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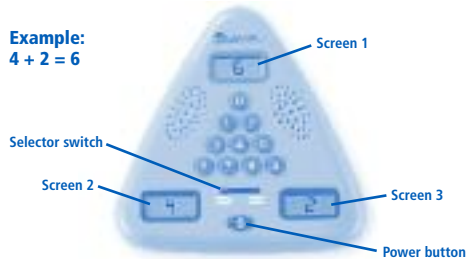


LER 6965

Minute Math Electronic Flash Card™

Got a minute? The Minute Math Electronic Flash Card™ is a great way to practice math skills. Choose addition/subtraction or multiplication/division "skill drills."

Example:
 $4 + 2 = 6$



To Operate:

Press the red POWER button to turn the unit on.

Press and hold the POWER button to mute the sound and play in silence. Press the POWER button again to restore the sound. Press POWER button again to turn the game off.

Slide the selector switch to choose addition/subtraction or multiplication/division drills.

Level Select

Press 1, 2 or 3 to select a skill level. The selected level will display in Screen 1.

Skill Level 1 – This level tests early addition and subtraction of numbers 0–10, or multiplication tables 1, 2, 3, 5, and 10.

Skill Level 2 – This level increases the difficulty by featuring numbers 10–20 in addition/subtraction, or multiplication tables 3–12.

Skill Level 3 – Play this level for a real challenge. Addition/Subtraction features equations with multiples of 2, 3, 4, 5, and 10, all the way up to 150, and multiplication tables 0–12.

The Minute Math drill begins after a five-second countdown. Players now have sixty (60) seconds to solve as many equations as they can by filling in the missing number. The missing number may appear in any one of the three display screens.

NOTE – The number in Screen 1 will ALWAYS be the largest of the three numbers in any of the equations. See example on page 1.

The unit makes a “positive” sound for correct answers and a “negative” sound for incorrect answers. In MUTE mode, the screen will flash to indicate correct answers.

At the end of 60 seconds, the unit will display a score. Screen 2 will display the number of problems answered correctly, and Screen 3 will display the total number of equations.

To play again, press any button to return to the Level Select screen.

Note – To disable the 60-second timer, when selecting a skill level, press and hold button (1, 2 or 3). The screen will flash briefly and the timer will be disabled for the game. This is a great way to practice solving unlimited math equations. To restore the timer function, select a new game by sliding the selection switch.

To save battery power, The Minute Math Electronic Flash Card™ will power down automatically if there is no activity after 3 minutes.

Battery Information

Installing or Replacing Batteries

WARNING! To avoid battery leakage, please follow these instructions carefully. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

Requires: 3 x 1.5V AAA batteries and a Phillips screwdriver

- Batteries should be installed or replaced by an adult.
- Minute Math Electronic Flash Card™ requires (3) three AAA batteries
- The battery compartment is located on the back of the unit.
- To install batteries, first undo the screw with a Phillips screwdriver and remove the battery-compartment door. Install batteries as indicated inside the compartment.
- Replace compartment door and secure with screw.

Battery Care and Maintenance Tips

- Use (3) three AAA batteries.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix new and used batteries.
- Insert batteries with the correct polarity. Positive (+) and negative (-) ends must be inserted in the correct directions as indicated inside the battery compartment.
- Do not recharge non-rechargeable batteries.
- Only charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.

- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- To clean, wipe the surface of the unit with a dry cloth.
- Please retain these instructions for future reference.

Information to User

NOTE: This equipment has been tested and found to comply within 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 experienced radio/TV technician for help.

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