Contents

1. INTRODUCTION

Headstart Computer teaches basic learning skills with 30 activities, a built-in mouse, over 450 vocabulary words and an onscreen menu … all in a unique laptop style! **Headstart Computer** focuses on 5 major educational categories: Spelling, Vocabulary, Math, Word Games and Number Games. Your child can learn and have fun at the same time!

2. EQUIPMENT CHECKLIST

- **Headstart Computer** unit
- Mouse is attached to the unit
- Instruction Manual

3. INSERTING/REPLACING BATTERIES

IMPORTANT:

Battery installation should be done by an adult. Always install the batteries correctly according to the positive (+) and negative (-) signs on the batteries.

When inserting/replacing batteries, make certain that the unit is turned OFF.

- Place the unit face down on a flat surface. Lift the battery compartment cover.
- Insert 4 "AA" / LR6 size batteries, as shown below.
- Close the battery compartment cover, making certain that it snaps shut.
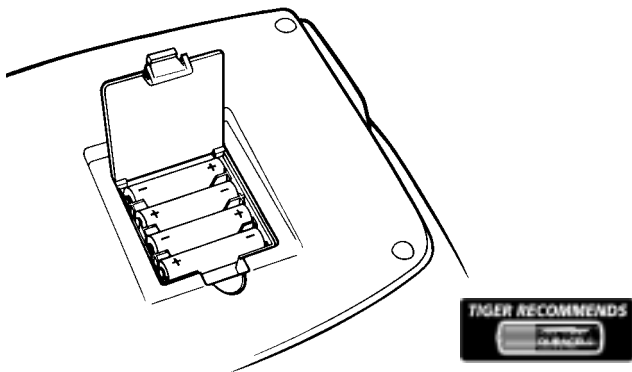
To ensure proper function of **Headstart Computer** :
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the unit before being charged.
- Rechargeable batteries are only to be charged under adult supervision.

- 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 unit.
- The supply terminals are not to be short-circuited.
- Alkaline batteries are recommended.
- Remove all batteries if you will not use the unit for an extended period of time.

4. OPENING HEADSTART COMPUTER

To open **Headstart Computer** , press the orange release button on the front of the cover (see illustration below). Lift the top of the unit to reveal the keyboard and screen.
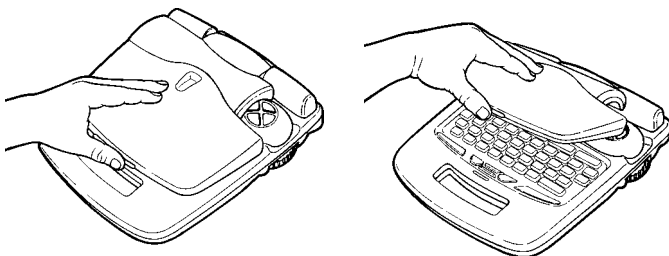
5. MOUSE

Headstart Computer includes a functioning mouse. The mouse is permanently connected to the unit. Do not attempt to disconnect the mouse as this will cause damage to the mouse.

To release the mouse from the unit, gently pull out the mouse from the storage area. The cable is approximately 20" long.

To retract the mouse and place it back into the storage area, locate the green dial found on the right side of the unit. Turn the dial in a clockwise direction until the entire mouse cable is rewound and the mouse fits into the storage area on the unit.

To use the mouse, make certain the mouse rests on a flat surface.

The mouse has 4 directional-arrow keys and an ENTER key. The mouse will work in every activity in which the arrow keys would be used. Any time you would use the arrow keys on the keyboard, you could use the mouse arrow keys instead.

6. THE LCD SCREEN

The LCD screen is 12 characters wide and 2 lines high. All activities will be shown on this screen.

The CONTRAST button is located below the screen on the left side of the lid. To change the CONTRAST of the screen, slide the CONTRAST button to the right to make the screen lighter or to the left to make the screen darker.

7. KEYBOARD

Headstart Computer has a raised, QWERTY keyboard. Take a moment to review the keyboard before you begin to play.
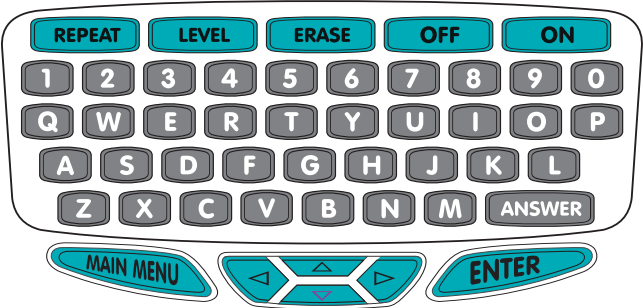
REPEAT
Press this key when you want the unit to repeat a question in an activity.

