

1. QUICK START

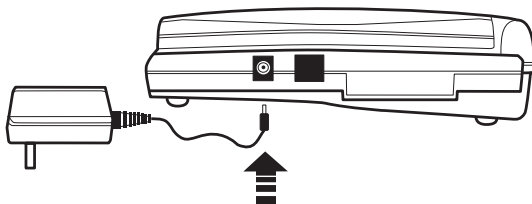
Get up to “web speed” the fun, safe way with the Tiger.Webstart Computer! The 25 Tiger Activity “sites” allow children to explore a digital atlas, create their own web page, receive **pre-programmed e-mail messages** and send an e-mail message, look up a word in the Cyber Dictionary, and much more!

1.1. EQUIPMENT CHECKLIST

Tiger.Webstart Computer includes the following:

- 1 - Tiger.Webstart Computer unit
- 1 - Mouse (located in the mouse storage compartment)
- 1 - Instruction manual

1.2. ADAPTOR INFORMATION



USE A STANDARD 9V AC/DC ADAPTOR 200mA - 500mA DC JACK, INTERNAL DIMENSION 2.5mm, EXTERNAL DIMENSION 5.5mm (not included).

- Make sure your Tiger.Webstart Computer is turned OFF.
- Locate the adaptor jack on the right side of the unit and plug in the adaptor.
- Turn ON the unit.

1.3. INSERTING/REPLACING BATTERIES

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

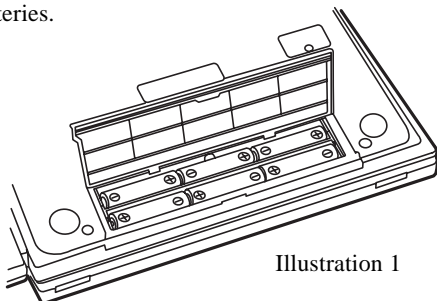


Illustration 1



TO INSERT/REPLACE THE 6 "AA" BATTERIES:

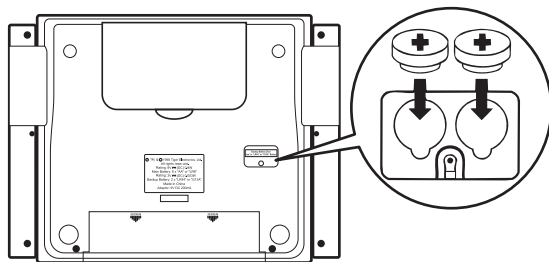
1. Place the Tiger.Webstart Computer face down on a flat surface. Lift the battery compartment cover.
2. Insert 6 "AA" batteries. Be sure to match the "+" and "-" signs as shown (see Illustration 1).
3. Close the battery compartment door.

TO INSERT/REPLACE THE BACKUP BATTERIES:

First turn ON the power to Tiger.Webstart Computer then follow the instruction below.

WARNING: TIGER.WEBSTART COMPUTER MUST BE TURNED ON WHEN REPLACING THE BACKUP BATTERIES. IF YOU REMOVE THE OLD BACKUP BATTERIES WHILE THE UNIT IS TURNED OFF, YOU WILL LOSE YOUR STORED MEMORY.

- Place the unit face down on a flat surface. Use a flat-head or universal Phillips screwdriver to unscrew the screw on the backup battery compartment cover.
- Remove the old batteries and replace with new (LR44 or G13-A) batteries as shown in the diagram below:



- Close the battery compartment and tighten the screw securely.

CAUTION:

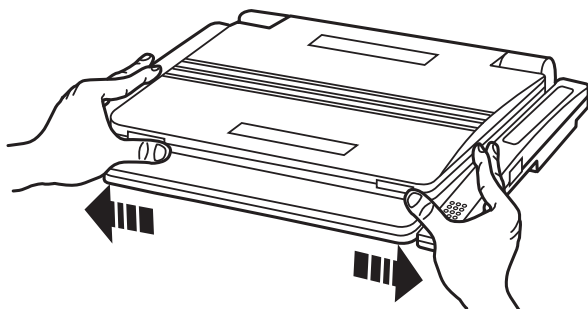
To ensure proper function and avoid battery leakage:

- 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, and follow the toy and battery manufacturer's instruction.
- Exhausted or dead batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Remove the batteries if you won't be using the unit for a long period of time.

1.4. OPENING THE LID

The front of the unit has two release buttons: one on the left and one on the right.



To open the top lid and to view the keyboard and screen, slide BOTH buttons outward, AT THE SAME TIME, and lift up the lid.

1.5. POWER ON/OFF

To turn ON the power, press the ON button located above the keyboard.

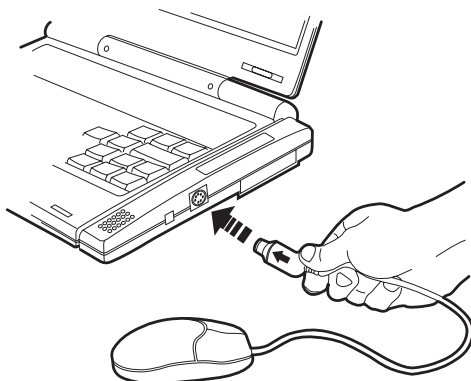
To turn OFF the power, simply press the OFF button at any time. Remember to turn OFF the unit when you are not using it to conserve battery life. Unit will shut off automatically after six minutes of inactivity.

