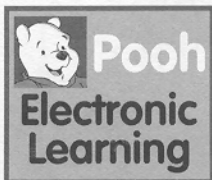
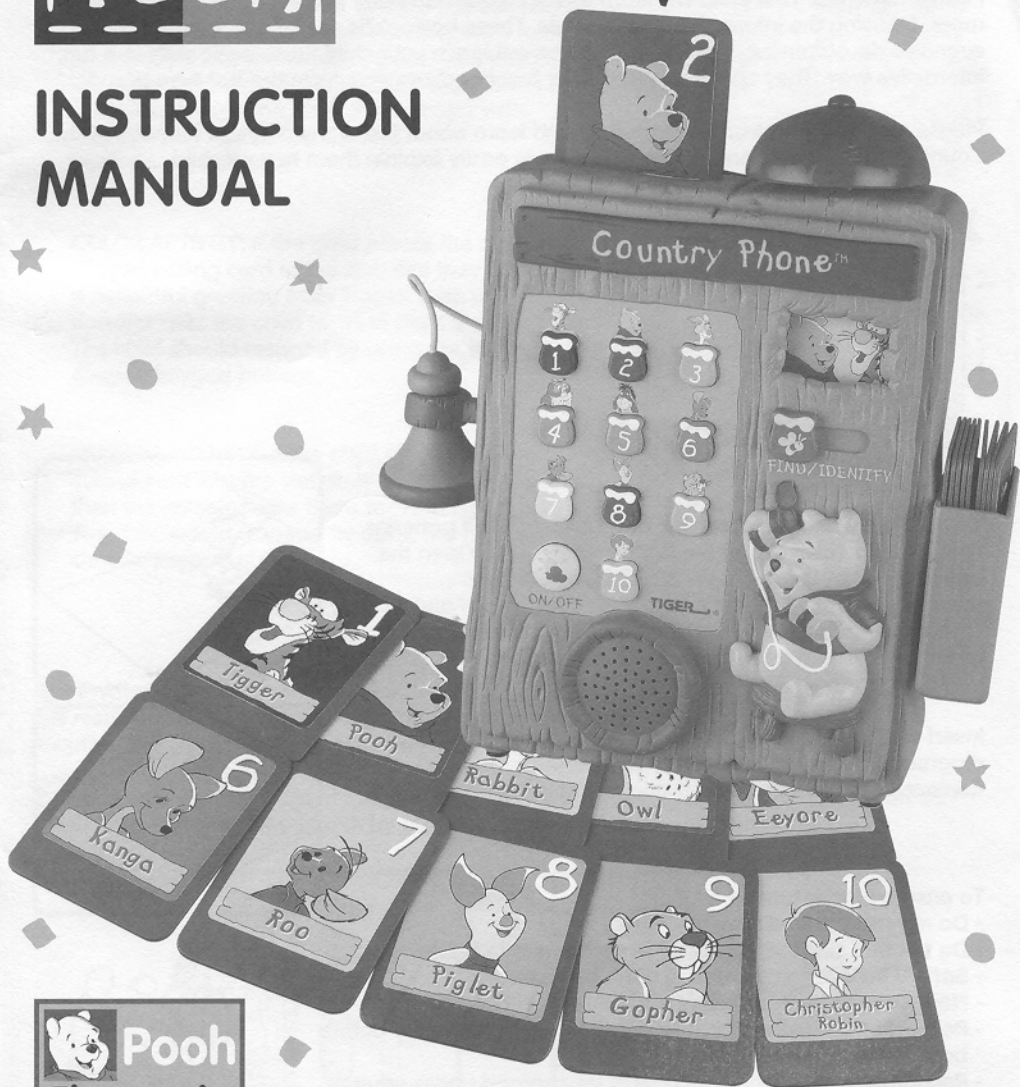


Pooh

Country Phone™

INSTRUCTION MANUAL



Model 87-004
For Ages 2 to 6



★ MESSAGE TO PARENTS:

Thank you for bringing home the Country Phone. This wonderful educational toy for your child will allow them to explore the friendly world of Pooh by talking to some of the delightful Pooh characters. Your child will learn about colors, numbers, matching, identification and more, by using the interactive calling cards. These basic skills are critical to a preschooler's cognitive development. The Country Phone will teach your child these basic skills in a fun, interactive way. They can also talk to their favorite characters from the 100 Acre Wood.

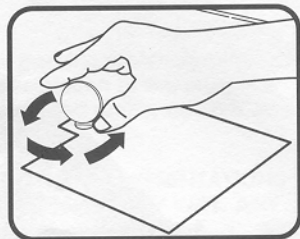
Please read these instructions carefully and learn about the many different features of the Country Phone. Therefore, you will be able to easily explain them to your child.

