

In the shape adventure, Kids learn about shapes and colors.

In the numbers adventure, kids learn about numbers, counting, what comes next and get to play counting games with Pooh.

In the eyes-ears-nose adventure, children learn word/image association for parts of the body. They can also play along with Tigger on a follow-me game where they are asked if they can cover their nose, eyes, etc.

In the ABC adventure, children will learn about letters and can join Pooh in singing the ABC Song.

In the opposites adventure, your child will learn about size, relational and concept opposites (such as over/under, in/out, wide/narrow, etc.).

3. At the end of each Frame, if there is no action, Pooh will say: "If you would like to continue on this adventure, press the forward arrow key".

NOTE: Do not press or hold down the viewing window. If the screen is pressed while the animation is moving, it may cause damage or a mismatch between the images and corresponding speech. If at any time, the picture shown does not match the speech spoken by Pooh and the other characters, then press the rewind button.

★ FRIENDLY AND ENCOURAGING FEEDBACK:

During all the learning adventures and games, the 8 Pooh friends (Pooh, Rabbit, Owl, Piglet, Tigger, Eeyore, Kanga & Roo) provide positive reinforcement and encouragement. For each question or game, they will gently tell the child if he/she has answered correctly. If the child answers correctly, one of the characters will respond with an enthusiastic congratulations such as "That's Right!", "You did it!", "Aren't you clever", etc. If the child answers incorrectly, the Pooh fiends will provide an encouraging response such as "Oops. But do try again" or "Uh Oh, better try again" or "Not exactly". The child will be given several attempts to correctly respond. At that point Pooh and his friends from the 100 Acre wood will move on to another question or prompt. If the child does not respond to a prompt with a button press, Pooh will wait a short period of time and then repeat the prompt. If there is still no action taken by the child, then Pooh will repeat the prompt again. At that point, if the child does not respond, Pooh will ask a new question or provide a new prompt.

★ TO TURN OFF POOH LEARNING THEATER:

Simply press the "ON/OFF" button can be turned on again at any time by pressing the "ON/OFF" button again.

★ AUTOMATIC SHUT-OFF

Pooh Learning Theater has an automatic shut-off feature to help prolong battery life. After a brief period of inactivity, Pooh and his friends prompt your child for a response. If your child doesn't respond by activating a switch, the Pooh characters will repeat the prompt or ask another prompt. If there is still no activity after 3 minutes, the unit will then automatically turn itself off. Pressing the "ON/OFF" button can then restart the toy at any time.

NOTE: The child needs to wait until after Pooh and his friends are done talking before pressing a button to respond. Presses done while characters are speaking will not register. Your child can press the forward or backwards arrow key at any time if they would like to move onto a different animation page.

★ 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.\$22.00. 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.

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

TIGER
ELECTRONICS, LTD.

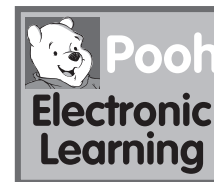
®. TM, & © 1998 Tiger Electronics, Ltd.
All rights reserved.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

© Disney
Based on the "Winnie the Pooh" works.
Copyright A.A. Milne and E.H. Shepard.

PRINTED IN CHINA
870210001IWT1-02



Pooh Learning Theater™



INSTRUCTION MANUAL

Model 87-021
For Ages 2 to 6



★ MESSAGE TO PARENTS:

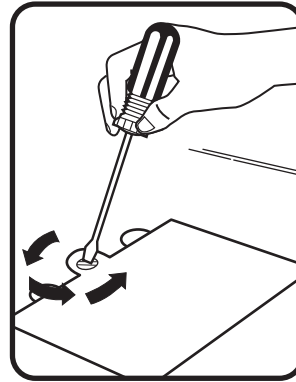
Thank you for bringing home Pooh Learning Theater. This wonderful educational toy will allow your child to explore the friendly world of Pooh while learning and developing skills. What could be more exciting than learning with Pooh and his friends from the 100 Acre Wood?

Pooh and his friends take your child on an interactive learning adventure. This friendly learning toy will help teach your child about colors, shapes, opposites, numbers, letters and much more. These are fundamental skills which are critical to a preschooler's cognitive development. Please read the instructions carefully and learn about the many different features of Pooh Learning Theater. Therefore, you will be able to easily explain them to your child.

★ INSERTING BATTERIES:

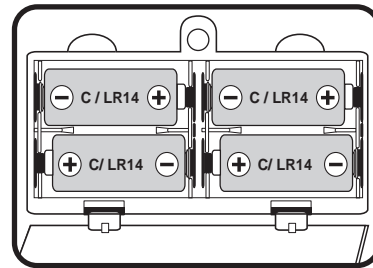
(Battery installation should be done by an adult.)