1.6. MOUSE

A fully functioning mouse is included with your Tiger.Webstart Computer. The mouse is located in the storage compartment above the keyboard. **Simply slide the door towards the back of the unit and lift the front of the compartment door to remove the mouse.** Remember to return the mouse to the storage compartment when you are not using it to avoid losing it.

IMPORTANT NOTE: Turn OFF the power before inserting the mouse plug into the unit.

To connect the mouse to the unit, turn OFF the power and insert the mouse plug, with arrow facing up (see illustration below), into the mouse jack located on the right side of the unit.



NOTE: When using the mouse, make certain the mouse rests on a smooth, flat surface.

There are two function buttons on the mouse: one on the left and one on the right. The button on the left is the ENTER button. When you want to select a word or character using the mouse, click the left mouse button once. The button on the right side of the mouse is for future expansion and does not function in any of the main unit activities.

1.7. MOUSE POINTER

When the mouse is installed, an arrow will appear on the LCD screen. As you move the mouse, the arrow will move in the same direction. When the mouse pointer is on a “selectable area,” the arrow will change to a picture of a “hand.” Clicking on this area will allow you to make a selection of some kind, whether it is choosing a hyperlink or an answer.

1.8. THE LCD SCREEN

All activities will be shown on the LCD screen. To change the contrast of the LCD screen, slide the CONTRAST button (located to the bottom right of the screen) left or right until you clearly see the display screen.

2. KEYBOARD

The keyboard is a full-stroke, QWERTY keyboard with easy-to-use keys. Take a moment to review the keyboard before you begin to play.



Use this key to exit the current screen and go to the previous screen.



Use this key to repeat a spoken direction.

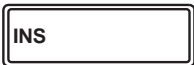


Use this key to lock the keys into UPPERCASE letters. To release CAPS LOCK, press the button again.



NOTE: there are two **SHIFT** keys, one on each side of the keyboard. They both function in the same manner by pressing one or the other.

If **CAPS LOCK** is off, press this key and a letter key to change to an UPPERCASE letter. Press this key and a character key to type the symbol at the top of the key. If **CAPS LOCK** is on, press this key and a letter key to change to a LOWERCASE letter. Press this key and a character key to type the symbol at the top of the key.



Use this key when you are editing to switch between INSERTING mode and OVERWRITING mode.

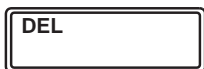
In INSERTING mode, type a character and it will be inserted into your document at the cursor location. In the OVERWRITING mode, type a character and it will replace or “type over” a character at the cursor location. Use this feature in all activities using line editing, including the password entry.



Press this key to get specific **HELP** information on your screen, whenever available.



Use these keys to move the cursor up, down, left or right.



Use this key to DELETE a letter or character, before pressing the ENTER key. This key will delete the character that is directly under the cursor location.



Use these keys to enter a numeric answer or data.



Use this key to move backwards and delete characters located before the cursor location.



Press this key when you want the unit to provide you with the answer to a question in selected activities.

3. SIGN ON

The first time you sign on, or sometimes after you have replaced the batteries, the unit will ask you to input your name. Type it carefully as you must type it exactly the same way each time you enter your computer. The unit will then ask you to input your password. Type it carefully as you must type it exactly the same way each time you enter your computer. The unit will ask you to enter your password again just to make certain it has saved it correctly. After the entry is saved, you will proceed to the Tiger.Webstart sign-on screen, as described below.

After you have turned ON the unit, a sign on screen will appear. Type in your SCREEN NAME and press ENTER. A screen name is your name or a nickname and can be as long as 11 characters. Type in your PASSWORD and press ENTER. A password can be as long as 13 characters and is your secret word that allows only you to enter the Tiger.Webstart Computer. So keep your password a secret!

If you would like to change your name or password, click on the arrow on the right side of the "Choose Screen Name" line. Click on either the CHANGE NAME or CHANGE PASSWORD message boxes.

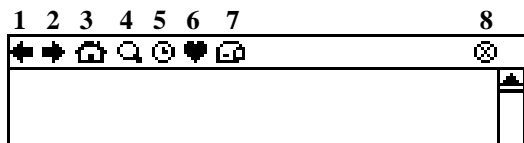
4. CHANGING THE DATE/TIME

Use the UP and DOWN arrow keys to change the flashing "hour". When you have corrected the "hour", press the RIGHT arrow key to change the "minutes". Use the UP and DOWN arrow keys to change the flashing "minutes". Press the RIGHT arrow key and use the UP and DOWN arrow keys to change the "seconds". Press the RIGHT arrow key and use the UP and DOWN arrow keys to change the flashing "month". Press the RIGHT arrow key and use the UP and DOWN arrow keys to

change the flashing “day”. Press the RIGHT arrow key and use the UP and DOWN arrow keys to change the flashing “year”. Press ENTER.

5. MENU BAR

The MENU BAR displays icons you can choose from that represent commands. The icons are used as a shortcut to get from one area to another quickly. The MENU BAR is located on the top line of the LCD screen. Note: Because of the nature of some activities, the following do not have all eight icons in the menu bar: Cross Math, E-mail, Solitaire, and Web Page Creator.



