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PRINTED IN CHINA

AGES 5 & UP

TIGER
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Harry Potter

BOOK OF SPELLS INSTRUCTION

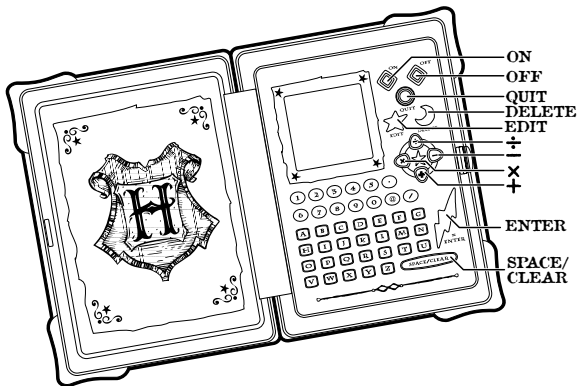


Item No. 36297
200103730IWTI-01

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YOUR HARRY POTTER KEYPAD



Turn ON your Harry Potter Book of Spells. The magical world of Harry Potter™ awaits you!

After the opening animation, you will see the “sorting hat™” at Hogwarts School™, which will decide the house you belong in by asking you a series of “yes” and “no” questions.

Press "Y" for yes or "N" for no for each question.

For example, "DO YOU FEEL BRAVE?" Y/N

You might answer “Y” for yes.

Then you could see, "DO YOU HAVE A LOT OF COURAGE?" Y/N

"I SEE BRAVERY AND CHILVARLY THAT SETS YOU APART. YOU ARE A GRYFFINDOR™."

Next you will see: **ENTER NAME.**

NAME



You need to type in your name. Use the keypad to do this. Then press ENTER.

DATE

Enter in the date.

Month:



You will see the month of "JAN" flashing. Use the ▲ and ▼ arrows to toggle to the correct month. For example "April".

Day:



Use the ► arrow to move to the day selection. Use the ▲ and ▼ arrows to type in the first digit of the month (which would be a "0", "1", "2" or "3". For example "2". Or you can type in the "2" on your keypad.

Use the ► arrow to move to the second digit, which will be a number from "0" to "9". For example, "4". Then use the ▲ and ▼ buttons to toggle to the correct number or type in the number on your keypad.

Year:



After you enter the correct day, the unit will move automatically to the year selection. From here, select the correct year. For example, "2001".

After you've toggled to the correct year, press ENTER.

TIME



Now that you've learned how to set the date, setting the time is easy!

Hour:

Use:

- the ▲ and ▼ buttons to enter the first digit or type in the first digit number using the keypad.
- the ► to move to the second digit.
- the ▲ and ▼ buttons to enter the second digit or type in the number using the keypad.

For example "0".

Now do the same thing for the second digit.

For example "9".

Minute:

Use the ► button to move to the minute spaces and enter the correct minute the same way with the ▲ and ▼ arrows or by typing the actual number on the keypad.

For example, "23".

AM or PM:

Use the ► button to move the AM/PM space.

Use ▲ and ▼ to toggle to your choice. For example, "AM".

Or, you can type "A" on the keypad for AM or type "P" on your keypad for PM.

ALARM

After setting the time and pressing ENTER, you will see:
ALARM: 12:00AM

Set the alarm time the same way you set the regular clock and press ENTER.

On screen, you will see the words, "WOULD YOU LIKE TO SET THE ALARM FUNCTION? Y/N"

Type in "Y" for yes nor "N" for no. If yes, then use ◀ & ▶ to set alarm to be ON or OFF.

You will hear a magical tone when the alarm sounds!

The unit will go back to the question of **WOULD YOU LIKE TO SET THE ALARM FUNCTION Y/N**. Now that you've already set it, press **N** for no and press **ENTER**.

SOUND EFFECTS

Now you will be asked to set the sound effects.

On screen, you will see the words, **"WOULD YOU LIKE TO SET THE SOUND EFFECTS? Y/N"**

Type in **"Y"** for yes or **"N"** for no. If yes, then use ◀ & ▶ to set the sound effects to be **ON** or **OFF**.

When you enter **"Y"** for yes, you will see **SOUND EFFECTS: ON**.

To **QUIT** the **WIZARD TIME**, press the **QUIT** button.

