



Bob's Learning Workshop

INSTRUCTION

Ages 2 and up
Item No. 59403



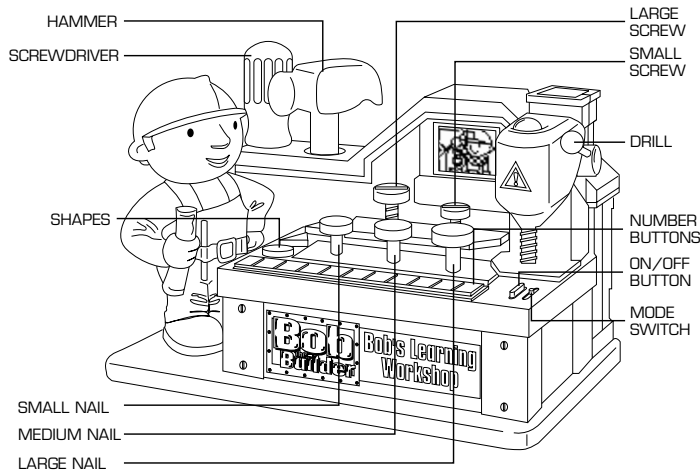
MESSAGE TO PARENTS

Thank you for bringing home BOB'S LEARNING WORKSHOP. This is a wonderful educational product for your child. It's exciting to build and learn with Bob!

Bob will help your child to learn about numbers and counting while they help Bob build! These are fundamental skills combined to form the building blocks for future development.

Please read the instructions carefully and learn about the many different features of BOB'S LEARNING WORKSHOP. This will allow you to easily explain them to your child in a way that is easy for them to understand.

Please note: BOB'S LEARNING WORKSHOP will not understand a response from your child if it is made while the unit is talking or making a sound. Please be sure not to answer any questions while the unit is talking or making a sound or it may not understand your response.



ON/OFF BUTTON

Press this button to turn the unit ON and OFF.

MODE SWITCH

Slide this switch to select between two different modes of learning: BUILD and IDENTIFY.

NUMBER BUTTONS

Use the NUMBER buttons (1-10) to answer MEASURING questions in the BUILD mode or to have Bob simply call out the name of each number in the IDENTIFY mode.

SHAPES

Press the SHAPE (CIRCLE, RECTANGLE, TRIANGLE) when Bob asks for specific window shapes in BUILD mode or to have Bob simply call out the name of each shape in the IDENTIFY mode.

DRILL

Press down on the DRILL the required number of times when Bob asks for drilling help in BUILD mode or to have Bob simply identify the drill in the IDENTIFY mode.

HAMMER AND NAILS (SMALL, MEDIUM, LARGE)

Actually use the HAMMER to strike the SMALL, MEDIUM and LARGE nails the required number of times when Bob asks for hammering help in BUILD mode or simply hammer down the nails of your choice to hear Bob identify them in the IDENTIFY mode.

SCREWDRIVER AND SCREWS (SMALL AND LARGE)

Actually use the SCREWDRIVER to screw the SMALL and LARGE SCREWS the required number of times when Bob asks for screwdriver help in BUILD mode or simply screw the screws of your choice to hear Bob identify them in the IDENTIFY mode.

INSERTING THE BATTERIES

Important Note: Battery installation should be done by an adult.

1. BOB'S LEARNING WORKSHOP requires 3 x 1.5V "AA" or LR6" batteries.
2. The battery compartment is located on the bottom of the unit.
3. Open the battery compartment door on the individual unit by unfastening screw with a universal Philips® screwdriver (ILLUSTRATION 1).
4. Remove discharged batteries if necessary and insert new batteries according to the diagram provided in the battery compartment (ILLUSTRATION 2).
5. Close the battery compartment door.

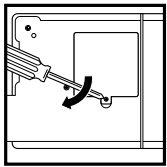


ILLUSTRATION 1

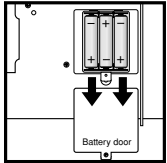


ILLUSTRATION 2

Note: These instructions are also stamped onto the back of the product for future reference.

WHEN TO REPLACE BATTERIES

Change the batteries when Bob's voice becomes garbled or seems to be slowing down during play, or when pressing a button (or using the hammer, screwdriver or drill) does not trigger a response from the unit.



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.

WARNING: DO NOT DISPOSE OF BATTERIES IN FIRE. BATTERIES MAY EXPLODE OR LEAK.

TAKING CARE OF BOB'S LEARNING WORKSHOP

To protect your BOB'S LEARNING WORKSHOP, 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 gently with a barely damp, soft cloth.

Do not throw or kick the product, and do not push sharp objects through the speaker openings.

