

TIGER
INTERACTIVE™

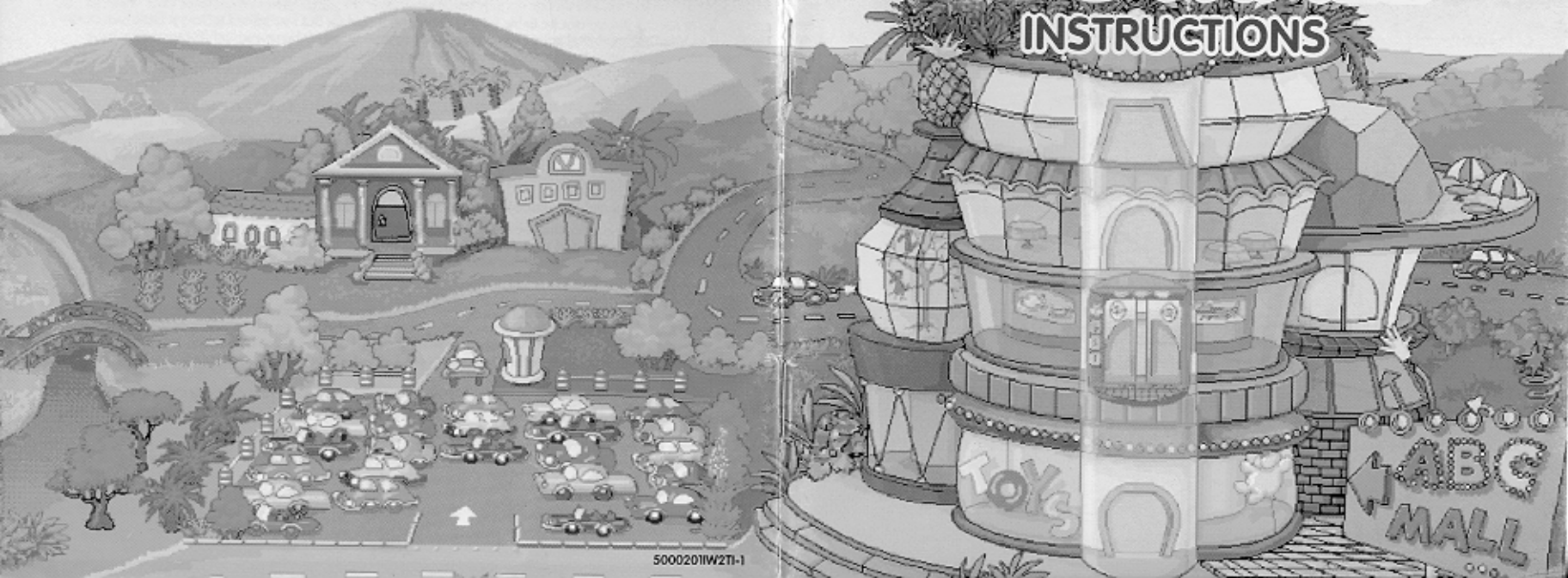
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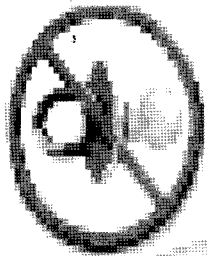
Tiger **Toyware™**

Ages 3-6
Model 50-002

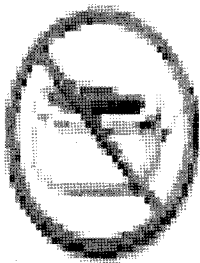
ABC MALL™

INSTRUCTIONS





WELCOME



ABC MALL™

software is a fun and exciting way for preschool children to develop basic learning skills.

Children are challenged as they explore imaginative games at the "mall" and are provided with humerous learning opportunities in the areas of mathematics, language arts and logical thinking.

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INTERACTIVE™

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MINIMUM SYSTEM REQUIREMENTS

To operate the **ABC MALL**™ software, make sure that your system meets the following minimum requirements.