You will see your **HOUSE** (example, **GRYFFINDOR™**), the number of **POINTS** you have scored and your **NAME** as you quit back to the main menu.

GOING TO MAIN MENU

After you've entered all your data of name, date, time, alarm and sound effects, press the **QUIT** button to go to the main menu. From the main menu, you can access 14 different wizard functions for playing! On the main menu, you will see four icons on screen at a time.

Use the ▲ and ▼ buttons to move up and down along the main menu to see all the fourteen main menu selection choices. Let's spend a little time explaining how each of these fourteen functions works! Each is magical, so you'll want to learn about them all!

Whenever an icon is highlighted, you will see a **BANNER** telling you what function the icon represents.

You'll see an arrow flashing to the **RIGHT ▶** to let you know there are more icons there. As you scroll, you'll see arrows on the bottom of the screen flashing both **LEFT ◀** and **RIGHT ▶** so you know you can go in either direction to find the fourteen icons.

The default icon is **"CHARACTERS"**.

CHARACTERS



In the **CHARACTERS** file, you'll find delightful information about all the Harry Potter™ characters from the first Book. You can see their pictures and watch their pictures come to life. Read all about each of them!

With **CHARACTERS** highlighted on the main menu, press **ENTER**.

You'll see the word **CHARACTERS** on screen then the letters of the alphabet will appear.



Use your ◀ and ▶ arrow buttons to move to a letter of your choice. For example, "D".

Press **ENTER**.



See the list of all the Harry Potter characters that begin with the letter "D", which include: **DEDALUS DIGGLE™**, **DRAGONS™**, **ALBUS DUMBLEDORE™**, **DUDLEY DUDRSLEY™**, **PETUNIA DURSLEY™**, and **VERNON DURSLEY™**.

You'll see a down arrow by Petunia Dursley's™ name, indicating you have to scroll further down to see the rest of the list.

Use the ▲ and ▼ arrows to highlight the character you want to study, for example, "**DUDLEY DURSLEY™**". Press **ENTER**.



See the words "**DUDLEY DURSLEY™**" on screen by itself and an arrow pointing to the right (▶) on the bottom of the screen.



Press the ▶ to see an illustration of the character - and the picture will animate!

Press ▶ again to see and read a full biography on the character.

You can also use the ◀ button not only to move backwards through the biography but also to move back to the animation of the character several screens back!

More characters of the same letter:

When you have finished your study of Dudley Dursley™, press the QUIT button to go back to the “D” screen that listed all the characters that began with that letter of the alphabet.

Select another letter of the alphabet for study:

Choose another character to study whose name begins with the letter “D” or you can press “QUIT” again to go back to the CHARACTERS file and choose another letter of the alphabet.

Go back to the main menu:

Press QUIT a third time to go back to the main menu and to access another function in your BOOK OF SPELLS!

WIZARD THINGS



From the main menu, highlight the WIZARD THINGS and then press ENTER. In this function, you will study all the neat things that wizards use in their craft.

Much like CHARACTERS, you will see the word “WIZARD THINGS followed by the alphabet chart.



Access and study “wizard things” the same way you reviewed characters. For example, go to the letter “P” and select from PORTRAIT™, PUMPKIN PASTRIES™ or PUT-OUTER™.

When you're done studying about “wizard things”, QUIT back to the main menu.

HOGWARTS HOUSES™



Highlight this icon and press ENTER. You will see a general description about how houses are sorted at Hogwarts School™.

When you get to the end of this description, you will see a ◀ arrow if you want to scroll back and review what you read.

Or, you can press the ▶ button to see the emblems for each of the four houses beginning with GRYFFINDOR™.

Use the ▶ arrow to scroll through the emblems for all four houses. When you get to the fourth house, which is SLYTHERIN™, you will see the ◀ arrow in the corner and can scroll back through the four emblems.

Go to a school emblem you want to study, for example, GRYFFINDOR™ and press ENTER.

You will then find a description about the house of GRYFFINDOR™.

When you finish scrolling through the description of GRYFFINDOR™, press the QUIT button to go back to the house emblem. Or, you could scroll back to the house emblem by pressing the ◀ button and move back.

From the house emblem, you can toggle to any of the houses and press ENTER and read about them the same way.

After you've read about all four houses (or about as many of the four houses as you want), press QUIT to return to the main menu.

