

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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www.learningresources.com



Factor Frenzy™

Talking Multiplication Game

Use and Care Guide



For Ages
6+



Smart Toys for Today's Kids!®

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Factor Frenzy™ helps reinforce basic multiplication and division skills in a fun, new way. With three games and two levels of difficulty, Factor Frenzy™ challenges players to be the first to “ring in” with the correct answer. The internal scoring function tallies the points and the number of correct answers. Play as a review game to build skills or just for family entertainment. Any way you play, you learn!

Getting Started

Battery Installation

You will need:

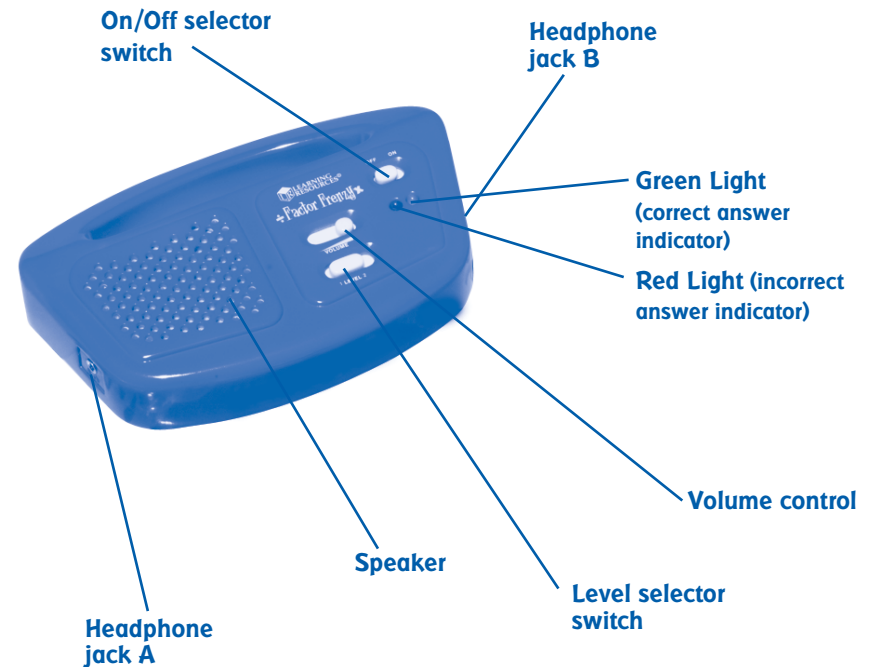
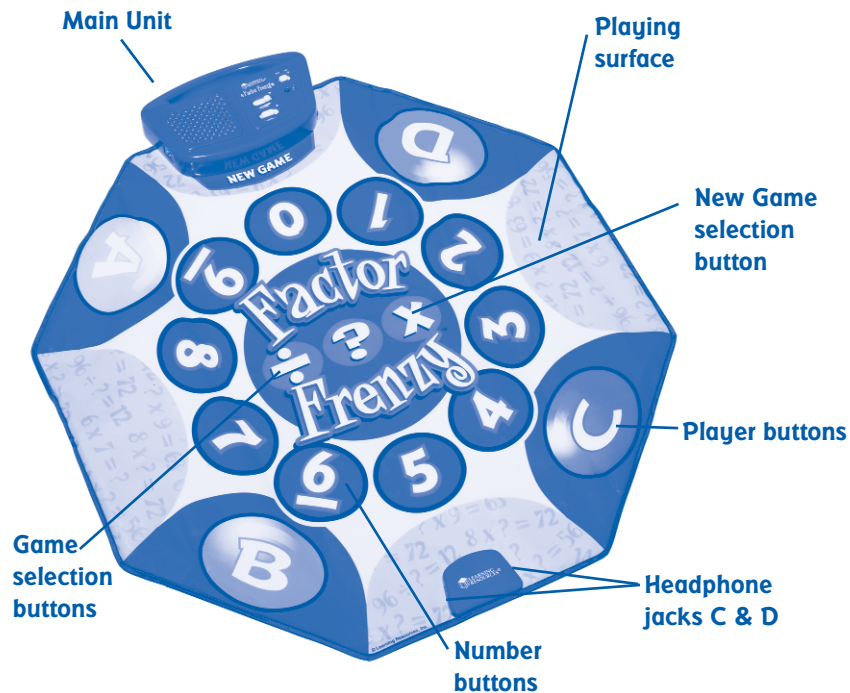
3 AA batteries, Phillips screwdriver

Turn the Factor Frenzy™ mat upside down on the tabletop. Using a Phillips screwdriver, 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 three 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. Tighten the screw by using your Phillips screwdriver to turn the screw in a clockwise direction until secure. Please read and understand the other important battery usage instructions later in this manual.

Let's Play!

Basic Play

Each of the three games is designed to help reinforce basic multiplication or division skills in a fun and exciting format. Each game begins with the unit of the game (main game unit) stating a math problem in the form of a question. Players must know the answer and be the first to "ring in" by hitting their player pad. The first player to "ring in" will then have the chance to hit the correct number pads that answer the question. If the first player answers incorrectly, then the player that was second to “ring in” will have a chance to answer the question. Points are given for each correct answer and subtracted for each incorrect answer. The winner is the player with the most correct answers. Points will be announced at the end of each round.



To Begin

1. Turn the On/Off selector switch to the ON position.
2. The unit will ask “How many players?” All players respond by pressing their game button labeled A, B, C or D.
3. The unit will ask players to “Choose game.” Players respond by pressing one of the three game buttons labeled:
 - Game 1 = ÷ Division
 - Game 2 = ? Anything goes
 - Game 3 = x Multiplication
4. The unit will ask players to “Choose Level.” Players respond by sliding the level switch to Level 1 or Level 2.

Level 1: At this level the unit will ask players to find the answer for a problem in multiplication or division. For example: The unit will say “five times five equals what?” “BEEP”.

Level 2: At this level the unit will ask players to find the missing factor in an equation. For example: The unit will say “five times what equals twenty-five?” “BEEP” This level also features bonus questions worth double points if answered correctly.

5. When the unit finishes asking the question.

IMPORTANT: PLAYERS MUST WAIT TO HEAR THE “BEEP” TONE BEFORE PRESSING THEIR ANSWER BUTTON ON INITIAL “RING IN” OR THE PRESS WILL NOT REGISTER.
6. If a player “rings in” and answers the question correctly they will receive 10 points.
7. If a player “rings in” and answers the question incorrectly, they will lose 10 points.
8. At the end of each round of 15 questions, the unit will announce each players’ letter and their score, starting from lowest and moving up to the winner of the round. The winner is the player with the most correct answers and the highest number of points.
9. If a tie exists at the end of a round, a tie-breaker question will be asked.

If players wish to continue to play another round, one player pushes the number one pad when prompted.

Headphones

Your Factor Frenzy™ mat is equipped with 4 headphone jacks for quiet play. If fewer than 4 players are playing with headphones, seat one player at jack A to disable main speaker. You can use any standard headphones with this game, headphones are also available for purchase from Learning Resources®. Visit www.learningresources.com for more information. Headphones Model # LER6990.

Use and Care Instructions

To protect your Factor Frenzy™ game, follow these instructions.

Prevent spills of food and beverages on the main unit or mat surface.

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 opening.

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:

Turn the Factor Frenzy™ mat upside down on the tabletop. Using a Phillips screwdriver, 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 three 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. Tighten the screw by using your Phillips screwdriver to turn the screw in a clockwise direction until secure.

Please read and understand the other important battery usage instructions later in this manual.

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.**