★ CONTENTS:

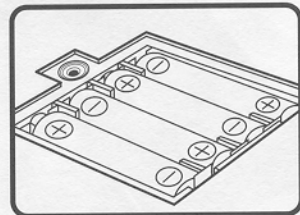
- 1 Country Phone
- 10 plastic calling cards
- 1 instruction sheet
- 1 calling card holder

★ INSERTING BATTERIES: (Battery installation should be done by an adult.)

The Country Phone requires 4 x 1.5V "AA" or "LR6" batteries that are to be installed at the bottom of the unit. Open the battery door by using a coin or a universal Philip® screwdriver. Fit the coin or screwdriver into the slot and turn counter clockwise. The door should pull apart and back in order to remove it from the back of the product.



Insert 4 x 1.5V "AA" or "LR6" batteries according to the diagram provided in the battery compartment. Replace battery compartment door and push firmly to close.



To ensure proper function:

- Do not mix old and new 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.
- Cable tie is not part of toy. Remove the cable tie before you give this toy to your child.

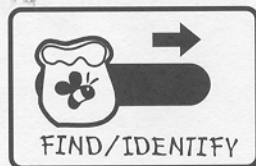


★ HOW TO USE THE COUNTRY PHONE:

The Country Phone is an interactive toy which teaches children about colors, numbers and allows your child to talk to 10 different Pooh characters by using the 10 special calling cards (included). In the Character mode, your child learns word/image association. In Color mode, they will learn about the specific color of the friendly honey pot shaped answer buttons and the colors associated with the calling cards. And in the Number mode, they will learn about numbers.

1. Press the "ON" button on the front of the unit. (The "ON" button is located to the left of the "10" button on the keypad.) You will hear the Narrator say "Hello." (The "ON" button also serves as the "OFF" button.)

2. You may choose two different ways/modes of play:
FIND or IDENTIFY.



In the IDENTIFY mode, the unit will identify whatever button the child has pressed based on the activity shown in the activity viewing window (Colors, Numbers or Characters) above the FIND/IDENTIFY button.

In the FIND mode, your child is asked to "FIND" (and press) a specific button. For example if you are in the Color activity, the Narrator might ask the child to "FIND RED" or "FIND LIGHT BLUE". In the Number activity, the Narrator will ask the child to locate a specific number. And finally, in the Character activity, the child will be asked to locate one of the characters such as Pooh or Eeyore (see below how to change between the different activities). More description of the different activities are explained in #3.

Your child should respond by pressing the honey pot buttons (each of which is associated with a number, color or character).

3. The Country Phone has three different activities to choose from: CHARACTERS, NUMBERS and COLORS.



CHARACTERS

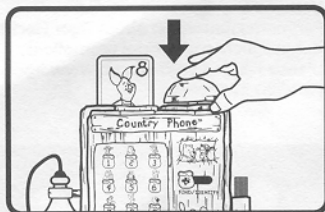


NUMBERS



COLORS

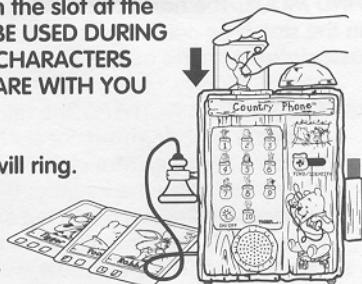
Select an activity by pressing the bell on the top of the phone. The small viewing area on the front of the phone above the FIND/IDENTIFY button will show which activity you are in. Pressing the bell changes between the three different activities.



4. Pick one of the 10 different calling cards and place it in the slot at the top of the unit, just left of the bell. A CALLING CARD CAN BE USED DURING ANY OF THE ACTIVITIES TO DIRECTLY DIAL THE FRIENDLY CHARACTERS FROM THE 100 ACRE WOOD. EACH CHARACTER WILL SHARE WITH YOU THEIR OWN SPECIAL GREETING.

When the card is placed securely in the unit, the phone will ring.

5. Depending on the activity selected, the unit will ask the child about the card inserted in the slot. See below for a more detailed description of how the unit functions.

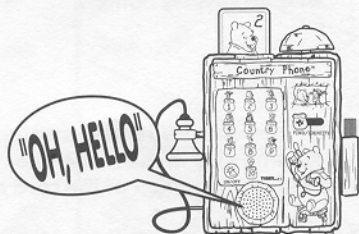


In the FIND mode, when the card is inserted the character will greet the child. For instance, if the Piglet card is in the slot, the character will say, "This is PIGLET." Then the narrator will ask the child to find a number, color or character associated with the calling card (depending on the activity).