PLACES



From the main menu, highlight PLACES and press ENTER.

You'll see the same alphabet bar you saw for CHARACTERS and WIZARD THINGS and it works the same way.



For example, highlight "F" and you'll see FLOURISH AND BLOTTS™ and FORBIDDEN FOREST™.

Study all the places with each letter of the alphabet and when you're done studying places, QUIT back to the main menu.

QUIDDITCH™



From the main menu, highlight **QUIDDITCH™** and press **ENTER**.

You'll see a full description on how to play the game of **QUIDDITCH™**. By scrolling through this description, you will be a master at understanding this wonderful game!

When you're done studying how to play **QUIDDITCH™**, press the **QUIT** button to return to the main menu.

PERSONAL NOTES



Entering the first message:

From the main menu, move the arrows to highlight **PERSONAL NOTES** and then press **ENTER**.



On screen you will see:
WOULD YOU LIKE TO ENTER YOUR OWN NOTES? (Y/N)
Press **Y** for **YES**.



A blank screen will appear with a cursor in the upper left hand corner. Now use your keyboard to type your message!

HOWEVER YOU ARE LIMITED BY THE AMOUNT OF TEXT YOU ENTER IN THE PERSONAL NOTES. WHEN YOU REACH YOUR TEXT LIMIT, A WARNING SCREEN WILL APPEAR TELLING YOU TO DELETE SOME TEXT. YOU MUST DO SO IN ORDER TO SAVE THE CURRENT MESSAGE YOU ARE TRYING TO ENTER. FOR BEST PERFORMANCE IN THE PERSONAL NOTES, ALWAYS TRY TO DELETE OLD MESSAGES BEFORE YOU ENTER NEW ONES.

Saving your messages:

When you are done typing, press the ENTER button.



On screen you will see,
"SAVE RECORD? (Y/N)

Type "Y" for yes.

You then go back to the main menu.

Entering more messages:

You want to enter more messages, into your personal notes?
No problem! Highlight **PERSONAL NOTES** again and
press ENTER.

You'll see your first message. To add a second message,
press the EDIT button. On screen you will see "WOULD
YOU TO ENTER YOUR OWN NOTES?" (Y/N)

Press "Y" for yes and you'll see the blank screen with the
cursor. Enter in the new message. When you're done,
press ENTER.



On screen you will see
SAVE RECORD Y/N?

Type "Y" for yes.

This will return you to the main menu.

From the main menu, highlight **PERSONAL NOTES** and
press ENTER.

Now you have two messages in your personal notes. You'll
see an arrow on the bottom right hand corner of the screen.



Press ► to scroll forward through your messages.
Press ◀ to scroll backwards through your
messages.

If you enter a long message, which takes up more room
than one page, you will see a ▼ arrow, which will take you
to another page to continue your message. Use the ▲ and
▼ buttons to move up and down throughout longer
messages, moving back and forth to review longer
messages!

Editing messages:

If you want to edit (revise) a message you have written in your personal notes, go to the message and then press the **DELETE** button.



On screen you will see,
"EDIT THIS MESSAGE?" Y/N

Press **"Y"** for yes to start editing (revising) your message. Use the directional arrows to move the cursor to the part of the message you want to change. Then by pressing the **DELETE** button, you will delete whatever letter is by the cursor. As you delete letters, you can retype whatever revised message you wish to write.

When you're done revising, resave your message by pressing the **ENTER** button.

You'll see **SAVE RECORD Y/N?**

Press **"Y"** for yes to save this edited/revised message and you will be returned to the main menu.

Deleting messages:

Let's say you want to delete (erase) a message. Go to the message and press the **DELETE** button.

On screen, you will see **"DELETE THIS MESSAGE?" Y/N**

Press **"N"** for no.



On screen will appear,
"DELETE RECORD?" Y/N

Press **"Y"** for yes and you will delete (erase) this entire message!

When you're done adding, editing or deleting messages, press the **ENTER** button to complete this job and you will return to the main menu.

WIZARD CONTACTS

Store names and phone numbers, email addresses and web addresses here! Highlight **WIZARD CONTACTS** from the main menu and press **ENTER**.



You will see a screen that says **NAMES & PHONE NUMBERS**.



Use the ▼ button to scroll down to **E-MAIL ADDRESSES**.



Use the ▼ button to scroll down to **WEB ADDRESSES**.

