

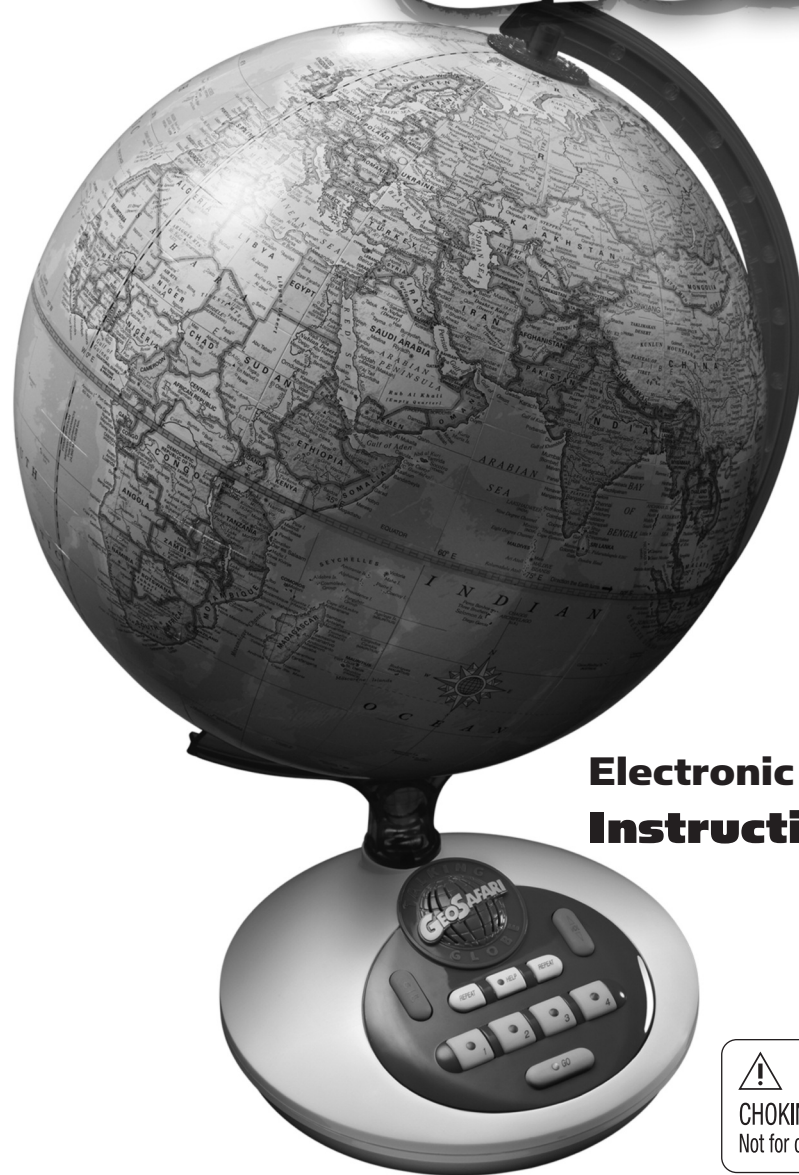
GEO SAFARI®

EI-8895

Ages 8+

Grades 3+

Talking Globe



Electronic Quiz Game Instruction Guide

Developed in Southern California by Educational Insights.
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WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.

Welcome

You are embarking on a great adventure—a trip to countries around the world, to the summits of the highest mountains, down the longest rivers, to landlocked nations, and to sun-drenched islands—all with the **GeoSafari® Talking Globe!**

Along the way, you will learn many interesting facts about Earth, its countries, and people.

The **GeoSafari Talking Globe** is packed with more than 10,000 questions and features that will help you learn and retain geography facts and other useful information. With this guide, you can make the most of the many features of the **GeoSafari Talking Globe**.

A Note About Place Names

Many of the place names found on your globe can be pronounced in several ways. Often the way people living in a place say the name of their city or country is quite different from the way outsiders pronounce it. One example is the city of Moscow, Russia, which the local residents pronounce *Moskva*. When faced with a choice about which pronunciation to use for place names, we have generally chosen the ones most frequently used by native English speakers. If you would like to learn more about the local pronunciations of worldwide place names, please check the reference section of your local library for atlases printed in foreign languages.