HOW TO PLAY

BOB'S LEARNING WORKSHOP combines the fun action of building interactively with your own hammer, screwdriver, and drill with the friendly world of BOB THE BUILDER to encourage learning. Bob's friendly voice and the interactivity of doing your own building, the learning fun goes on for hours.

Choose the mode/way you wish to play: BUILD or IDENTIFY. Then press the ON button to start having fun with Bob!

IDENTIFY MODE

In the IDENTIFY mode, you can hit a NUMBER button or a SHAPE (rectangle, triangle or circle), or use the HAMMER to hit the NAILS, the SCREWDRIVER to screw the SCREWS or operate the DRILL and Bob will identify your action for you.

BUILD MODE

In the BUILD mode, you and your child are interactively building with Bob!

After turning ON the unit, you will hear a friendly greeting from BOB. "HELLO, I'M BOB. CAN WE BUILD IT? YES WE CAN! READY TO BUILD? I NEED YOUR HELP ON THIS PROJECT. LET'S BUILD A..."

Then Bob will tell you the project you are building for instance a house for Pilchard, a school or a chair.

When Bob will ask your child to do a combination of tasks. He will ask a different number of tasks each time. All the tasks will involve either using the hammer and hammering a specific nail, using the screwdriver and screwing a specific screw, pulling down on the handle of the drill press, or picking out a number for measuring or a specific shape for windows.

For measuring, he will say, "CAN YOU HELP ME MEASURE A PIECE OF WOOD ____ UNITS LONG." Bob will say a number such as "5 UNITS LONG." Then your child should press the number button "5".

If your child presses the wrong button, Bob will tell him or her so - and give your child another chance to do the activity correctly before moving on to another task.

For the screwdriver, Bob will say, "NOW WE NEED TO TURN THE (small or large) SCREW ____ TIMES."

Your child will then need to turn the screwdriver in the specific screw the required number of times.

For the hammer, Bob will say, "NOW WE NEED TO HAMMER SOME NAILS. CAN YOU HIT THE (small, medium, large) NAIL ____ TIMES?"

Your child will then need to use the hammer to hit that nail the required number of times.

For the drill, Bob will say, "NOW WE NEED TO DRILL. PULL THE DRILL HANDLE ____ TIMES."

Your child will then need to pull down on the handle of the drill press the required number of times.

When you're building a house, Bob might say, "LET'S BUILD A HOUSE WITH (triangle, rectangle or circle) SHAPED WINDOWS."

For this activity, Bob will say, "FIND THE (circle, rectangle, triangle) SHAPED WINDOWS. Then your child will also be required to find and press the correct SHAPE to complete the windows!"

For ALL the activities, Bob will always give your child three chances to do the job correctly.

After a number of tasks are completed, Bob will say, "LET'S SEE HOW OUR (the specific job) TURNED OUT!"

WHEN A JOB IS COMPLETED CORRECTLY

When your child has built the job correctly, Bob will let you know - and you will see an animation on screen of the finished product looking great.

WHEN A JOB IS COMPLETED INCORRECTLY

When your child has made a mistake, Bob will tell you that also - and you will see a funny animation of the job going haywire!

ENCOURAGING WORDS

Bob has plenty of encouraging things to say to your child whether the child has done a job perfectly or not. Throughout play, Bob remains your child's friend and biggest supporter.

COUNTING TOGETHER

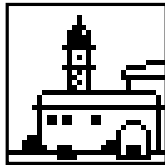
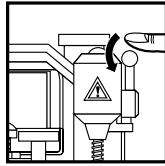
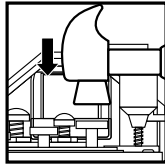
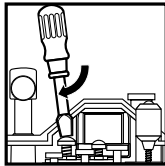
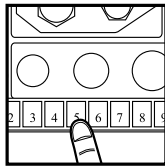
Bob also loves to count! On a regular basis throughout play in the BUILD mode, Bob will ask your child to join him as he counts out loud. As Bob says each number, the number will appear on the LCD screen to reinforce the learning. There is no action required of the child when counting with Bob other than counting along out loud.

When an activity is completed, Bob will ask your child for help on his NEXT project! Each time you and your child build with Bob, Bob's requests will be different! So the fun goes on and on and on!

TURNING THE UNIT OFF

BOB'S LEARNING WORKSHOP has an automatic shut-off feature to help prolong battery life. After a brief period of inactivity, Bob prompts your child for a response. If your child doesn't respond by doing a task or pressing a button, Bob will repeat the prompt again. If there is still no activity, the unit will then automatically turn itself off. Press the "ON" button can then restart the toy.

NOTE: Your child needs to wait until after Bob has stopped talking before pressing a button or shape or before using a tool. Pressing a button or activity made while Bob is still speaking will not register.



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.\$18.00. 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.

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