Use the ▲ and ▼ buttons to scroll to whichever of these three you want and press **ENTER** to work in that file.

Names & Phone Numbers:

Let's begin by highlighting **NAMES & PHONE NUMBERS** and pressing **ENTER**.



On screen you will see,
WOULD YOU LIKE TO ADD NAMES & PHONE NUMBERS? Y/N
Press **Y** for yes.



Name:
Type in the name (up to 17 letters) and press **ENTER**.



Phone Number:
Now type in the phone number. Press **ENTER**.

On screen, you see the message **WOULD YOU LIKE TO ADD NAMES & PHONE NUMBERS? Y/N** again. This time, press **"N"** for no.

On screen, you will see:

WOULD YOU LIKE TO SAVE? Y/N

Press **"Y"** for yes.

1. CHRIS NICOLE
847555-5555

Your name and phone number information is now saved.

2. DERRYL DEPRI
619222-2222

You are back automatically to the **NAMES & PHONE NUMBERS** file. You can then add more names and phone numbers or use the ▲ and ▼ buttons to scroll between this file and the files for e-mail addresses and web addresses.

Adding More Names and Phone Numbers:

You can enter a total of 25 names and phone numbers. Press **EDIT** to add more names. Follow the same procedure as before.

Deleting Names & Phone Numbers:

Press **DELETE** instead of **EDIT**.

3. LAWRENCE NE
555555-5555

You will see an arrow on screen.

Use your directional buttons to move the arrow to highlight the entry you want to change.

Once the entry is highlighted, you have two options:

Option 1: Press the **DELETE** button to delete the entire entry.

Option 2: If you press **EDIT**, you will pull up the highlighted entry again and can edit any part of the **NAME** entry by moving the cursor to the letters you want to change and then press **EDIT** and then retype the new letters or numbers. When you're done revising, press **ENTER**.

Now you move to the **PHONE NUMBER** and edit and retype the same way. Then press **ENTER**.

You will then see **WOULD YOU LIKE TO SAVE? Y/N**
Press "Y" for yes.

Option 2: If you press **EDIT**, you will pull up the highlighted entry again and can edit any part of the **NAME** entry by moving the cursor to the letters you want to change and then press **EDIT** and then retype the new letters or numbers. When you're done revising, press **ENTER**.

Now you move to the **PHONE NUMBER** and edit and retype the same way. Then press **ENTER**.

You will then see **WOULD YOU LIKE TO SAVE? Y/N**
Press **"Y"** for yes.

E-Mail Address:

Let's say instead of adding more names and phone numbers, you want to go to the **E-mail Address** folder.

Simple scroll down with the ▼ arrow from **NAMES & PHONE NUMBERS** to **E-MAIL ADDRESSES** and press **ENTER**.



On screen, you will see the message:
WOULD YOU LIKE TO ADD E-MAIL ADDRESS? Y/N

Press **"Y"** for yes and enter in an e-mail address.

Press the **"A"** button to get the **"@"** symbol.
Press the **"B"** button to get the **"/"** symbol.

Then press **ENTER**.

Just like the **Names & Phone Numbers**, you will see the message:

WOULD YOU LIKE TO SAVE? Y/N
Type in **"Y"** for yes.

This is the basic procedure as **Names & Phone Numbers**.
EDIT and **DELETE** work the same way! You can save up to 25 **E-Mail** addresses!

Web Addresses:

If you want to record web addresses, it's just as easy!
From the file menu, use the ▲ and ▼ buttons to scroll up or down to **WEB ADDRESSES** and press **ENTER**.

On screen, you will see the message:
WOULD YOU LIKE TO ADD WEB ADDRESSES? Y/N
Press **"Y"** for yes. Use the same procedure to add, edit and delete web addresses that you used for **"E-Mail"** and for **"Names & Phone Numbers"**. You can save up to 25 web addresses!



REMEMBRALL™



From the main menu, press ENTER. On screen you will see, REMEMBRALL™ followed by

WOULD YOU LIKE TO ENTER REMINDER TO YOURSELF? Y/N

Type in "Y" for yes.

On screen you will see,
WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Type in "Y" for yes.



On screen you will see,

DAY: (You will see the current day)

TIME: (You will see the current time)

Use your ◀ and ▶ arrows to move through the DAY and TIME and then use the keypad keys to type in the DAY and TIME for the alarm. Press ENTER.