6. Following is a more detailed description of play depending on the mode and the activity selected:

IDENTIFY MODE: In Identify Mode, the narrator will identify the button pressed by the child to help develop word/image association. If the child does not press a button for a long period of time, the unit narrator will prompt the child by saying "Press a button". A CALLING CARD CAN BE INSERTED AT ANY TIME DURING THE IDENTIFY MODE TO CALL THE FRIENDLY CHARACTERS FROM THE 100 ACRE WOOD. EACH CHARACTER WILL SHARE WITH YOU THEIR OWN SPECIAL GREETING. After the greeting, children can continue to press buttons in the Identify mode.

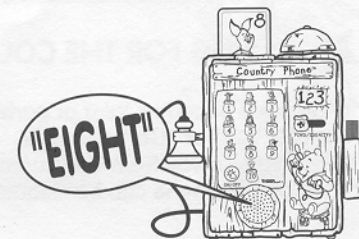
CHARACTERS ACTIVITY: If the child presses one of the honey pot keypad buttons, the narrator identifies which Pooh Friend has been located (each button has a Character associated with it).



COLOR ACTIVITY: If the child presses the Dark Blue button (which is also the button that is associated with Tigger and the Number One), the narrator says "Dark Blue".

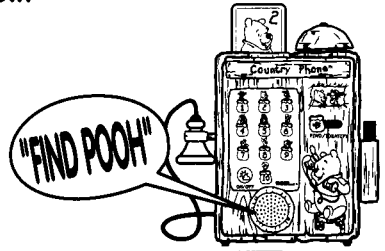


NUMBER ACTIVITY: During the number activity, when the child presses a button, the narrator identifies the number associated with that button. If the child presses the purple, number 8 button, the narrator says "Eight".

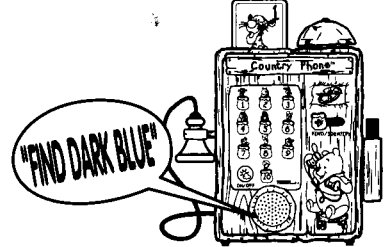


FIND MODE: The narrator asks the child different questions about the calling card inserted in the slot. If no card is in the slot, the narrator asks the child to FIND specific buttons associated with the activity shown in the viewing window.

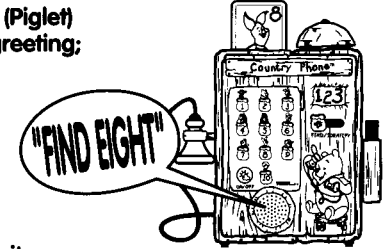
CHARACTERS ACTIVITY: The narrator asks the child to locate specific character buttons such as Rabbit, Eeyore or Gopher. The child then responds to the prompt by using the keypad. If the child places the Pooh calling card into the slot, he/she will hear Pooh's greeting, then the narrator asks, "Find Pooh". The child must find Pooh on the key pad.



COLOR ACTIVITY: If the child places the dark blue (Tigger) calling card in the slot, first they hear a delightful greeting from Tigger; then the narrator asks the child to "Find Dark Blue". The child should respond by using the honey pot shaped keypad buttons.

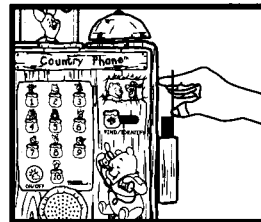
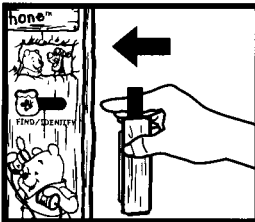


NUMBER ACTIVITY: If the child places the number 8 (Piglet) calling card into the slot, they should hear Piglet's greeting; then the narrator asks them to "Find Eight". The child would respond by using the honey pot shaped keypad buttons.



NOTE: After the child has answered the question, the unit will resume play in the mode prior to the calling card being inserted. The insertion of the card overrides the mode the unit is in.

7. The slot on the right side of the unit is for calling card storage. The card holder can be attached to the right side of unit by pushing it in until it snaps into place.



★ CARING FOR THE COUNTRY PHONE:

*If the voice becomes faint or garbled or suddenly stops working, please replace the 4 x 1.5V "AA" or "LR6" batteries.

*Keep water away from The Country Phone.

*The Country Phone can be cleaned using a damp cloth.

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 damage 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.\$11.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy or 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 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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