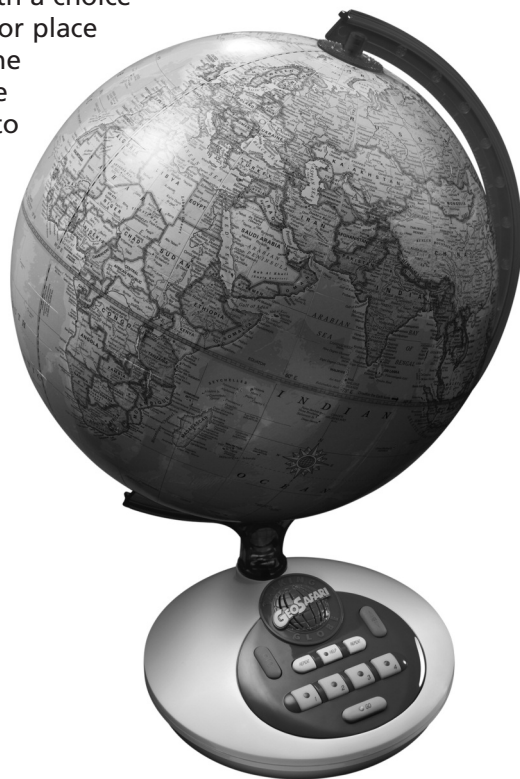


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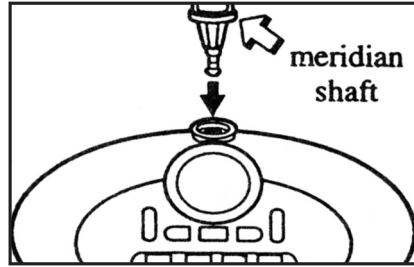
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Setting Up the Globe

Assembly Instructions

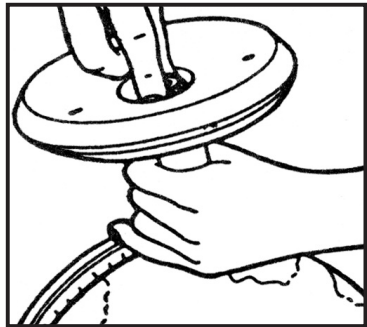
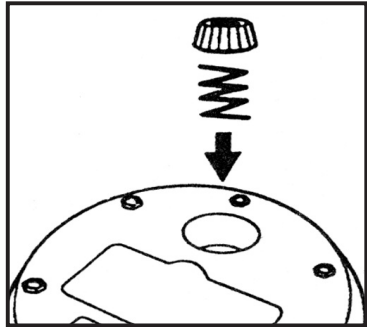
Remove the globe and its meridian by pulling up on the two sides of the cardboard packaging. The cardboard packaging will also come out with the globe. Put the globe aside. Open the separate box at the bottom of the carton. This box contains the base of the globe, as well as the hardware required for assembly.



Caution! When attaching the meridian to the base, do NOT apply pressure to the globe ball.

The assembly hardware (spring and lock nut) is contained in a plastic bag found in the components box. Put the unit together by placing the globe meridian shaft into the hole in the electronic base, as shown.

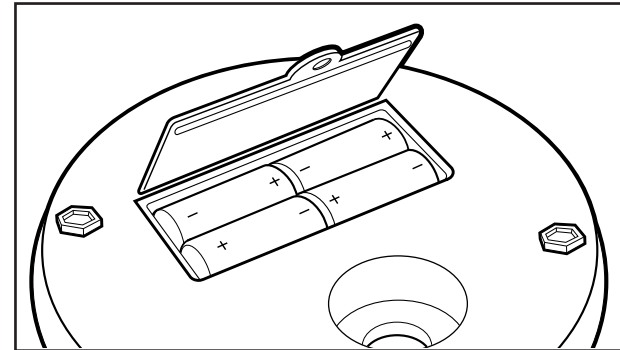
Hold the meridian and the base together and turn them upside down. Put the spring over the meridian shaft. Put the lock nut over the shaft. With one hand firmly on the base of the meridian and the other hand on the lock nut, push down firmly on the spring, as shown. Turn the lock nut $\frac{1}{4}$ rotation around the shaft and release.



Operating the Unit with Batteries

For the best operation, always use fresh alkaline batteries. Follow these directions:

1. Carefully open the battery compartment door located on the bottom of the base unit of the globe.
2. Install four fresh C-cell (DC 1.5v \Rightarrow) batteries in the battery compartment, carefully following the diagram showing correct battery installation. This diagram is found inside the battery compartment of the globe's electronic base.
 - Batteries must be inserted with the correct polarity.
 - Only batteries of the same or equivalent type are to be used.
 - Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
 - Remove exhausted batteries from the unit.
 - The supply terminals must not be short-circuited.
 - Non-rechargeable batteries must not be recharged.
 - Do not use rechargeable batteries.
3. Close the compartment door.
4. Turn on your unit by pressing the ON/OFF key on the globe base.



Operating the Unit with the Adapter

With the optional AC adapter*, the **GeoSafari Talking Globe** can run indefinitely without batteries. To use the globe with its adapter, follow these directions:

1. Plug the end of the adapter cord into the AC adapter jack near the back of the globe's electronic base.
 - Your **GeoSafari Talking Globe** must only be used with the recommended AC adapter, available from your authorized Educational Insights dealer. The Educational Insights stock number is EI-8702.
 - Your AC adapter should be examined regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, do not use this AC adapter until the damage has been repaired. The adapter is not a toy. Disconnect the adapter from the unit before cleaning the globe.
2. Carefully plug the adapter body into an electrical outlet.
 - Your **GeoSafari Talking Globe** must not be connected to more than the recommended number of power supplies.
 - Your **GeoSafari Talking Globe** is not suitable for children under three (3) years old.
3. Turn on your unit by pressing the ON/OFF button on the globe's base.