Then the day and time of your alarm settings will appear on top of the page and you can begin typing in what you wish to remember.

If you press NO for the alarm instead of YES, you would go straight to the blank screen and could begin entering what you wish to remember immediately.

When you are done typing in what you wish to remember, press ENTER.



On screen you will see
SAVE RECORD? Y/N

Press "Y" for yes and you will return to the main menu.

From the main menu, highlight the REMEMBRALL™ again and press ENTER. What you wrote to remember will be on screen.

Adding more things to remember:



Press EDIT to add more things to remember. See the screen:

WOULD YOU LIKE TO ENTER REMINDER TO YOURSELF? Y/N

Press "Y" for yes and you will see the **ALARM SETTING** screen again, which is:

WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Type in "Y" for yes or "N" for no.

If YES, enter in an alarm setting just as before for this new schedule. Then press ENTER and type in the additional schedule.

If NO, you will go right to a blank screen for typing in whatever additional thing you want to remember.

When you're finished adding what you wish to remember, press ENTER.

THE REMEMBRALL™ CAN ONLY HOLD 15 REMINDERS AT ONE TIME. ALSO YOU ARE LIMITED BY THE AMOUNT OF TEXT YOU ENTER FOR THE REMINDERS. WHEN YOU REACH YOUR TEXT LIMIT OR TRY TO ADD MORE THAN 15 REMINDERS AT ONE TIME, A WARNING SCREEN WILL APPEAR TELLING YOU TO DELETE SOME TEXT OR DELETE SOME REMINDERS COMPLETELY. YOU MUST DO SO IN ORDER TO SAVE THE CURRENT REMINDER YOU ARE ENTERING. FOR BEST PERFORMANCE IN THE REMEMBRALL™, ALWAYS TRY TO DELETE OLD REMINDERS AND TRY TO LIMIT THE AMOUNT OF TEXT FOR EACH ONE BEFORE YOU ENTER NEW ONES.



On screen you will see, **SAVE RECORD? Y/N**

Press **"Y"** for yes and you will return to the main menu.



Deleting Messages:

Go to the **REMEMBRALL™** again from the main menu and press **ENTER**. This time, you will see your **FIRST** entered remembered thing plus a flashing arrow on the bottom right hand corner of the screen.

Press the **►** button to toggle through your added things to remember.

When you get to the message you want to delete, press the **DELETE** button.



On screen you will see **EDIT THIS MESSAGE? Y/N**

You have two options.

Option 1:

If you type in **Y** for yes, you can go right into the Remembrall™ and delete/change parts of the **DAY** and **TIME**, using the **◀** and **►** arrows to move through the day and time and then type over the letters or numbers you are highlighting to delete the old letters and numbers and replace them with new text.

When you are done changing the date and time, press **ENTER**.

Now the revised day and time are on the top of the page and you can use your **◀** and **►** arrows to move through the text of your actual thing to remember. As you move **◀** and **►** with your arrows to highlight the letters you want to change, use the letters on the keypad to revise what you wish to remember.

When you have revised what you wish to remember, press **ENTER**.



On screen you will see, **SAVE RECORD? Y/N**

Press **"Y"** for yes to saved this edited **"remembrall™"** entry.

Option 2:

If you press **"N"** for no, on screen you will see, **DELETE RECORD? Y/N**

Press **"Y"** for yes and delete this entire **"remembrall™"** entry.

PASSWORD



This is where you enter your own private password and lock out intruders from entering your Book of Spells! Highlight the **PASSWORD** icon from the main menu and press **ENTER**.



On screen you will see

The animation of someone moving in front of a portrait and the word **PASSWORD** followed by **PLEASE ENTER YOUR PASSWORD**. Your password can be up to 8 letters long. Type it in and press **ENTER**.



On screen you will see,

RECONFIRM AND RETYPE YOUR PASSWORD So type in your password again to confirm it and press **ENTER**.

On screen you will see,
PLEASE SELECT WHICH SECTORS YOU WISH TO LOCK OUT.

Press **ENTER** and you will return to the main menu. Highlight an icon from the main menu to "password protect". For example, the **CHARACTERS** icon.