IBM or 100% compatible PC (486DX 33Mhz and up)

Double-speed (2x) CD-ROM drive

8MB RAM

SVGA: 640x480, 256 colors

Microsoft® Windows® 95

16 bit, 100% Sound Blaster compatible sound card

1.5 MB of available hard disk space

A MESSAGE TO PARENTS

ABC MALL™ software is a fun way for preschool children to acquire early learning skills such as: Number recognition, counting, identifying shapes, matching shapes and colors, identifying letters and corresponding sounds, forming words, visual memory, expanding their vocabulary and procedural thinking.

Skills Chart:

Games Skills	Knowing Numbers	Count-down	Feed A Pet	Pet Shop	Turt-O-Matic	Vac-A-Shape	Circus City	Balloon Burbla	Missing Shape
Mathematical Concepts									
Number Recognition	♥	♥							
Matching Objects	♥	♥							
Counting 1-10	♥	♥							
Group objects that belong together		♥							
Develop directional skills							♥		
Geometry									
Identify shapes	♥				♥	♥	♥	♥	♥
Match shapes				♥	♥	♥	♥		
Recognize parts of a whole									
Language and Literacy									
Build vocabulary				♥					♥
Identify upper/lower case letters				♥					
Match letter combinations			♥						
Develop letter/sound associations				♥					
Identify and match colors			♥	♥	♥	♥	♥	♥	
Improve visual and auditory memory									♥
Listen and follow verbal direction	♥	♥	♥	♥	♥	♥	♥	♥	♥
Problem Solving									
Improve concentration level	♥		♥		♥	♥	♥		♥
Motor Development									
Improve eye-hand coordination							♥		
Develop fine motor control	♥	♥	♥	♥	♥	♥	♥	♥	♥

GETTING STARTED

IMPORTANT NOTE: Before beginning the installation process, turn off your screen saver and exit all other Window programs. Information on disabling your screen saver can be found in the Troubleshooting section of this manual.

Before you can play **ABC MALL™** you need to install the program files onto your computer's hard drive. This CD supports Windows 95. Follow the instructions below.

INSTALLING THE **ABC MALL™** SOFTWARE

ABC MALL™ has an Autoplay feature which will, in most instances, begin the installation program automatically when you insert the CD into your CD-ROM drive. Then each time you insert the **ABC MALL™** CD it will begin to play automatically. It's that easy!

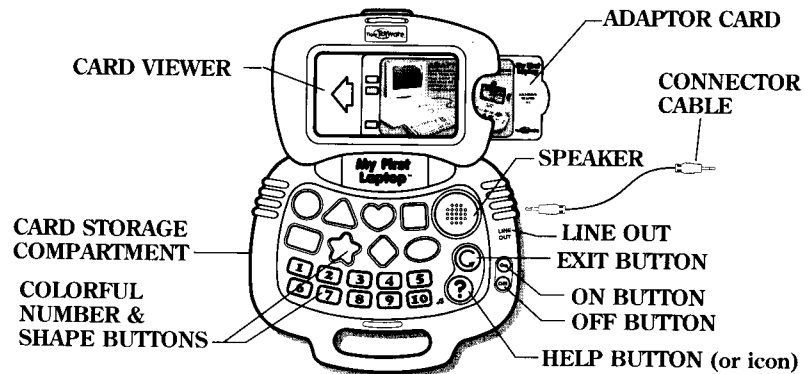
Should the Autoplay feature on your machine not work, follow the instructions below.

1. Turn on your computer and start Windows 95.
2. Insert the **ABC MALL™** CD into your CD-ROM drive.
3. Click on the **START** icon on your taskbar.
4. Type: **D:\setup.exe** (if your CD ROM drive is not **D**, enter the correct letter) in the command line of the box that appears.
5. Select the **RUN** button
6. Click **OK**.