1. Pooh Learning Theater requires 4 x 1.5V "C" or "LR14" batteries.
2. The battery compartment is located on the bottom of the unit.
3. Open the battery door by unfastening the screw with a universal Philips ® screwdriver or a coin.
4. Fit the coin or screwdriver into the slot and turn counter clockwise. The door should pull apart and back, in order to remove it from the bottom of the product.
5. Replace the 4 x "C" or "LR14" batteries according to the diagram provided in the battery compartment.
6. Close the battery compartment door and tighten the screw.



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.



★ WHEN TO REPLACE BATTERIES

Change the batteries when the voices and sounds are garbled or difficult to understand, or pressing the "On" button does not cause the product to speak.

1

★ TAKING CARE OF POOH LEARNING THEATER

To protect Pooh Learning Theater 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.
- For ages 2 and up.



ON/OFF BUTTON: Turns the learning toy on and off.

REPEAT: Kids can press this button to hear the last prompt or phrase repeated again.

REWIND: Press to rewind the learning adventure animation to the starting frame.

FORWARD ARROW BUTTON: Use to move forward through the learning adventure. Each press will scroll the animation one page/frame forward (automatically aligning it with the viewing window).

BACKWARD ARROW BUTTON: Use to scroll backwards to previous animation pages. Each press will scroll the animation back one page (automatically aligning it with the viewing window).

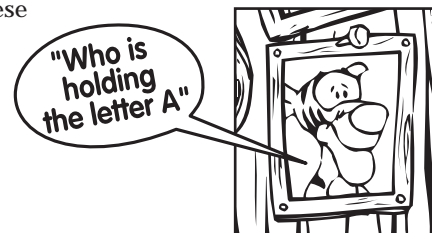
SPEAKER: Children hear the authentic voices of Pooh and his friends. Pooh, Tigger, Rabbit, Eeyore and the rest of the group lead you on a friendly, exciting learning adventure.

NUMBER/SHAPE BUTTONS: Children use these buttons to respond

to learning questions about shapes and numbers.

CHARACTER ANSWER BUTTONS: Children use these buttons of the Winnie the Pooh Characters to answer questions about opposites, letters, colors and much more (for example: "Who is holding the letter A").

VIEWING SCREEN: The viewing screen contains the continuous learning adventure animation feature 29 pages of fun!



2

★ HOW TO USE POOH LEARNING THEATER:

Pooh Learning Theater is an interactive learning toy where children direct the learning adventure! They can learn something different on every adventure.

1. Press the "ON" button. You will hear a friendly greeting from Pooh: "Oh Hello! Welcome to our learning theater. My friends and I are going on a learning adventure today."

You will then hear Friendly dialogue among the characters shown in the opening animation that describe how to begin the adventure.

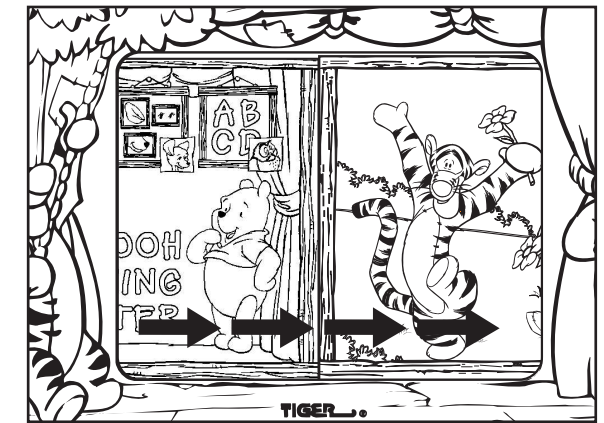
Tigger: "Hoo-hoo-hoo-hooo! Learning's what Tigger's do best, ya know!"

Rabbit: "Well, I love learning about vegetables!...Eh...But exactly how do we start our adventure?"

Roo: "By pressing the forward arrow button"

If the child does not respond Pooh will ask them to press the forward arrow button to continue on the learning adventure. He will repeat this several times if the child does not respond.

2. Learning Adventure Page:



By pressing the forward arrow button, the unit will move you to the next animation page which is the learning adventure screen. This frame tells the child of the different adventures they can take and gives them the option of selecting which adventure they would next like to go on.

Pooh says: "To start with the shape adventure press Piglet's button. For the numbers adventure, press Tigger's button. For the eyes-ears-nose adventure, press Kanga's button. For the ABC adventure, press Owl's Button. For the opposites adventure, press my button."

If the child presses any of the character answer buttons (mentioned above), then the unit will automatically scroll to the start animation page of that adventure. This makes the learning fun and different every time they play. Children will delight on being able to select their next adventure. They also always have the option of using the forward and backward arrow keys to scroll through the adventures.

3