LEVEL
Most activities have two levels. To change levels, press the LEVEL key and the unit will switch from Level 1 to Level 2 or from Level 2 to Level 1. Level 2 activities are more difficult than Level 1 activities.

ERASE
In an applicable activity, press this key to erase an entire entry before pressing the **ENTER** key.
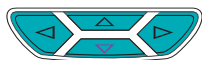
ON
OFF
Press the **ON** key to turn on the unit. Press the **OFF** key to turn off the unit. The unit will automatically shut off after three minutes of inactivity.

ANSWER
Press this key when you want the unit to provide you with the answer to a question.

MAIN MENU — Press this key to view the main menu. You can press this key at any time during an activity to return to the main menu.

Press these keys, one at a time, to move the cursor up, down, left or right.

ENTER — Press this key to choose a category and an activity from the main menu or after entering your answer to a question.

8. CHOOSING A CATEGORY

Headstart Computer focuses on 5 major educational categories. The 5 categories to choose from are:

Spelling
Vocabulary
Word Games +
Math
Number Games

To select a category, turn ON the unit and wait for the unit to ask you to "Pick a Category." Using the up or down arrow keys on the keyboard or on the mouse, scroll down the list of categories until the cursor is next to the category you want to select. Press the **ENTER** key on the keyboard or on the mouse.

If you change your mind and want to return to the main menu of categories, simply press the **MAIN MENU** key and you will be returned to the list of categories.

Note: There is a selection in this menu for choosing CARTRIDGE. This function can only be used if you insert a cartridge (sold separately) into the unit. This category selection will not function unless a cartridge is inserted. Details of this function will be explained in the cartridge manual.

9. CHOOSING AN ACTIVITY

Each category has 5 or more activities listed in menu format. After selecting a category, you will enter the activity menu. Using the up or down arrow keys on the keyboard or on the mouse, scroll down the list of activities until the cursor is next to the activity you want to select. Press the **ENTER** key on the keyboard or on the mouse.

The following is a list of each category and the activities that are within that category:

Spelling

Letter I.D.	Letter Match
First & Last Letters	Word Match
What's Missing	Spelling
ABC Order	Scrambled Word

Vocabulary

Definitions	Rhyme Time
Homonyms	Category Game
Fill In The Blank	Sentence Jumble

Word Games +

What Am I?	Search A Word
How Many?	Odd One Out
Word Search	Music Fun

Math

Number Match	123 Order
Add One	Bigger or Smaller?
Math Mania	

Number Games

Nonstop Numbers	First & Next Numbers
Number Rally	Number Search
Guess the Number	

For a complete description of each activity, please review the section titled ACTIVITIES below.

10. ACTIVITIES

The following is a description of each activity within each category. In most activities, if you enter the correct answer, the unit will give you a positive response. If you enter an incorrect answer, you will be given two tries to enter the correct answer. After the second incorrect try, the correct answer will be displayed and the unit will move onto the next question.

1. SPELLING Category

LETTER I.D.

The object of this activity is to identify a specific letter of the alphabet and type it on the keyboard. The unit will ask you to type a specific letter. Type in the letter.

LETTER MATCH

The object of this activity is to use short-term memory recall to find matching pairs of letters, one letter in each row. This activity has two levels. The letters are hidden behind two lines of blank squares. The unit will ask you to "Find the correct answers." Using the left or right arrow keys, move the cursor to any blank square on the top line and press **ENTER**. A letter will be revealed and the cursor will automatically move to the bottom line of squares. Again using the left or right arrow keys, move the cursor to any blank square where you think the matching letter is hidden and press **ENTER**. If the letter on the bottom line matches the letter on the top line, the unit will give a positive response and the two squares will disappear. If the letter does not match, the two letters will "turn over" again. Continue uncovering squares until all the letters in the puzzle have been matched.

FIRST & LAST LETTERS

The object is to determine the first or last letter of a given word. This activity has two levels. The unit will ask you a question. Type in the correct letter and press **ENTER**. For example, "Bake starts with which letter?" The answer to the question is the letter "B". In this example, type in "B" and press **ENTER**.