Press **ENTER**. On screen you will see,
DO YOU WISH TO PASSWORD PROTECT CHARACTERS? Y/N

Type in "Y" for YES and you will see the animation of a lock being fitted onto the icon which indicates that your Book of Spells has locked up the CHARACTERS file from any intruders!



In the main menu, you will also see a big circle with a slashing line through it to remind you and anyone else that this file is password protected!

Now if anyone tries to enter the CHARACTERS file, they must enter the password. Without the password, they can't get it.

Then select any other functions of your Book of Spells you want to lock up. When you are finished "locking up", press QUIT.

On screen you will see, **THE FOLLOWING FUNCTIONS ARE NOW LOCKED** and then list of whatever functions you have "password protected".

If you've entered in a bunch of functions as "password protected", use the ▼ arrow to see them all.

Press QUIT a second time. Now you're back in the main menu.

Go to a section that you have password protected (it's got the circle and slash mark around the icon). Instead of the function opening, on screen you will see **PLEASE ENTER YOUR PASSWORD.**

If you type in the wrong password, you will see **WRONG PASSWORD.**

Use the DELETE button to erase the incorrect password and try again!

When you type in the correct password, the function will open properly.

You can “password protect” any functions you choose, even this **PASSWORD** function! When you go to “password protect” in the **PASSWORD** function, you will see a warning screen.



This warning is important! The warning explains that if you happen to forget your password, you are out of luck if you have “locked up” this section. In order to gain password access, when you’ve locked up this security function, you will have to reset your unit or take out the batteries and start all your programming for your entire Book of Spells all over again.

So consider “password protecting” every section except the **PASSWORD** function. That way, if you forget your password and haven’t locked up the **PASSWORD** function, you can go into this section and change your password!

Here’s how:

Go to **PASSWORD** on the main menu and press **ENTER**.

On screen you will see
CHANGE PASSWORD? Y/N

Press “Y” for yes and go through the entire procedure of selecting a password again.

The sections of the Book of Spells you had previously locked up with your old password (which you have forgotten), can now be opened with your new password.

WIZARD TIME



WIZARD TIME is all the basic information you entered when you first programmed your Book of Spells. Highlight this function from the main menu and press **ENTER**.

By either repeatedly pressing the ► button or by repeatedly pressing the **ENTER** button, you can toggle through all the basic information you have entered for **NAME**, **DAY**, **TIME**, **ALARM** and **SOUND EFFECTS**.

To change any of this information, go to the screen you wish to change. For example, go to the **NAME** screen and press **EDIT**.

Then press or hold down the **DELETE** button to delete the old name and then type in the new name. Press **ENTER**.

When you change any of the **WIZARD TIME** information, you will need to re-enter all the information from that point, using the same procedure you used for the **NAME** entry change.

To **QUIT** the **WIZARD TIME**, press the **QUIT** button.

You will see your **HOUSE** (example, **GRYFFINDOR**), the number of **POINTS** you have scored and your **NAME** as you quit back to the main menu.

CALCULATOR



Highlight the calculator from the main menu and press **ENTER** to access your own built-in calculator.

Use:

- the **NUMBER** keys for **NUMBERS**.
- the **▲** button for **DIVISION** (/).
- the **▼** button for **ADDITION** (+)
- the **◀** button for **MULTIPLICATION** (x).
- the **▶** button for **SUBTRACTION** (-).
- the **ENTER** button for **EQUALS** (=).
- the **SPACE** button for **CLEAR**.

For example, if you wanted to add $7 + 4 = 11$.

Here's how you would do it:

Press the "7" key. (7)

Press the ▼ key. (+)

Press the "4" key. (4)

Press the **ENTER** key. (=)

Then the number "11" would appear in the bottom right hand corner. A calculator is a "must have" for any wizard!

Press **QUIT** to return to the main menu.

FAVORITE LISTING



In **FAVORITE LISTING**, you can list your 5 favorite characters - and have all their biographic information available at an instant!

Highlight from the main menu and press **ENTER**.



On screen you will see
WOULD YOU LIKE TO LIST 5 FAVORITE CHARACTERS?
Y/N

If you enter "**N**" for no, you will go back to the main menu.



But if you enter "**Y**" for yes, you will see.
SELECT CHARACTERS and the alphabet bar from the **CHARACTERS** icon.

