1. Press **QUIT** twice to return to Menu.

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

SECRETS

This file stores up to 10 of your secrets; each secret can have up to 40 characters. This file can be locked and can only be opened with a secret password (unless your password is deactivated).

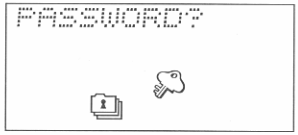


FIGURE 22-1. PASSWORD SCREEN.

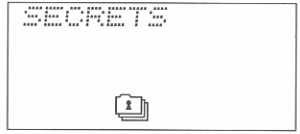


FIGURE 22-2. SECRETS SCREEN.

Procedure:

1. Press **ON** and **ENTER** (or press **QUIT** once or twice if using another file) to access the Menu.
2. Use direction keys to select the SECRETS icon.
3. Press **ENTER** to open your secrets file. PASSWORD? screen (Figure 22-1) appears if your password is activated. Otherwise, the SECRETS screen (Figure 22-2) appears.
4. Key in your secrets (each secret can be up to 40 alphanumeric letters).
5. Press **EDIT** to change words in file; see page 14.
6. Press **DELETE** to erase secrets file.
7. To view a secret that you previously stored, push the ▲ or ▼ direction key. Key in the first word of the secrets and press **SEARCH** for searching.

   NOTE: When you open your secrets file again, your secrets appear in alphabetical order.

8. Press **QUIT** to return to screen of Figure 22-1. Press **QUIT** twice to return to Menu.

Press **QUIT** once or twice at any time to return to Menu.

SCHEDULER

You can store up to 10 appointments. Each appointment has a date and time and up to 15 letters for notes. Dear Diary will ring an alarm for each appointment as a reminder.This feature is just like an alarm clock. It shows the current date and other dates to let you know that appointments are stored in the file.

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**. Screen of Figure 23-1 appears.
4. Key in appointment date. Figure shows June 30, 1993.
5. Key in time you want the alarm to sound. See "Editing Time" on page 15.

   NOTE: On desired date and time, alarm will sound... reminding you of your appointment and stored messages will be shown. Press anykey once to stop the alarm and twice to return to the current screen.

6. Press **EDIT** to change words in file; see page 14.
7. To delete an appointment, choose the appointment, and press **DELETE**.
8. Press **QUIT** to return to screen of Figure 23-1. Press **QUIT** twice to return to Menu.

FIGURE 23-1. SCHEDULER SCREEN.

NOTE: Press **QUIT** once or twice at any time to return to Menu.
When Dear Diary is off. It will alarm on the desired date and time for a minute. It will turn off 3 minutes later when you are not using it.

Caution

High temperature 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.

Defect or Damage

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - Day Limited Warranty

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$20.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys 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.

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 damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a sturdy carton with plenty of newspaper, foam or other padding and tie it securely.
2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail. After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$20.00 payment for the repair service.