WORD MATCH

The object is to find a given word in a list of other words. This activity has two levels. One word will appear on the first line of the screen for approximately 5 seconds and then disappear. The screen will then display four words. Using your arrow keys, move the cursor to the original word within the list of 4 words and press **ENTER**. Press the **REPEAT** key at any time to view the original word.

WHAT'S MISSING

The object is to add a missing letter to complete a specific word. The unit will display a word with one letter missing on the top line of the screen. There will be several letters on the bottom line of the screen. The unit will ask you to find the correct answer and then tell you the word. You can choose the correct letter to complete the word by using one of the following two methods: 1) Using the left and right arrow keys, move the cursor under the correct letter and press **ENTER** or 2) Using the keyboard, type in the correct letter. The letter will jump up to the first line into the blank space.

SPELLING

The object is to recognize and type letters that form words which are given by the unit. This activity has two levels. The unit will say, "Type" and then it will spell a word. Using the keyboard, type in the letters exactly how the unit asked you to type them and press **ENTER**.

ABC ORDER

The object is to recognize letters or words that come first alphabetically. This activity has two levels. The unit will ask you "Which comes first?" and then 4 letters will appear on the screen. Using the arrow keys, move the cursor to the letter that would come before the other letters in the alphabet and press **ENTER**. For example, if the following letters appear on the screen, "F, B, R, U", you would move the cursor to the letter "B" and press **ENTER**. The letter "B" comes before F, R, and U in the alphabet.

SCRAMBLED WORD

The object is to unscramble a word. This activity has two levels. The unit will ask you to "Enter the correct answer." There are two methods to unscramble a word: 1) Using the left and right arrow keys, move the cursor under the first letter and press **ENTER**. Continue to select the letters in the correct order until all the letters have spelled a word on the bottom line of the screen or 2) Using the keyboard, type in the first letter of the unscrambled word. Continue to type in the letters in the correct order until all the letters have spelled a word on the bottom line of the screen.

2. *VOCABULARY Category*

DEFINITIONS

The object is to match a word with the correct definition of that word. This activity has two levels. The unit will ask you to "Find the correct answer." One word will appear on the screen and then disappear. After the word disappears, four definitions will appear on the screen. Using your up and down arrow keys, scroll through the list of definitions until you find the definition that matches the word. When the cursor is next to the correct definition, press **ENTER**. Press the **REPEAT** key at any time to view the original word.

RHYME TIME

The object is to identify a word that rhymes with the given word. This activity has two levels. The unit will ask you "What rhymes with" and then tell you a given word. Four words will appear on the screen. Find the word that rhymes with the given word. Use the arrow keys to move the cursor to the correct word and press **ENTER**.

HOMONYMS

A homonym is a word that sounds the same as another word, but is spelled

differently. This activity has two levels. A word will appear on the top of the screen and the cursor will appear on the bottom of the screen. Using the keyboard, type in a word that sounds the same as the word on the top, but that is spelled differently. For example, if "TIDE" appears on the top, type in "TIED" on the bottom. Both words sound the same, but are spelled differently.

CATEGORY GAME

The object is to recognize words that fit into a specific category. This activity has two levels. A category will appear on the screen and then disappear. After the category disappears, words will begin to flash on the screen. When a word appears on the screen that fits into the category, press **ENTER**. There is more than one correct answer. Continue to choose all the words that fit into the category. When the unit says "Great Job!", you have found all the correct answers. Press the **REPEAT** key at any time to view the category again.

FILL IN THE BLANK

The object is to find the correct word that best completes the sentence. This activity has two levels. A sentence will appear on the screen with one word missing. The sentence will disappear and four words will appear on the screen. Using the arrow keys, move the cursor to the word that best completes the sentence, then press **ENTER**. Press the **REPEAT** key at any time to view the sentence again.

SENTENCE JUMBLE

The object is to unscramble the sentence that appears on the screen. A scrambled sentence will appear on the screen. Look at the sentence and decide which is the first word of the sentence. Using the left and right arrow keys, move the cursor to the first word of the sentence and press **ENTER**. Continue to select words in the correct order - pressing **ENTER** after each selection until the entire sentence has been unscrambled.

3. WORD GAMES + Category

WHAT AM I?