UN-INSTALL

1. Click the **START** button on your taskbar.
2. Select **PROGRAMS**, then the **MFL** folder from the cascading menu, and then select the **UN-INSTALL** icon from the folder. Follow the on screen instructions.

HOW MY FIRST LAPTOP™ OPERATES WHEN CONNECTED TO THE COMPUTER



- ON** - Turn toy unit on.
- OFF** - Turns toy unit off.
- CARD VIEWER** - Displays the **Adaptor Card**
- ADAPTOR CARD** - Insert to activate **ABC MAIL™** Software.
- COLORFUL NUMBER & SHAPE BUTTON** - Press to perform all activities.
- SPEAKER** - Not used when toy unit is connected to a **PC**.

- EXIT BUTTON (or icon)** - Allows the child to re-enter a previous screen as often as needed, or get back to the elevator in order to choose another floor.

HELP BUTTON

- Gives additional (or icon) instructions.

LINE OUT

- Connects the toy unit to the **LINE IN** port on your **PC** using the connector cable included.

CARD STORAGE COMPARTMENT

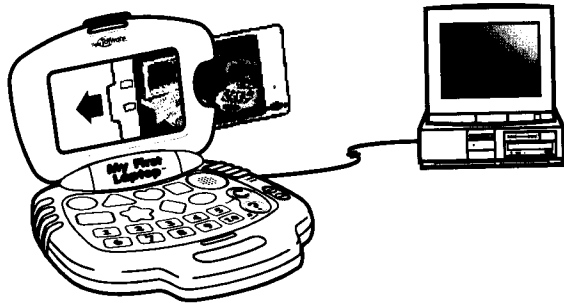
- Storage space for the activity cards and/or your Adaptor card.

CONNECTOR CABLE

- Connects the **MY FIRST LAPTOP™** to your computer.

CONNECTING THE MY FIRST LAPTOP™ TO THE COMPUTER

MY FIRST LAPTOP™ is a toy specially designed for preschoolers to introduce them to the exciting world of computers. The inviting, colorful keyboard is easy for young children to use.



After the **ABC MAIL™** software has been installed, you must follow these instructions to allow the toy to communicate with the computer.

1. Insert the **ADAPTOR CARD** into the **CARD VIEWER** of the **MY FIRST LAPTOP™** unit.
2. Press the **ON** button.
3. Press any of the shape or number buttons on the toy. You will hear loud "beep" sounds.

4. On the back of your **PC**, insert one end of the black **CONNECTOR CABLE** into the **LINE IN** jack of the sound card.

NOTE: The location of the **LINE IN** varies with different sound cards. In some sound cards, it is difficult or impossible to read the label of each jack. In this case, we strongly recommend that you turn to the computer or sound card manual. Please see Diagram 1 on following page for **LINE IN** location on Sound Blaster, Packard Bell, Gravis and Audio Wave sound cards.

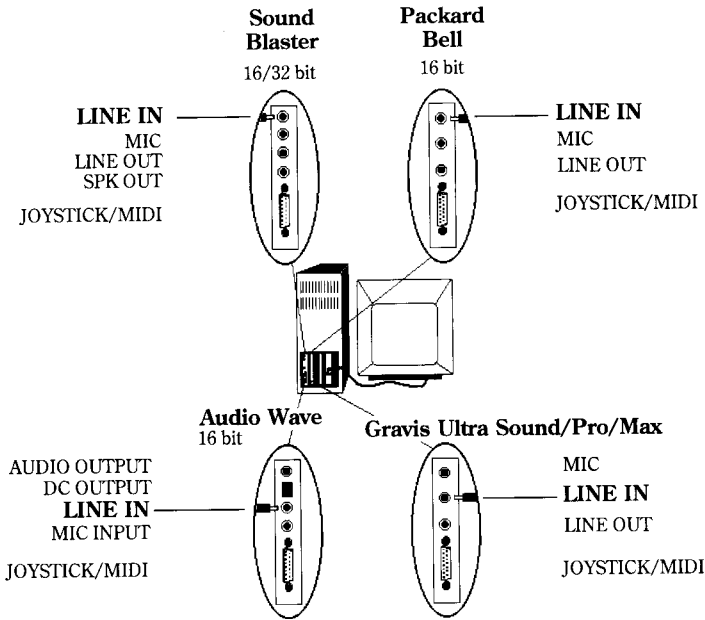
5. Insert the black **CONNECTOR CABLE** into the **LINE OUT** jack on the side of the **MY FIRST LAPTOP™** unit. The speaker on the toy will be disabled at this point and the sounds will now come from the computer speakers.