ICON:

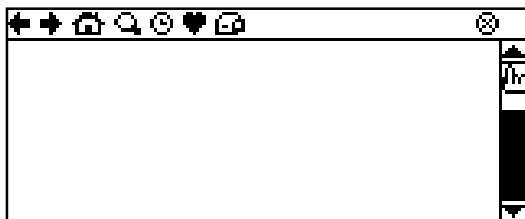
1. **BACK:** Click on this icon to back out of an activity. Each click will take you back one screen. Click on this icon while hyperlinking to return to the original activity.
2. **FORWARD:** Click on this icon to move forward to the next screen.
3. **HOME:** Click on this icon to return to the main menu screen with the six categories.
4. **FIND:** Click on this icon and a list of all 25 activities will appear on the screen. Scroll through this list to FIND a specific activity that you would like to play. Simply click on the activity that you would like to go to and you will be taken there.
5. **CLOCK:** Click on this icon and a message box will appear with the current time and present date. Click on the message box and the box will disappear.
6. **FAVORITE SITES:** Click on this icon to save your favorite sites so that you can keep track of them and access them more conveniently. To save a site, enter the activity and then click on the FAVORITE SITES icon at the top of the screen. When the FAVORITE SITES screen appears, click on the ADD box to add this site to the list. Click on the DELETE icon to delete a site from the list, using your mouse to click and highlight the site you would like to delete. To enter the site from this list, click on GO.

7. **MAIL BOX:** This icon has two functions: 1) Click on this icon to view your mail after the **YOU HAVE MAIL** message box appears on your screen or 2) Click on this icon as a shortcut to enter the **EMAIL** activity if you have not received any **YOU HAVE MAIL** messages.

8. **QUIT:** Click on this icon to quit and exit the Tiger.Webstart Computer.

6. SCROLL BAR

The information in some activities does not always fit on one screen. In these cases, you will see a scroll bar on the right side of your screen that allows you to move through the information on the screen and read it all. The **SCROLL BOX** appears within the **SCROLL BAR**. When there is no scroll bar, all of the information is shown on the screen.



To scroll up one line, click on the arrow at the top of the scroll bar or press the **UP** arrow key to move the screen **UP**. To scroll down one line, click on the arrow at the bottom of the scroll bar or press the **DOWN** arrow key to move the screen **DOWN**. To scroll continuously, move the **MOUSE CURSOR** to the **UP** or **DOWN** arrow on the **SCROLL BAR**, click and **HOLD** down the left mouse button until the information you want comes into view.

7. HYPERLINKING

Hyperlinking allows you to jump or “link” to another activity in the computer. If you notice a word in **BOLD LETTERS** and want more information about that word, click on the **BOLD** word and the unit will hyperlink you to another activity. For example, let’s say you are in the **WACKY WORDS** activity and you notice that the word **MICHIGAN** is in bold letters. While still in the **WACKY WORDS** activity, click on the word **MICHIGAN** and the unit will take you into the **ATLAS** activity and give you specific information about the state of Michigan. Simply click on the **BACK** arrow icon in the **MENU BAR** to return to the **WACKY WORDS** activity.


8. CHOOSING A CATEGORY/ACTIVITY

There are six categories of activities to choose from in this unit. Each category has an icon (picture) next to the category name. Each game in the category has an icon next to the game name.

To choose a category, click once on the name of the category.

To choose an activity, click once on the icon or the name of the activity.

9. “YOU HAVE MAIL” MESSAGE

If a message appears in the middle of your screen and flashes “You have mail!”, simply click on this message box. If you don’t want to view the message, no further action is required. If you would like to view the message you have received, click on the MAIL BOX icon  in the menu bar. The email message that you have received will appear on your screen. There are three icons at the top of the screen in the menu bar.



Click on this icon to reply to a message you have received. For more information, please refer to the EMAIL description in the JUST FOR KIDS category.



Click on this icon to delete a message you have received.



Click on this icon to close a current message and return to the current activity.

10. TO BEGIN PLAY

1. Remove the mouse from the storage compartment and connect to the unit (ensure the unit is turned OFF).
2. Pull the plastic tag from the backup battery compartment, located on the bottom of the unit.
3. Press the ON button.
4. Type in your name at the CHOOSE SCREEN NAME prompt and press ENTER.
5. Type in your password at the ENTER PASSWORD prompt and press ENTER.
6. Change the date and time or press ENTER to proceed to next screen.
The Webstart Computer will now simulate the dialing connection.
7. Choose a category from the onscreen menu by clicking on the category name.
8. Choose an activity by clicking on the activity name. Refer to the section titled ACTIVITIES for a detailed description of each activity.
9. To change activities, simply click on the BACK ARROW until you return to the main menu or click on the HOME icon to return to the Activities Main Menu.
10. When you are finished using Tiger Webstart Computer, press the OFF button.

11. ACTIVITY DESCRIPTIONS

The Tiger.Webstart Computer includes 25 activities that are separated into six (6) categories. The list below shows the activities in each category:

JUST FOR KIDS Category:

- Homework Helper
- Web Page Creator
- Kid Sites
- Web Dictionary
- Horoscopes
- Email
- Financial Planner

GAMES Category:

- Slide Puzzles
- Solitaire
- Word Search
- Hidden Number
- Cross Math

DIGITAL ATLAS Category:

- Atlas
- Turning Points in History

HEALTH CLUB Category:

- General
- Human Body/Anatomy

TRIVIA LINKS Category:

- Geography
- Animals
- Wacky Words
- Famous People & Quotes

EDUCATIONAL Category:

- Homonyms
- Mystery Word
- Scrambled Word
- Geometry
- Blank Out



JUST FOR KIDS



HOMEWORK HELPER

There are three sub-activities in the HOMEWORK HELPER activity.
Choose from:



STUDY TIPS

Click on this activity to read about Tips for Sleeping Well, How to Preview a Chapter, Helpful Clues, and the techniques for creating an Outline Format.



