

## FCC Requirements

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.
- Consult the dealer or an experienced radio/TV technician for help.

**NOTE:** Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



For a dealer near you, call:  
 (847) 573-8400 (U.S. & Int'l)  
 (800) 222-3909 (U.S. & Canada)  
 +44 (0)1553 762276 (U.K. & Europe)



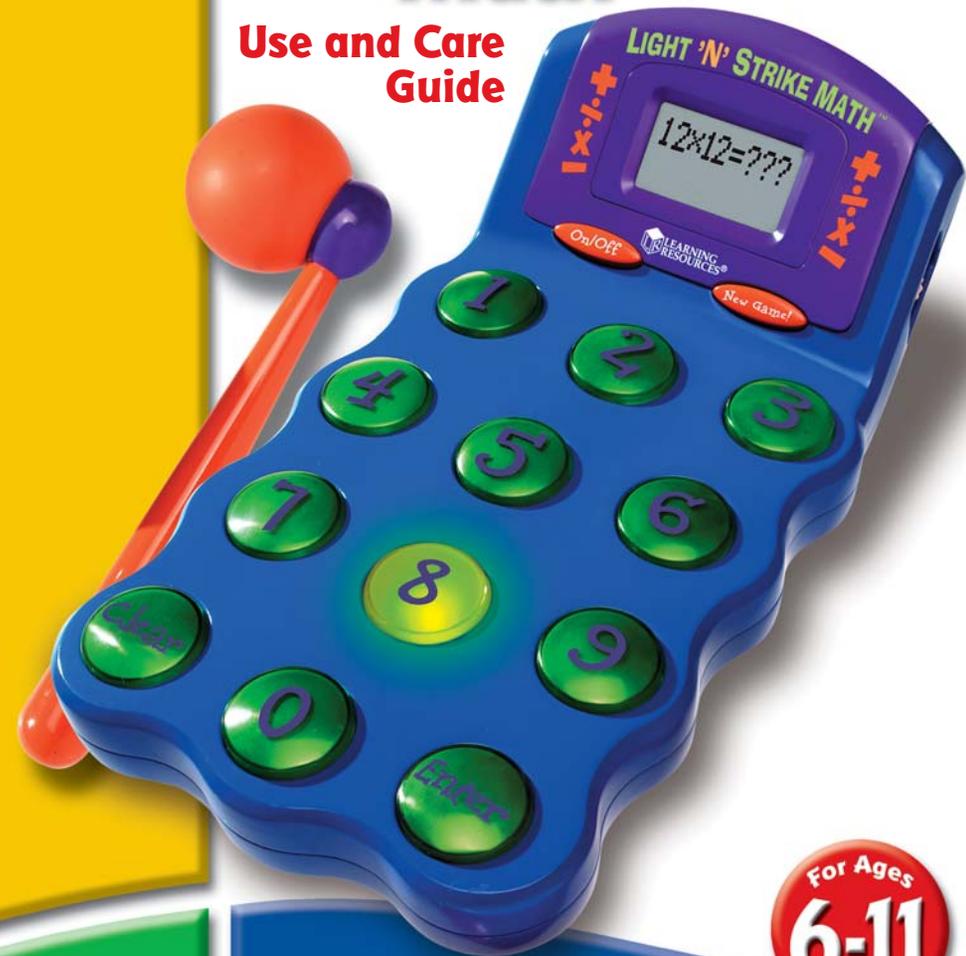
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# Light 'N' Strike Math™

## Use and Care Guide



For Ages  
**6-11**



Smart Toys for Today's Kids!®

## Getting Started

### Battery Installation

#### You will need:

4 AA batteries, Phillips screwdriver

Turn the Light 'N' Strike™ upside down on the tabletop. Use a Phillips screwdriver to turn the screw on the battery door in a counter-clockwise direction to loosen the screw. Remove the screw and open the door. Insert the AA batteries, being careful to match the + and – ends of the batteries to the diagram inside the battery compartment. Replace the battery compartment door and insert the screw. Replace and tighten the screw in a clockwise direction until secure. Please read and understand the other important battery usage instructions later in this manual.



#### Basic Play!

Light 'N' Strike can be played with or without the mallet. The object of the game is to complete the math problem. A problem is shown on the screen with a missing number, either in the problem or in the answer. Hit the number or numbers that complete the problem when they are lighted, then hit the ENTER key to lock in your answer. It's that simple!

## Let's Play

- 1) Push the ON/OFF button to turn on the unit.
- 2) An opening animation will be shown on the display. You will be asked to choose the game you wish to play. Select the game by hitting the number button that corresponds to your selection. There are four basic games. Each game has three different levels of difficulty. Below is an example of the type of questions that will be displayed in each game.

### **Game 1 Addition**

- Level 1: adding single digit numbers
- Level 2: adding one double digit and one single digit number
- Level 3: adding two double digit numbers without carrying

### **Game 2 Subtraction**

- Level 1: subtracting single digit numbers
- Level 2: subtracting single digit from double digit numbers
- Level 3: subtracting double digit numbers without borrowing

### **Game 3 Multiplication**

- Level 1: multiplying a number by 0, 1, 5, 10
- Level 2: multiplying a number by 2, 3, 4, 11
- Level 3: multiplying a number by 6, 7, 8, 9, 12

### **Game 4 Division**

- Level 1: dividing a number by 1, 5, 10
- Level 2: dividing a number by 2, 3, 4, 11
- Level 3: dividing a number by 6, 7, 8, 9, 12

- 3) Now you will need to select the level at which you wish to play. Hit the lighted key that corresponds to your selection.

As you play the game and answer the questions, the unit will keep score for you. At the end of each round of 10 questions, you will see the percentage of correct answers. If this percentage is 80% or higher, the game will automatically raise you to the next level, or the next game.

You can select a new game at any time during play by pressing the NEW GAME button.

Answer questions at each level of all the games consecutively at 80% or above correct and you will unlock a surprise level!

## CARE AND MAINTENANCE

- Prevent spills of food and beverages on the main unit.
- If the product needs to be cleaned, wipe gently with a barely damp, soft cloth.
- Do not submerge the product in water.
- Do not throw or kick the product, and do not push sharp objects through the speaker opening or LCD screen.
- Remove batteries during prolonged storage.
- Avoid exposing product to extreme temperatures.

## Battery Replacement

Change the batteries when the sound becomes garbled or seems to be slowing down during play, or when pressing a button does not trigger a response from the unit. To replace batteries please read the instructions for battery installation.

Please read and understand the important battery information below.

## IMPORTANT BATTERY INFORMATION

To ensure proper function:

- Battery installation and replacement should be done by an adult only.
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- 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.
- Remove batteries if toy is to be inactive for long periods of time, to avoid leakage.
- The supply terminals are not to be short-circuited.
- Replace batteries at the first signs of erratic operation.

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