CALIBRATING THE TOY

1. Click the **START** button on your taskbar.
2. Select the **PROGRAMS**, then the **MFL** folder from the cascading menu, and then select the **TOY SETUP** icon from the folder. Follow the on-screen instructions.

LINE IN LOCATION

EXAMPLES OF A FEW POPULAR SOUND CARDS



PLAYING THE SOFTWARE

NOTE: We recommend closing all open programs and turning off your screen saver before starting (see instruction in the **TROUBLE SHOOTING** section).

If the **ABC MALL™** software does not immediately start when you insert the CD into the drive, follow the instructions below:

1. Insert the **ABC MALL™** CD into the CD ROM drive.
2. Click on the **START** button on the task bar to bring up the **START MENU**.
3. Select **PROGRAMS**.
4. Select **MY FIRST LAPTOP™** from the **PROGRAMS** menu.
5. Click on **ABC MALL™**

GETTING AROUND THE MALL

The **ABC MALL™** software can be operated in three ways:
 With the **MY FIRST LAPTOP™** toy using the shape and number keys;
 With your **PC MOUSE** using the bar at the bottom of the screen;
 With both **TOY** and **MOUSE** simultaneously.

To **repeat** the previous segment of an activity, press the (insert graphic) either on the **MY FIRST LAPTOP™** keyboard or on the computer screen.

To **exit**, press the **C** either on the **MY FIRST LAPTOP™** keyboard or on the computer screen.

To **return to the elevator**, press the **C** either on the **MY FIRST LAPTOP™** keyboard or on the computer screen.

Two sets of instructions will be given for each activity:

To use the software with the **MY FIRST LAPTOP™** toy, follow the toy (**U**) instructions.

To use the software with your **PC MOUSE**, follow the (**M**) Instructions.

IMPORTANT NOTE:

Press the shape or number keys or click the mouse only when the bar is present at the bottom of the computer screen.

WHERE TO SHOP AT THE MALL

The mall format presents four separate floors, each containing a different set of imaginative and humorous learning activities that will fascinate your child while enhancing cognitive skills. The floors are:

1. TOY DEPARTMENT

Knowing Numbers and Countdown

2. PET SHOP

Feed-a-Pet and Pet Shop

3. THE GAMES ARCADE

Turt-O-Matic, Vac-A-Shape,
Circus City and Balloon Burbla

4. GROOVY MOVIES

Missing Shapes

THE MALL

This is the entrance to the mall. It will automatically take you onto the elevator. A child's voice will guide you through the mall.



COUNTDOWN

The room has groups of toys scattered about. The child is asked to count how many of each particular toy is in the room. Following each correct answer, the appropriate group of toys will jump into their place to help make the room tidy. Then, a train circles the room to inform the child that he/she has done a good job.

Press the correct number on your board and the toys will jump into place.

Click on the correct number on the number bar at the bottom of the computer screen.

BOTH: Press or click only when the number bar is present at the bottom of the computer screen.



LEARNING ACTIVITY: This activity teaches counting. Number of 1 - 10 and visual discrimination are reinforced. The child is also asked to identify quantities by associating numbers with sets of objects.



PET SHOP Entrance to Floor 2

Choose the activity you want to enter.

Press for the FEED-A-PET.

Press for the PET SHOP activity.

Click on for the FEED-A-PET

Click on for PET SHOP.