ABBREVIATIONS

Click on this activity for a detailed list of abbreviations from “adj.” (adjective) to “yr.” (year).



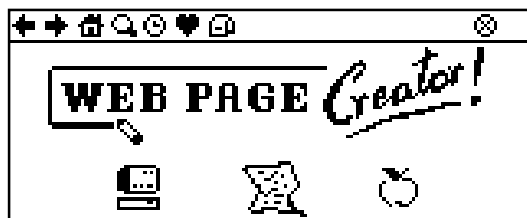
MISPELLED WORDS

Click on this activity for a thorough list of commonly misspelled words.



WEB PAGE CREATOR

HTML is a computer language, consisting of tags, used to create web pages. This is the language you will use to create your own web pages. There are three options in the Web Page Creator. Choose from:





CREATE

Click on this icon to create a web page using HTML extensions.



VIEW

Click on this icon to view a completed HTML web page without the HTML codes showing. After you have created a web page and saved it, click on this icon to view it. Click on the BACK arrow to return to the Web Page Creator menu.



JUST FOR KIDS MEMU

Click on this icon to return to the JUST FOR KIDS menu.

In the CREATE mode, the menu bar at the top of the screen has the following icons to help you in preparing your web page:

HTML TAGS

Click here for a menu of HTML codes. HTML codes must be inserted into your web page document. See the list below of definitions for each HTML tag. Click on the correct beginning or ending tag and it will automatically be inserted into your web page on the highlighted line.



Click here for a list of graphics to add to your web page. Click on any icon and it will automatically be inserted into your web page on the highlighted line.



Click here to save your web page and return to the Web Page Creator menu. You can view your web page after saving it by clicking on the VIEW icon.



Click here to create a new web page and delete the previous web page. If you would like to create a new web page, click here and the unit will ask you if you want to create a new web page. If you do not, click on NO. If you want to create a new web page, click on YES. The unit will ask you to confirm that creating a new web page will delete the previous web page. If you do not want to delete the previous web page, click on NO. If you want to delete the previous web page and create a new web page, click on YES.



Click here to return to the Activities main menu.



Click here to return to the JUST FOR KIDS menu. Click on this icon if you receive a YOU HAVE MAIL message box and you would like to review the message and then click on the MAIL BOX icon located in the menu bar at the top of the screen.

CREATE A WEB PAGE

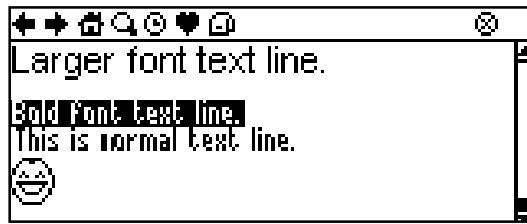
To create an HTML web page, there are specific codes that need to be entered, in a specific order, for the computer to set up your web page. Below is a sample of an HTML web page. Each time you enter a code, you must have a BEGINNING code and an ENDING code. A beginning code looks like this <HTML> and an ending code looks like this </HTML>. Here is a sample of an HTML page, with the codes:

```
<HTML>
<HEAD>
Header info here.
<TITLE>
This is a title line.
</TITLE>
</HEAD>
<BODY>
<H1>
Larger font text line.

</H1>
<B>
Bold font text line.
</B>
<P>
This is normal text line.
</P>
<IMG>Smile Face</IMG>
</BODY>
</HTML>
```

To type a line of copy, move the highlight bar to a blank line and press ENTER. A bar will appear over the highlighted line. Type in one line of copy and press ENTER. This typed copy will appear on the screen at the highlighted line.

If you create a web page using all of the codes in the order that we show above, your finished web page will look like this:



Below is a definition for each of the HTML tags. These tags should work in most computer browsers:

Document Type: This tag must be at the beginning and ending of the entire document and tells the computer where the document begins and ends.

The tags are: <HTML>, start document
</HTML>, end document

Title: This tag must be at the beginning and ending of the title which appears at the top of the document. The “title” must be inside the “header”.

The tags are: <TITLE>, start title
</TITLE>, end title

Header: This tag must include the “title” tags and is usually the first line of your document.

The tags are: <HEADER>, start header
</HEADER>, end header

Body of Web Page: This tag begins after the “title” tag ends.

The tags are: <BODY>, start main body
</BODY>, end main body

Bold: This tag must be before and after a word or phrase that you want to have in bold characters.

The tags are: , start bold characters
, end bold characters

Larger Font: This tag must be before and after a word or phrase that you want in a large font.

The tags are: <H1>, start larger font size
</H1>, end larger font size

Text Paragraphs: This tag must be before and after each line of text. Use this tag before and after a sentence or paragraph.

The tags are: <P>, start a paragraph
</P>, end a paragraph

NOTE: The TITLE and HEADER lines of type do not appear in the VIEW document. These lines are used by the web page writer as reference lines only.



KID SITES

Click on this activity for a detailed list of popular kid sites on the World Wide Web. Select from the following areas: World of Animals, Science & History, Hollywood Hits, Just Plain Fun and Sports. Click on an area and see the address and description of each of the popular kid sites. Note that you cannot access these sites from the Tiger.Webstart Computer.