Just as in the **CHARACTERS** icon, you can use the ◀ and ▶ buttons to highlight different letters in the alphabet. For example, if you want to include **CENTAURS™** as one of your favorites, scroll along the alphabet bar until you reach "**C**" and press **ENTER**.



On screen, you will see all the characters beginning with the letter "**C**", **CENTAURS™**, **VINCENT CRABBE™** and **DORI CROCKFORD™**.

Scroll to **CENTAURS™** and press **ENTER**.

On your screen you will see,



WOULD YOU LIKE TO ADD CENTAURS™ TO YOUR FAVORITE LIST? Y/N

Type "**Y**" for yes and on screen you will see
CENTAURS™.

The screen automatically goes back to the **SELECT CHARACTERS** screen with the alphabet bar.

You can add up to 5 characters in exactly this same way. When you're done making your "favorites" list, press **QUIT**.

WOULD YOU LIKE TO
SAVE YOUR LIST ?

Y / N

Then you will see,
WOULD YOU LIKE TO SAVE YOUR LISTING?
Y/N
Press "Y" for yes and your characters will be saved.

You will, then, automatically return to the main menu.

Now whenever you go into the **FAVORITE LISTING**, you will see your list. The cursor will be set for the first character on your list. Use the **▲** and **▼** buttons to toggle to any of your favorite character listings.

Press **ENTER**. To see all the character bio information and the animation for that character. Just press the **►** button to cycle through all the information. Remember, you can always press the **◄** button to cycle backwards through this information as well.

THERE ARE
ALREADY 5
CHARACTERS IN
YOUR LIST

After entering 5 characters to your favorite's list and if you try to enter another one, on screen, you will see
THERE ARE ALREADY 5 CHARACTERS IN YOUR LIST."

If you would like to change your list, highlight the character on your list you want to delete and press the **DELETE** button. That character will be deleted instantly from your list! Each time you press **DELETE**, you will delete another character from your list!

To add new characters to your list, press the **EDIT** button when on your list.

AFFIRMATIONS



Highlight **AFFIRMATIONS** from the main menu and press **ENTER**.

In **AFFIRMATIONS**, you will see a "thought for the day". For example, it could be "**GIVE SOME HELP TO YOUR FAMILY.**"

QUIT back to the main menu and re-enter into **AFFIRMATIONS** again to see another one. For example, it could be, "**A GOOD TIME TO EARN EXTRA MONEY**"

There are hundreds of affirmations in your **BOOK OF SPELLS** to find and enjoy!

QUIT and return as often as you'd like!

QUIZ GAME



Highlight **QUIZ GAME** from the main menu and press **ENTER**.

WOULD YOU LIKE TO
PLAY THE QUIZ
GAME FOR HOUSE
POINT(S)?
Y/N

On screen you will see
**WOULD YOU LIKE TO PLAY THE QUIZ
GAME FOR HOUSE POINT (S)? Y/N**

Press "**Y**" for yes.

The screen will tell you how many points you will be playing for.

TODAY YOU WILL BE
PLAYING FOR
1
POINT(S)

**TODAY YOU WILL BE PLAYING FOR 1
POINT (S)**
Press **ENTER**.

Then the screen will tell you how many questions you will be asked in today's quiz.

AND WILL BE ASKED
1
QUESTION(S)

AND YOU WILL BE ASKED 1 (QUESTION (S))

If you're playing for 1 point there's just 1 question. But you could be playing for more points and more questions! Each day you play

the **QUIZ GAME** brings its own surprises and it's own number of points and questions!

Press **ENTER** again.



On screen you will see
HERE WE GO.... GOOD LUCK!

Press **ENTER** again.



On screen, you will see again the number of points you are playing for:
FOR 1 POINT (S)

Press **ENTER** again.



Now you will see the question, for example,
**WHO SAVED HARRY FROM QUIRREL™/
VOLDEMORT™?**

Press **ENTER**.

You will see your choices, for example:



A. RON™
B. HAGRID™
C. ALBUS DUMBLEDDOR™
D. SNAPE™

Press the letter you feel is correct.

Press **ENTER** again and you will be rewarded points for each correct response or you will lose points for each incorrect response.



Press **ENTER**. On screen you will see
**THANKS FOR PLAYING. PLEASE COME
BACK TOMORROW FOR MORE QUESTIONS.**

Press **ENTER** or **QUIT** to return to the main menu.