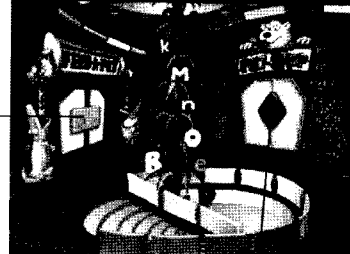
Name Display



Bottom line-
Answer line / Top line-
Animal Name
Colored letter Bar

LEARNING ACTIVITY: This activity teaches visual association of letter names to letter symbols, and of capital letters to small letters. Visual discrimination is enhanced. Matching is emphasized by pairing corresponding letter combinations.

To enter FEED-
A-PET



To enter PET SHOP

FEED-A-PET

This is a pet-feeding machine. An animal's name appears on the screen in capital letters. Each letter will light up and the child is asked to match it to the corresponding small letter by choosing the correct small letter from the colored letter bar. When the child completes a word successfully, the pet gets fed with its appropriate food in a most unusual way.

Press the color button that corresponds to the correct small letter shown on the color bar at the bottom of the computer screen. When the correct color is chosen, small letter appears on the second line of the screen display.

Click on the correct letter on the letter bar at the bottom of the computer screen.

BOTH: Press the keyboard or click the screen only when the letter bar is present at the bottom of the computer screen.

PET SHOP

An animal's name appears on the screen and is named on the audio track. The child is asked to identify the animal's initial letter by choosing the correct letter on the letter bar. The "A" sound is represented by an alligator, the "B" sound by a bee and a bear and so on. Each correct answer is rewarded by a humorous animation.

Press the color button that corresponds to the correct letter shown on the bar at the bottom of the computer screen. The matching letter will appear on the display.

Click on the correct letter on the letter bar that appears on the bottom of the computer screen.

BOTH: Press or click only when the letter bar is present at the bottom of the computer screen.



Name display

Colored letter bar



LEARNING ACTIVITY: This activity teaches the sounds of the letters by identifying initial letters with animals. It also reinforces the connection between the sound and the visual shape of the letter. In addition, unusual words are taught, such as iguana, quail and yak, thus building vocabulary. "Sight-reading" of animal names is another skill that is acquired.

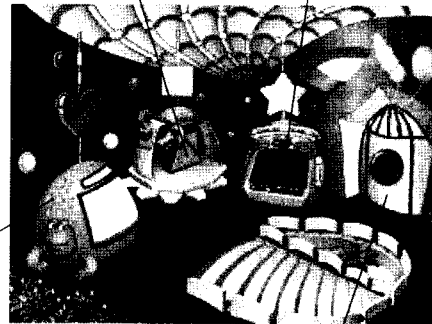


THE GAMES ARCADE

Entrance to Floor 3

To choose VAC-A-SHAPE

To choose CIRCUS CITY



To choose TURT-O-MATIC

To choose BALLOON BURBLA


Press  for the TURT-O-MATIC activity

Press  for the VAC-A-SHAPE activity

Press  for the CIRCUS CITY activity

Press  for the BALLOON BURBLA activity

Click on the  for the TURT-O-MATIC activity

Click on the  for the VAC-A-SHAPE activity

Click on the  for the CIRCUS CITY activity

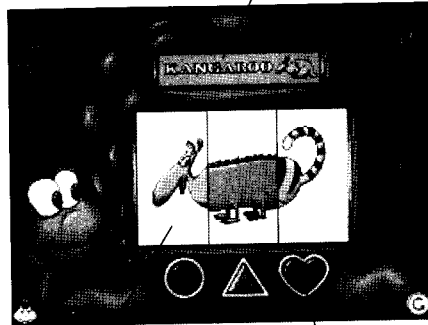
Click on the  for the BALLOON BURBLA activity.