WEB DICTIONARY

Click on this activity to view the Web Dictionary. The Web Dictionary screen has two icons: a question mark and an apple. Click on the apple to return to the JUST FOR KIDS menu. Click on the question mark and the alphabet will appear. Click on a letter of the alphabet or press a letter on the keyboard to view the dictionary page of common words or phrases associated with a computer and the World Wide Web. To view the listing of words beginning with a dot (.), press the period key on the keyboard; ie to read the definition for ".edu", press the period key on the keyboard. After you have chosen a letter of the alphabet or the period key, use the arrow keys or the scroll bar to move within the file. Click on the BACK arrow to return to the alphabet screen.



HOROSCOPES

Click on this activity to read about your horoscope. The Horoscope screen has two icons: a question mark and an apple. Click on the apple to return to the JUST FOR KIDS menu. Click on the question mark and 12 zodiac signs will appear. Click on your specific zodiac sign to read your daily horoscope. After you have read your message, click on the crystal ball to return to the zodiac signs or click on the apple to return to the JUST FOR KIDS menu.



EMAIL

NOTE: If you have previously received an email message and you did not view it, that message will appear when you click on the EMAIL icon. After you have read it, click on CLOSE and then re-enter the EMAIL activity to send an email message.

Click on this activity to send an email message. There are four icons at the top of the screen in the menu bar:

1ST

Click on this icon to send a message as a FIRST PRIORITY.

2ND

Click on this icon to send a message as a SECOND PRIORITY.



Click on this icon to close a current message, without sending the message, and return to the JUST FOR KIDS main menu.



Click on this icon to send your typed message.

To type your message, note that the cursor will be flashing on the “TO” line of the message. Type in the name of the person you would like to send a message to and press ENTER. Type in the subject of the message and press ENTER. The date will automatically be entered. Type in your message. After you have finished typing the message, choose a priority by clicking on one of the priority icons (1st or 2nd). Then click on the SEND MAIL icon and a MAIL SENT box will appear in the middle of the screen - you did it!

If you have omitted the recipient, subject of the message or the content of the message, the unit will tell you which item is missing and return you to the appropriate section so you can add it.



FINANCIAL PLANNER

There are two sub-activities in the FINANCIAL PLANNER activity. Choose from:



EXPENSES

Click on this activity and a balance sheet will appear on the screen. A balance sheet is a monthly account of all of your expenses and deposits; a listing of where all your money is located. The flashing cursor will be located at the bottom of the screen in the DATE column.

To make an entry into the correct month, you need to change the month/year of your balance sheet. To change the month/year, use your mouse and click on the month/year in the upper left corner. Use your UP or DOWN arrow keys to select the correct month and year. Click anywhere else on the balance sheet to enter the correct month.

DATE: After you have selected the month and year, click on the first line of the balance sheet and the cursor will appear in the bottom left corner in the DATE column. Type in the DATE using a one or two-digit number for the day of the month. For example, enter 2 or 02 for the second day of the month. Press ENTER.

ENTRY: At the flashing cursor in the ENTRY column, enter a brief description of the entry. This can be a deduction for something that you bought or an addition for something that you would like to add to your balance sheet. For example, type in “lunch” if you bought lunch or “deposit” if you want to add money to your account. Press ENTER.

“\$-”: If your entry above is an expense - something that you bought - then you want to deduct it from this column. If you have an expense, type the amount of money you paid. For example, type “5.30” and press ENTER if your expense is \$5.30. If you are making a deposit (adding) to your balance sheet, do not make an entry in this column and press ENTER.

“\$+”: If your entry above is a deposit - something that you are adding or collecting - then you want to add it in this column. If you have a deposit, type the amount of money you received and would like added to your account. For example, type “2.00” and press ENTER if your deposit is \$2.00. If there is no money received and your entry is an expense, do not make an entry in this column and press ENTER.

After you have made all of your entries, and the cursor is no longer flashing on the screen, click on the ADD box in the upper right corner. The ADD box will add the deposit or subtract the expense. The purpose of the ADD box is to “add” the entry to the balance sheet. If after you have made an entry and you want to delete it, click on the entry line so it becomes highlighted (a box appears around the entire entry line). Click on the DELETE box in the upper right corner and your entry line will be deleted. If your account does not have enough money to accept the transaction, an OVERDRAFT message will flash on the screen. You must deposit more money into your account before you can make another subtraction.



SHOPPING LISTS

Click on this activity and a shopping list will appear on the screen. Across the top of the chart, there are columns for ITEM, STORE and PRICE. In the bottom left corner, there is a box titled ALLOWANCE. Next to the ALLOWANCE box is the flashing cursor - you will type all entries in this box and then the unit will place them into the highlighted box.

ALLOWANCE: You must make an entry into the ALLOWANCE box before you can make entries onto the shopping list. Click on the ALLOWANCE box and your cursor will flash in the box next to the ALLOWANCE box. Type a dollar amount that equals your allowance and press ENTER. For example, if you have earned \$30 this week, type in this amount so you can keep track of what you will be spending your money on at the stores. The amount will appear in the ALLOWANCE box.

ITEM: Using your mouse, click on the line under ITEM. Type in the item you need to purchase and press ENTER.

STORE: Using your mouse, click on the line under STORE. Decide where you want to purchase the item, type in the store name, and press ENTER.