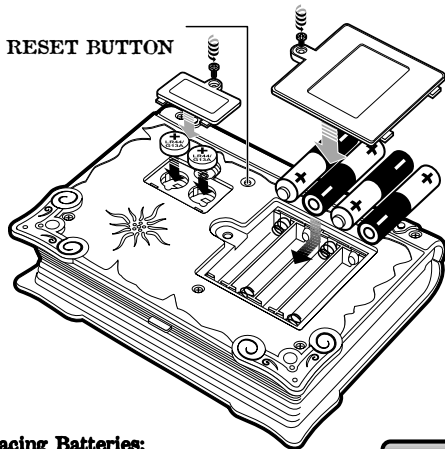
You are only allowed to play the **QUIZ** once per day.

In **WIZARD TIME**, you can check to see how many points you have earned in the **QUIZ**.

INSERTING OR REPLACING BATTERIES

Reset Operations:

By pressing the reset button, you can delete all the data previously entered. A screen will ask you, **DATA FOUND! KEEP RECORD? Y/N**. By pressing **Y**(yes) will return to initial screen, By pressing **N**(no) will delete all data. Be sure to press the reset button before you use **HARRY POTTER - BOOK OF SPELLS** for the first time.



Replacing Batteries:

This **HARRY POTTER - BOOK OF SPELLS** is powered by two button-cell batteries type "G13A" or "LR44" and four "AAA" or "LR03" batteries. The four "AAA" or "LR03" batteries are the main batteries and the two "G13A" or "LR44" batteries are the back-up batteries. The main batteries provide power for normal operations. The back-up batteries protect data stored in memory when changing the main batteries.



Important:

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the HARRY POTTER - BOOK OF SPELLS. Note the following precautions: 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 HARRY POTTER - BOOK OF SPELLS.

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, loose the screws that holds the battery compartment cover in place, then remove the battery compartment cover.
2. Remove the old battery.

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!

3. Insert the new battery into the HARRY POTTER - BOOK OF SPELLS, making sure to align "+" and "-" as shown.
4. 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. Loose the screw that holds the back-up battery cover in place. Remove the cover.
3. Then remove the old battery with a thin pointed, non-metallic object.
4. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the HARRY POTTER - BOOK OF SPELLS, making sure that its positive (+) side is facing up (so that you can see it).

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

CAUTION:

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.
- Replace with new batteries at the first sign of erratic operation.

**DO NOT DISPOSE OF BATTERIES IN FIRE,
BATTERIES MAY EXPLODE OR LEAK.**

DEFECT OR DAMAGE

Replace batteries at the first sign of erratic operation. 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 Repair Department.
1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL
60061, U.S.A.

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

CAUTION : Batteries should be replaced by an adult. Not suitable for children under 36 months, may contain small parts.

If the LCD display becomes dim, this means you should turn off the **HARRY POTTER - BOOK OF SPELLS** and replace the main batteries. Your **HARRY POTTER - BOOK OF SPELLS** is protected by the back-up batteries during main battery replacement.

Memory contents are lost when the back-up batteries are removed or need to be replaced. Be sure to always leave the back-up batteries in place to protect memory contents when you are changing the main batteries. However, when you remove the main batteries at any time, memory retention will depend entirely on the condition of the back-up batteries in place. If back-up batteries are not in place, memory contents are likely to be damaged. If memory seems corrupted, clear it using the reset.

Normally the back-up batteries can support over 180 days of data back up, even when no main batteries have been installed. However, in order to guarantee your data is stored, never leave the unit without main batteries for a whole day. Otherwise, you could lose your data. For regular maintenance, please exchange the back-up batteries once a year.

Important:

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the **HARRY POTTER - BOOK OF SPELLS**. Note the following precautions: 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 **HARRY POTTER - BOOK OF SPELLS**.

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, loose the screws that holds the battery compartment cover in place, then remove the battery
The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department.

1000 N. Butterfield Road, Unit 1023, Vernon Hills,
IL 60061, U.S.A.

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

90-DAY LIMITED WARRANTY

Tiger Electronics. (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.\$17. Payments must be by check or money order payable to Tiger Electronics.

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 Repair Department.

1000 N. Butterfield Road, Unit 1023, Vernon Hills,
IL 60061, USA

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. For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions :

(1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.