TURT-O-MATIC

The name of an animal and a small picture of it appear on the top bar of the screen. Below it, three mixed-up segments of animals appear. The child is asked to assemble the segments correctly using the shape buttons at the bottom of the screen. These shapes are constantly changing so the child must pay close attention. Each correctly assembled animal is rewarded by a clever animation.

Press the shape button on the keyboard that matches the shape shown at the bottom of the computer screen when the correct animal part is in shown. Be alert to the constantly changing shapes at the bottom of the screen.

Click on the shape buttons at the bottom of the screen when the correct animal part is showing on the screen.



Name and picture of an animal

Animal segments

To select segment



LEARNING ACTIVITY: This activity teaches the relationship of parts to a whole. It also develops coordination between various activities: matching shapes, identifying parts of a body, and "sight-reading" the names of animals.



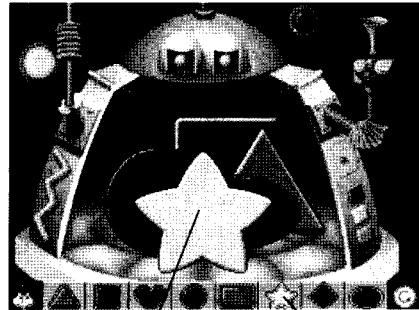
VAC-A-SHAPE

A series of basic shapes appear one in back of the other. The child must identify them one by one. The shapes become increasingly more complex graphically, and the level of difficulty of identification rises. Correct identification is rewarded by surprise animations.

Press the shape button that matches the shape that is in front of all the others on the screen.

Click on the matching shape on the shape/color bar that appears at the bottom of the computer screen.

BOTH: Press or click only when the shape/color bar is present at the bottom of the computer screen.



Shape to match

Shape/Color Bar

LEARNING ACTIVITY: This activity enhances differentiation of shapes that progress from easy to complex, ending with the decoding of patterns. Names of the shapes are also reinforced.

CIRCUS CITY

Various shapes float down on the screen. The child must match the floating shape with the corresponding shape on the shape/color bar and use eye-hand coordination to catch the floating shapes in the net. When a shape is caught, it disappears from the bar. When all the shapes disappear, a circus clown animation appears on the screen. The difficulty increases as the shapes float down faster and faster the longer the child plays.

Floating shapes

Press the shape button that matches the floating shape nearest to the net.

Click on the matching shape on the shape/color bar that appears on the screen.

BOTH: Press or click only when the shape/color bar is present at the bottom of the computer screen.



Shape/Color Bar

Net to catch shapes



LEARNING ACTIVITY: This activity reinforces matching shapes and colors, hand-eye coordination and following instructions. The quick pace of this activity challenges the child and demands concentration.



BALLOON BURBLA

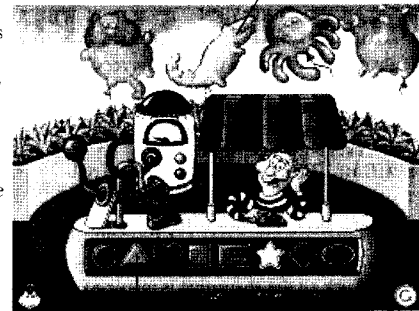
Mr. Taffy, the daffy balloon man, announces the name of a shape, and the child is requested to select that shape either on the keyboard or on the computer screen. Each correct answer results in a balloon blown up in stages until it acquires the shape of an animal.

Balloon animals

Press the correct shape button on your keyboard, according to the balloon man's instructions.

Click on the correct shape on the shape/color bar that appears on the bottom of the computer screen.

BOTH: Press or click only when the shape/color bar is present at the bottom of the computer screen.



Shape/Color Bar

LEARNING ACTIVITY: This activity reinforces visual and auditory recognition while developing matching skills involving shapes and colors. An important element for success in this activity is listening to and following verbal directions.



Movie screen



GROOVY MOVIES

Entrance to Floor 4

This is the Tiger Interactive Movie Theater. When you complete the Missing Shape activity below, you will get a preview of an exciting new CD-ROM game, **TRUE BLUE AND YOU™**, that is specially designed for **MY FIRST LAPTOP™**.