PRICE: Using your mouse, click on the line under PRICE. Determine how much money you want to spend on an item, type in the price you expect to pay, and press ENTER.

The shopping list will keep a **BALANCE** for you in the lower right corner. As you add money from your allowance or add things to the shopping list, your **BALANCE** will change after each entry.

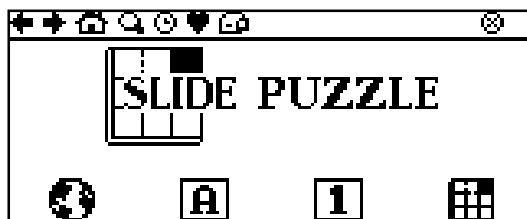


GAMES



SLIDE PUZZLES

Click on this activity and you will have four types of puzzles to play:





Slide puzzles using different sections of the world map.



Slide puzzles using letters of the alphabet.



Slide puzzles using numbers.



Slide puzzles using pictures of objects.

Click on one of the icons to begin a puzzle. Each puzzle is made up of 9 squares, with one square being blank.

A puzzle will appear on the screen. The puzzle first appears in the correct order, so look at it and remember where all the puzzle squares are located. Now, click anywhere on the puzzle and the puzzle will jumble. Using the mouse, click on a square, next to the blank, and the square will move into the blank space. The square you want to move must be next to the blank space (either above, below, left or right of the blank). Keep moving the squares until the puzzle is finished. The timer on the left will keep track of the length of time it takes you to solve each puzzle. Also, there is a “MOVES” counter on the left that will count the number of moves it takes you to solve each puzzle.

After you have won a puzzle, two icons appear in the bottom right corner of the screen: the arrow icon will return you to the opening screen of SLIDE PUZZLES and the puzzle icon will give you another puzzle in the same category.



SOLITAIRE

Click on this activity to play the game of solitaire. Solitaire is played by switching back and forth between two screens. There is a START OVER box at the top of the first screen that you can click on at any time to begin a new game.

On the first screen, there is one stack of cards on the far left of the screen. This is the draw pile. When you have seen all the cards in the draw pile, click on the blank card and the stack will reappear. There are four blank squares on the right of the screen. This is where you place your aces. There is also an arrow in the bottom left corner. Click on this arrow to switch to the second screen and view your game board.

To begin, click on the draw pile and a card will appear to the right of the pile. Click on the arrow in the bottom left corner to see your game board on the second screen.

The second screen will show you the seven piles of cards, with the top card in each pile already shown. If you need to switch back to the first screen to view your draw pile, click on the arrow in the lower left corner.

If you want to move an ace from the draw pile onto one of the four blank squares on the first screen, click on the ace in the draw pile and then click on one of the four blank squares. The ace will automatically be moved. If you want to move an ace from one of the seven card piles on the game board, click on the ace, click on the up arrow, and then click on one of the four blank squares.

If you want to move a card from the draw pile onto the game board, click on the card in the draw pile and the card will shift down slightly. Then click on the arrow in the lower left corner. Decide where you want to move this card from the draw pile, and click on the position on the game board. This will move the card from the draw pile and add it to the card pile you chose on the game board.

If you want to move a card from one of the seven card piles to another card pile, click on the card you want to move and then click on the new card pile. To move an entire stack of cards, continue to click on the top card until all cards have been selected and then click on the new card pile.

Note: As you add cards to the seven piles on the game board, only one card (the top card) will be shown. To view the cards below the top card, simply click on the pile. Each time you click, another card will be shown.

After you have seen all the cards, click on the pile again to return the pile to its original stack.



WORD SEARCH

Click on this activity and a screen of letters will appear. There are 10 words hidden within the screen and you must find all 10 words. The words are horizontal or vertical only. All words read from top to bottom or left to right, there are no backward words or diagonal words. If you find a word, highlight the word using the mouse. To highlight the word, place the mouse arrow on the first letter of the word, hold down the left button of the mouse and slide the mouse over the word. Release the mouse at the end of the word and the word will change to have a dark background. If the word overlaps with another word, you must highlight all letters of the new word, even if they are already highlighted from the previous word. After you have highlighted all 10 words, you have two choices: 1) click on any word and hyperlink for more information or 2) click on the BACK arrow key in the upper left side of the menu bar.

If you click on the BACK arrow, select WORD SEARCH again to get another Word Search puzzle or choose another activity.



HIDDEN NUMBER

Click on this activity and four boxes will appear on the screen. The object of this activity is to enter a four-digit number that matches the number hidden behind the four boxes. There is a TIME box on the left side of the screen that will keep track of how long it takes you to find the hidden number. There is a SCORE box on the left side of the screen that will give you a score each time you find the correct number.

Below each of the four boxes, there is a smaller box with an “x” in it. This box will change shapes each time you type a number in the box. For example, if you type a number and it is not one of the numbers hidden behind one of the four boxes in the puzzle, you will get a box with an “x” in it. If you type a number that is hidden in the puzzle but is in the wrong location, you will get a solid circle. If you type a number that is behind the box in the puzzle and in the correct location, you will get a star.

To start, type in a number using the number keys above the keyboard. As you type a number, one of the four squares will be highlighted and your typed number will appear in that square. Continue to enter numbers until you find the hidden number.

To play another hidden number puzzle, click on the question mark located in the lower right corner of the screen.