The object is to guess the word by reading the clue that appears on the screen. This activity has two levels. Read the clue that appears on the screen. After a few seconds, the clue will disappear. Type in the word that the clue describes and press **ENTER**. The first letter and dashes representing the remaining letters of the word will be shown on the screen to help you identify the correct word.

SEARCH A WORD

The object is to find the hidden word . This activity has two levels. A set of letters will appear on the screen. Hidden within those letters is a specific

word. Using the arrow keys, move the cursor to the first letter of the hidden word and press **ENTER**. If you have found the correct word, the unit will say, "CORRECT" and wait for you to find the second letter of the hidden word. Continue to move the cursor to each letter of the hidden word, pressing **ENTER** each time. When you have underlined the entire word, the unit will say, "Great Job!"

NOTE: The hidden word will not be shorter than 3 characters or longer than 8 characters and will either be on the top row or the bottom row; it will not be split between the two rows.

HOW MANY?

The object is to recognize and count specific letters and types of letters. This activity has two levels. The unit will ask a question. For example, "How many letters in train?" Using the numbers on the keyboard, type in "5" and press **ENTER**.

ODD ONE OUT

The object is to find the word that DOES NOT belong in a given category. This activity has two levels. The unit will display 4 words on the screen and ask you to find the correct answer. Using the arrow keys, move the cursor to the word that DOES NOT belong with the other words and press ENTER. For example, if the screen displayed: CAKE, LAKE, HILL and CAVE, move the cursor to the word CAKE because it is the word that does not belong in this category.

WORD SEARCH

The object is to find the letter or word given by the unit. The letter or word is hidden within the letters that appear on the screen. This activity has two levels. The unit will ask you to find a specific letter or word. A set of letters will appear on the screen. Using the arrow keys, move the cursor to the letter or word the unit asked you to find and press **ENTER**.

NOTE: In level 2, words may not be entirely on one line. For example, if the word is FINGER, the FIN may be on the top line and GER may be on the bottom line. However, the letters will always be connected. Underline the letters in the correct order.

MUSIC FUN

Sing the tune to your favorite song! Press a number 1 through 9 of the song you want to hear and that song will begin to play. To hear another song, press another number. The songs are:

1. Row, Row, Row Your Boat
2. Twinkle, Twinkle Little Star
3. Old Macdonald Had a Farm

4. Pop! Goes the Weasel
5. Oh! Susanna!
6. Camptown Races
7. The Farmer in the Dell
8. Over the River and Through the Woods
9. I've Been Working on the Railroad

4. MATH Category

NUMBER MATCH

The object of this activity is to use short-term memory recall and digit identification to find the matching pairs of numbers. This activity has two levels. The numbers are hidden behind two lines of blank squares. The unit will ask you to "Find the correct answers." Using the left or right arrow keys, move the cursor to any blank square on the top line and press **ENTER**. A number will be revealed and the cursor will automatically move to the bottom line of squares. Again using the left or right arrow keys, move the cursor to any blank square where you think the matching number is hidden and press **ENTER**. If the number on the bottom line matches the number on the top line the unit will give a positive response and the two squares will disappear. If the number on the top line does not match the number on the bottom line, the two numbers will "turn over" again. Continue uncovering squares until all the numbers in the puzzle have been matched.

123 ORDER

The object is to find the sequential order (lowest number to highest number) for the four given numbers. Four numbers will appear on the top line of the screen. Using the left and right arrow keys, move the cursor to the lowest number and press **ENTER**. That number will jump to the bottom line. Continue to select the lowest number from the top line, pressing **ENTER** after each selection, until all four numbers are on the bottom line in ascending order.

ADD ONE

The object is to add "1" to the number that is displayed on the screen. Using the number keys on the keyboard, type in the correct answer and press ENTER. For example, "Add 1 to 38" will appear on the screen. Type "39" and press **ENTER**.

BIGGER OR SMALLER?

The object is to recognize which number is biggest or smallest. This activity has two levels. Four numbers will appear on the screen. The unit will either ask "Which is biggest?" or "Which is smallest?" Using the arrow keys, move the cursor to the correct answer and press **ENTER**.

MATH MANIA

The object is to solve the given mathematical equation. This activity has two levels. A mathematical equation will appear on the top line of the screen. Using the number keys on the keyboard, type in the answer to the equation and press **ENTER**.

5. NUMBER GAMES Category

NONSTOP NUMBERS

The object is to recognize and type the digits needed to make a number that is given verbally. This activity has two levels. The unit will ask you to type a number. For example, the unit will say, "Type thirty-two." Using the number keys on the keyboard, type in the correct answer and press **ENTER**.