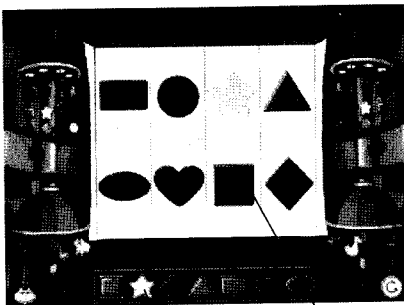
MISSING SHAPE

Eight shapes appear on the white screen, while only seven shapes appear on the shape/color bar below. The child must identify the shape that is missing. Every time a correct choice is made, exciting scenes from **TRUE BLUE AND YOU™** are uncovered.

Press the shape button that represents the shape that is missing from the computer screen.

Click on the shape that is missing from the big screen on the shape/color bar on the bottom of the computer screen.

BOTH: Press or click only when the shape/color bar is present at the bottom of computer screen.



Shape Bar

Shape buttons

LEARNING ACTIVITY: This interactive activity develops memory skills. It also reinforces visual perception and shape recognition, and offers a challenge in problem-solving.

TIGER'S HOME PAGE ON THE INTERNET



If your computer is equipped with a modem and you are a subscriber to one of the many internet on-line services, you can access **TIGER'S HOME PAGE** with a simple click of your mouse. **TIGER'S HOME PAGE** will keep you informed on all the latest, hot products available from **TIGER ELECTRONICS**.

1. Select **START** on your Windows 95 desktop.
2. Select **PROGRAMS** from the menu.
3. Select the **MFL** folder from the sub-menu.
4. Double-click on the **TIGER HOME PAGE** (it may be necessary to enlarge the window to see the **Tiger Home Page** icon)

NOTE: The **TIGER HOME PAGE** icon will appear only if you are connected to an internet browser. If you add an internet browser to your computer after you have installed **MY FIRST LAPTOP™**, you will need to re-install the software for internet capabilities to be activated.

TROUBLE SHOOTING

Software Problems	Symptoms	Solutions
The colors of the game are distorted.	<ol style="list-style-type: none"> 1. The Screen is black. 2. The colors are mixed and don't seem right. 	<ul style="list-style-type: none"> * You must change the number of colors to 256. * Click right mouse button on the Windows 95 desktop. * Choose Properties. * Choose Settings. * Change colors on color menu to 256. * Click OK.
	<ol style="list-style-type: none"> 1. The animation moves slowly. 2. The animation often stops. 3. The sounds end before animation. 	<ol style="list-style-type: none"> 1. Make sure that your system meets the minimum requirements. 2. Make sure that you don't have any other programs running simultaneously. 3. Make sure that your screen resolution is set to 640x480. <ul style="list-style-type: none"> * Click right mouse button on the Windows 95 desktop. * Choose Properties * Choose Settings. * Change resolution on resolution bar to 640x480 * Click OK.

Software Problems	Symptoms	Solutions
Software Problems	<ol style="list-style-type: none"> 1. The animation moves slowly. 2. The animation often stops. 	<ol style="list-style-type: none"> 4. Make sure that your CD-ROM cache size is set to LARGE, and that your correct CD-ROM drive speed is selected in the Windows 95 desktop. <ul style="list-style-type: none"> * Choose SETTINGS from the START menu of your Windows 95 desktop. * Choose CONTROL PANEL from the SETTINGS sub menu. * Double click SYSTEM in the CONTROL PANEL window. * Select PERFORMANCE from the SYSTEM PROPERTIES window. * Select FILE SETTINGS from the ADVANCED SETTINGS area of the PERFORMANCE window. * Select CD-ROM from the FILE SYSTEM PROPERTIES window. * In the SETTINGS area of the CD-ROM window, move the "Supplemental cache size" slider switch to LARGE (all the way to the right).