CROSS MATH

Cross Math is both a crossword puzzle and a math game - all in one activity. Click on this activity and the unit will ask you to enter the number of players: type in either 1 or 2. Then type in the 1st player’s name (up to 5 characters), press ENTER, enter the 2nd player’s name (if playing) and press ENTER. Using the UP or DOWN arrow keys, select a time limit of how long each player will get to enter their equation. Click on the START button to begin play.

A screen will appear with 7 rows and 15 columns of squares. At the right side of the screen, there is a message box. Please watch the message box for directions and instructions for playing this activity. Below the message box is a row of small lines, indicating the length of time you have remaining before your time runs out. Below the timer, is the player’s name.

In the lower right corner is a row of numbers, a row of symbols, and your score.

To enter the first equation on the game board, you **MUST** overlap the equation onto the center square.

The message box in the upper right corner will ask you to “Define the location” of your equation. Using the arrow keys, move the highlighted square on the game board until you find the location for your equation, press ENTER. The message box will ask you to “Select the Direction” of your equation. Using the arrow keys, select the direction of your equation - either RIGHT or DOWN. The message box will ask you to “Input the Equation”. The highlighted square is now located in the row of numbers. Using your arrow keys, move the highlighted box to the first number you want to move onto the game board, press ENTER. Continue to select the numbers and symbols to create a mathematical equation, pressing ENTER after each entry. An equation can consist of one-digit numbers or two-digit numbers. Examples of equations can be: $2+2=4$, $5+1=3+3$, $7=7$, $21-6=15$.

When you are finished entering your equation, press Q on the keyboard for QUIT. If you have entered an equation in error, press U on the keyboard and the unit will UNDO the placement of the equation. If you cannot make an equation using the numbers and symbols you received, press T on the keyboard to TRADE in your tiles and get different tiles. If you trade your tiles, you will lose your turn, but will have different tiles on your next turn. If you would like to SKIP your turn, press S on the keyboard.



DIGITAL ATLAS



ATLAS

Click on this activity and a map of the world will appear. Note that there are small squares with a dot in each of the seven continents. Click on any small square to view the countries within that continent. Click on any small square to choose a country. After you select a country, use the scroll bar on the right side of the screen to view the information about that country. Click on a small square to read detailed information about the country. To view the 50 United States, click on North America and then click on the U.S. map icon at the end of the North America description. Click on the BACK arrow icon to return to the previous screen.



TURNING POINTS IN HISTORY

Click on this activity to read about specific Turning Points in History. The events are divided into six categories:



Click on one of the categories and then scroll through the list of events. Read about how specific events were important in the history of the world.

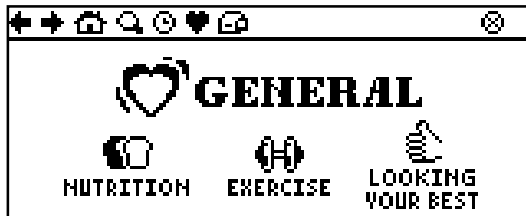


HEALTH CLUB



GENERAL

Click on this activity and you will have three choices:



NUTRITION - read about the “Vitamin Market”, get some “Healthy Recipes”, find where you are on the “Weight Chart” and see how many grams of fat in “Fat Grams Chart” are in your favorite food.



EXERCISE - read about how exercise can help you “Burn it Off”, “Work it Off” and important “Safety Equipment” you need while exercising.

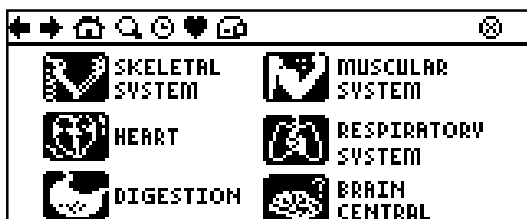


LOOKING YOUR BEST - read about caring for your teeth in “Teeth Tips”, read what to do in case of an emergency in the “First Aid Kit”, here are some simple “Home Remedies” to soothe a sore throat or a mosquito bite, and reasons why it is important to “Sleep Tight” at night.



HUMAN BODY/ANATOMY

Click on this activity and you will have 6 different areas of the body to choose from:



Click on one of the six different body areas mentioned above and a drawing showing that specific area of the body will appear on the screen. Click on a number pointing to a specific body part and read about the specific area. For example, under the SKELETAL SYSTEM, learn where all the different bones are located, what their names are and what they do.



TRIVIA LINKS

Click on this activity and 4 different categories of trivia questions will appear on the screen:



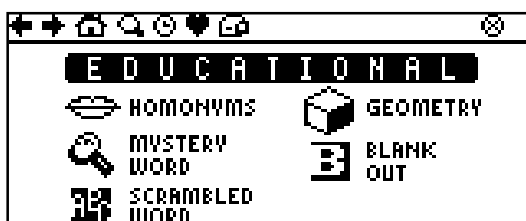
Click on a trivia category and two icons will appear on the screen: a question mark and a key. Click on the question mark and a question will appear. Click on the key to return to the TRIVIA LINKS menu.

If you clicked on the question mark icon, a trivia question will appear. Answer the trivia question by typing the letter next to the correct answer OR by clicking on the letter next to the correct answer. Use the scroll bar if you need to see the entire question.



EDUCATIONAL

There are 5 sub-activities in the Educational category. Choose from:



HOMONYMS

This activity has three levels. At the opening screen, click on Level 1, Level 2 or Level 3.