FIRST & NEXT NUMBERS

The object is to recognize which number comes before or after a number. This activity has two levels. Four numbers will appear on the screen. The unit will ask a question. For example, the unit will ask "Which number comes before 45?" The four numbers on the screen are 20, 17, 7, 44. Look at the four numbers on the screen. Using the arrow keys, move the cursor to the correct answer and press **ENTER**. In the example, move the cursor to "44" and press **ENTER**.

NUMBER RALLY

The object is to find the numbers that fit into a specific category. This activity has two levels. A category will appear on the screen and then disappear. Then 5 numbers will flash on the screen, one at a time. As soon as you recognize a number that fits into the category, press **ENTER**. There are three correct answers for each category. For example, if the clue is "Numbers that have a 4" and the 5 numbers flashing on the screen are 24, 49, 34, 59, 13, you would press **ENTER** when 24 appears on the screen, 49 appears on the screen, and when 34 appears on the screen.

NUMBER SEARCH

The object is to identify the number that is given by the unit. The number is hidden within other numbers on the screen. This activity has two levels. Two rows of numbers will appear on the screen. The unit will ask you to find a specific number. Using the arrow keys, move the cursor to the first digit of the number and press **ENTER**. If the number you are searching for has more than one digit, continue to move the cursor to each digit, pressing **ENTER** after each digit found.

GUESS THE NUMBER

The object is to determine a specific number using the three clues that are provided. This activity has two levels. The unit will ask you to enter the

correct answer and then a question mark will appear on the bottom line of the screen. To view the first clue, press the **ENTER** key. The first clue will appear on the screen and then disappear, replaced with a question mark. If you think you know the answer, type it in now and press **ENTER**. If you don't know the answer, press **ENTER** again for the 2nd and 3rd clues. A new clue will automatically appear if you enter an incorrect answer. You will always have the opportunity to enter an answer after each clue is given when the question mark appears on the screen.

11. EXPANSION CARTRIDGES

Headstart Computer is expandable with an additional cartridge (sold separately). To use a cartridge, follow the steps below:

1. Turn **OFF** the power for **Headstart Computer** .
2. Gently push the cartridge into the cartridge slot that is located on the left side of the unit's base. The cartridge label must face up and the open end of the cartridge must face towards the unit. Make certain the cartridge snaps into place.
3. Turn **ON** the power for **Headstart Computer** .
4. To activate the content of the cartridge, you must choose the last selection on the main menu titled "CARTRIDGE".

NOTE: Be sure to follow the instruction manual that is included with your cartridge purchase for complete details of an expansion cartridge.
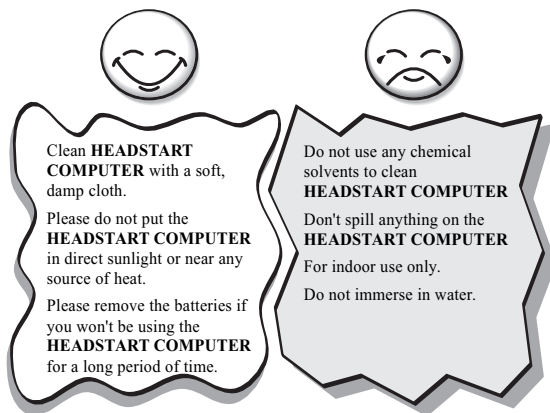
12. TROUBLESHOOTING

In the event of any malfunction, check the following:

1. Check the battery connection and make sure all batteries are properly inserted.

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

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

Questions? Call
1-800-TIGER ED

13. CARE AND MAINTENANCE

Clean **HEADSTART COMPUTER** with a soft, damp cloth.

Please do not put the **HEADSTART COMPUTER** in direct sunlight or near any source of heat.

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

Do not use any chemical solvents to clean **HEADSTART COMPUTER**

Don't spill anything on the **HEADSTART COMPUTER**

For indoor use only.

Do not immerse in water.

Adults should examine this unit periodically. If there is any damage, this unit must not be used until the damage has been properly removed or repaired by Tiger Electronics, Inc.

14. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (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.$16.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

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, Inc. Repair Dept.
> 980 Woodlands Parkway
> Vernon Hills, Illinois 6006l 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.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

TIGER ED®

HEADSTART COMPUTER
Instruction Manual