Software Problems	Symptoms	Solutions
		<ul style="list-style-type: none"> * Also in the SETTINGS area for the CD-ROM window next to the heading "Optimize access pattern for," make sure that the correct drive speed for your CD-ROM drive is selected. To change the selection, click on the scroll arrow and highlight the correct speed for your drive. For example, if you have a quad speed drive, select "Quad speed or higher." * Select APPLY in the CD-ROM window. * Select OK in the SYSTEM PROPERIES window. * Reboot the computer to make any changes you've made take effect.
The game doesn't run on a full screen.		<ol style="list-style-type: none"> 1. Make sure your screen resolution is set to 640x480. <ul style="list-style-type: none"> * Click right mouse button on the Windows 95 desktop. * Choose Properties. * Choose Settings. * Change resolution on resolution bar to 640x480. * Click OK.

Software Problems	Symptoms	Solutions
Sound Problems.	<ol style="list-style-type: none"> 1. No sound is heard. 2. The sound is not loud enough. 	<ol style="list-style-type: none"> 1. Make sure that the speakers are correctly plugged into the computer (Line-out/Speaker out port). 2. Make sure that the mixer is not muted. <ul style="list-style-type: none"> * Double-click on the speaker icon which is located on the Windows 95 desktop. * Make sure that the VOLUME CONTROL, WAVE and MIDI mute buttons are not checked. * Make sure the VOLUME CONTROL, WAVE and MIDI slider bars are not set to minimum.
Screen Saver	<ol style="list-style-type: none"> 1. Colors are wrong. 2. Animations are not synchronized with sound. 	<ul style="list-style-type: none"> * We recommend disabling all screen savers. * Click the right mouse button on the Windows 95 desktop. * Choose Properties. * Choose Screen Saver menu. * Select (None) on the option bar. * Click OK.

Toy Problems	Solutions
The toy is not connected to the computer and does not produce loud "BEEP" sounds.	<ol style="list-style-type: none"> 1. Make sure that the toy batteries are fresh and inserted correctly into the toy. 2. Make sure that the Adapter Card is properly inserted into the toy. 3. Make sure that your toy is turned ON.
The toy is connected to the computer and does not work with ABC MALL Software	<ol style="list-style-type: none"> 1. Make sure to connect the black cable between the LINE-IN jack of the computer and the AUDIO jack of the toy. 2. Run the README program from MY FIRST LAPTOP™ folder. 3. Run the Toy Setup program from MY FIRST LAPTOP™ folder. 4. If you tried all of the above solutions and the toy still does not activate ABC MALL software: <ul style="list-style-type: none"> * Double-click on the speaker icon, which is located on the Windows 95 desktop. * Select Properties from the OPTIONS menu * Choose the RECORDING option. * Make sure that the LINE-IN box is selected. * Click OK. * Make sure that the LINE-IN box in the RECORDING CONTROL menu is checked. * Adjust the Volume slider to the next highest level. * Click EXIT. * Try starting ABC MALL software now.

TECHNICAL SUPPORT



If you have questions about the program, first read the **TROUBLE SHOOTING** guide in your manual. If you still have questions, our Technical Support Department can help. Please write to us at:

Tiger Interactive
980 Woodlands Parkway
Vernon Hills, IL 60061

Or, if you need to talk with someone immediately, call us at:
1-888-TIGRSOS Monday through Friday between 8:00 a.m. and 8:00 p.m. Eastern Standard Time. Please have the following information ready when you call or write. This will help us answer your question in the shortest possible time.

1. Product name and software title.
2. Model and configuration of your computer.
3. Any additional system information (i.e. type and make of monitor, video card, sound card, modem, etc.)
4. Operating system version number.
5. Description of the problem you are having and the steps leading to the problem.

For additional information about new products from Tiger Interactive and Tiger Electronics, please visit our web site at:

<http://www.tigertoys.com>

CREDITS

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WARRANTY INFORMATION

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee to be determined at that time. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

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