The SCORE box and the CHANCE box are located in the upper right of the screen. The SCORE box will display your current score. The CHANCE box will display the total number of chances you have to enter the correct answer. In the middle of the screen is a word with an empty box below it. Type in the word that sounds the same but has a different meaning and then press ENTER. There are 10 homonyms in each round. At the end of the round, two icons will appear in the bottom right corner: click on the question mark to continue playing or click on the book to return to the EDUCATIONAL menu.



MYSTERY WORD

This activity has three levels. At the opening screen, click on Level 1, Level 2 or Level 3.

The SCORE box and the CHANCES box are located in the upper right of the screen. The SCORE box will display your current score. The CHANCES box is the total number of chances you have to enter the correct answer. In the middle of the screen is a blank box with two rows of letters underneath it. Using the mouse, click on a letter that you think belongs in

the mystery word. When you click on a letter it will disappear from the row of letters. If the letter belongs in the word, the unit will display the letter in the correct position in the word. If the letter does not belong in the word, you will lose one chance. Guess the word before your chances run out.

After 10 Mystery Words have appeared on the screen, the round is over. Click on the question mark icon in the lower left corner to continue to play Mystery Word. Click on the book icon in the lower right corner to return to the EDUCATIONAL menu.



SCRAMBLED WORD

This activity has three levels. At the opening screen, click on Level 1, Level 2 or Level 3.

The SCORE box and the CHANCES box are located in the upper right of the screen. The SCORE box will display your current score. The CHANCES box is the total number of chances you have to enter the correct answer. In the middle of the screen is a scrambled word with an empty box below it. Unscramble the word and type it using the letters shown on the screen, in the correct order, and press ENTER.

After 10 Scrambled Words have appeared on the screen, the round is over. Click on the question mark in the lower left corner to continue to play Scrambled Word. Click on the book icon in the lower right corner to return to the EDUCATIONAL menu.



GEOMETRY

This activity has two levels. At the opening screen, click on Level 1 or Level 2.

A question will appear on the screen with three answers. Click on the letter next to the correct answer or type the letter next to the correct answer. After 5 Geometry questions have appeared, the round is over. Click on the question mark icon to continue playing Geometry or click on the book icon to return to the EDUCATIONAL menu.



BLANK OUT

This activity has three levels. At the opening screen, click on Level 1, Level 2 or Level 3.

The SCORE box and the CHANCES box are located in the upper right of the screen. The SCORE box will display your current score. The CHANCES box is the total number of chances you have to enter the correct answer. In the middle of the screen, a word will appear with one or more letters missing. Type in the letters, one at a time. As you type in the missing letters, the correct letters will appear in the word. If you type in an incorrect letter, you will lose a chance. After 10 Blank Out words have appeared, the round is over. Click on the question mark icon to continue playing Blank Out or click on the book icon to return to the EDUCATIONAL menu.

12. EXPANSION CAPABILITIES

Be careful to follow the instruction manual that is included with your cartridge purchase.

13. TROUBLESHOOTING

FAULT

ACTION

No Power with batteries	<ul style="list-style-type: none"> - Check/Replace the 6 x "AA" batteries. - Ensure adaptor is not connected. - Check that the batteries have been inserted correctly.
Not retaining memory	<ul style="list-style-type: none"> - Check that the plastic tag from the back-up battery compartment door (situated on bottom of unit) has been removed. - Check/Replace the 2 x "LR44" batteries (Ensure the unit is switched ON before replacing the 2 x "LR44" back-up batteries).
No Power with adaptor (Adaptor sold separately)	<ul style="list-style-type: none"> - Check the adaptor is inserted correctly, and the unit is switched ON.
Screen display is too light/ dark	<ul style="list-style-type: none"> - Adjust the contrast button on the right-hand side of the screen, until the image becomes clear. - Check/Replace the 6 x "AA" batteries.
Low volume	<ul style="list-style-type: none"> - Check/Replace the 6 x "AA" batteries.
Cartridge not functioning (Cartridge sold separately)	<ul style="list-style-type: none"> - Ensure the Tiger.Webstart Computer is turned OFF before inserting the cartridge. - Insert the cartridge until it CLICKS into place.
Mouse not functioning	<ul style="list-style-type: none"> - Ensure power is switched OFF before inserting.

**If you should continue to have difficulties with the performance of your system:
In the U.S., please call our toll-free number at 1-800-TIGER ED. In the U.K.,
please call 01789 842995. Please do not return it to your retailer before
calling our helpline.**

14. CARE AND USE/MAINTENANCE

To protect the unit, follow these instructions:

- Prevent spills of food and beverage on the unit.
- Do not submerge the product in water. If the product needs to be cleaned, wipe it gently with a barely damp, soft cloth.
- Do not throw or kick the product, and do not push sharp objects through the speaker opening.
- Do not put the unit in direct sunlight or near any source of heat.
- Designed for children ages 8 and up.



- The toy is not intended for children under 3 years old.
- The transformer/adaptor is not a toy.
- The toy must only be operated through a transformer/adaptor for toys complying with CEE publications 15.
- Adults should examine the unit and transformer/adaptor periodically. In case there is any damage, the toy must not be used until that damage has been properly removed.
- Toys liable to be cleaned with liquid are to be disconnected from the transformer/adaptor before cleaning.

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, Ltd.

15. 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 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 retailer 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.\$ 32.00. 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.

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.