Operating the Unit with Headphones

The **GeoSafari Talking Globe** includes a headphone jack on the side of the globe. Using the jack you can plug in a single headphone or a four-way headphone splitter that allows up to four players to listen and play at the same time. (Headphone and four-way headphone splitter are not included, but are available from Educational Insights.)** To use the globe with headphones, follow these directions:

For one player:

- Plug the cord from a single headphone into the headphone jack.

For two or more players:

- Plug the cord from the four-way headphone splitter into the headphone jack.
- Plug the cord from each headphone into a receptor hold on the four-way headphone splitter.

IMPORTANT: The **GeoSafari Talking Globe** must only be used with the recommended four-way headphone splitter.

* Especially designed for GeoSafari Talking Globe - AC Adapter (EI-8702)

** Especially designed for GeoSafari Talking Globe - Four-Way Headphone Splitter (EI-8896) and headphones (EI-3915)

Caring for Your GeoSafari Talking Globe

Treat your **GeoSafari Talking Globe** like a piece of furniture. It can be dusted or wiped clean as often as necessary. Use a dust cloth sprayed with an aerosol furniture cleaner to keep it dust-free.

NOTE: Do not spray anything directly on the globe or its base.

This globe is printed with quality light-fast inks. Keep it out of direct sunlight.

Never use your globe as a toy. Do not throw it in the air. Do not use force to make the globe turn. Treat it gently and it will last for years.

If Your Globe Fails to Operate Properly

1. **Check the batteries.** Weak batteries can cause a variety of malfunctions. Dim lights are the first sign of weak or drained batteries. Replace the batteries with a fresh set. If your globe will not be used for an extended period of time, remove the batteries to prevent possible corrosion.
2. **Use the correct adapter. WARNING:** Adapters not designed for the GeoSafari Talking Globe can cause permanent damage to the unit's electronics. **Using any adapter other than the one especially designed for the GeoSafari Talking Globe will void your warranty.**
3. Be sure the adapter plug is inserted securely into the unit, and the adapter body is inserted into the wall outlet.

NOTE: The adapter will not drain any batteries in the battery compartment.

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Let's Look at the GeoSafari Talking Globe

The GeoSafari Talking Globe quiz is easy to set up and play. Use the ten keys on the globe unit to program and play fast-paced, challenging quiz games.



HELP KEY

When the HELP light flashes during a game, you can press this key to hear helpful clues.

ON/OFF

Press this key once to turn on the unit. Press it again to turn the unit off.

VOLUME CONTROL

Press the up or down arrows to adjust the volume. The volume level can be adjusted only when no speech is playing.

REPEAT KEYS

Press these keys to repeat the last question asked or the last game setup instruction. Both keys access the same information.

Game Setup

As you customize your game setup, you will use the ANSWER keys to program question content, number of players, and response times.

Choosing question content

- 1** Press key 1 for questions about the world, USA, and Canada.
- 2** Press key 2 for questions only about the world (no USA or Canada questions).
- 3** Press key 3 for questions only about the USA and Canada.

Choosing number of players

- 1** 1 player
- 2** 2 players
- 3** 3 players
- 4** 4 players

Choosing answer response time

- 1** 20 seconds
- 2** 40 seconds
- 3** 60 seconds
- 4** 120 seconds

GO

Press this key to enter your game set up choices and to access new questions during the game.

ANSWER KEYS

These keys serve a dual purpose. Use them during game set up to choose content, number of players, and response times. Press these keys during a game to select answers. (See chart on next page.)

Getting Ready to Play

Turn your globe unit on by pressing the ON/OFF button. You will hear a musical salute, the lights will flash, and a voice will welcome you to the GeoSafari Globe Quiz.

Quick Start Game

You can start a 1-player game containing 10 questions about the world, USA, and Canada by simply pressing the GO key. The unit will respond, “OK, we’re all set. Press GO to begin the game.” Just press GO again and you’re ready to play.

How to Customize a Game

You can choose the content of your game questions (world and USA/Canada questions, world only, or USA/Canada only), number of players (1 to 4), and answer response times (20, 40, 60, or 120 seconds). Just listen to the voice, press the flashing lights to make your choices, and then press GO. Here’s how:

Selecting Content of Questions

After the greeting, you will be asked to “Choose your questions.”

- Press 1 to select a combination of **world and USA/Canada** questions.
- Press 2 to select **only world** questions.
- Press 3 to select **only USA/Canada** questions.

Note: You will have approximately 5 seconds to make your choice. If you don’t make a selection within that time, the game defaults to world, USA, and Canada questions. If the GO key is pressed after entering the content of questions, the game will begin with a 1-player game with a 40-second answer response time.

Selecting Number of Players

After a few seconds, you will be asked to “Choose the number of players in today’s game.” Press the flashing key showing the number of players in your game. You may select 1, 2, 3, or 4 players per game.

Note: If the GO key is pressed after entering the number of players, the game will begin with a 40-second answer response time. Each player will have 10 questions to answer. If no key is pressed for 20 seconds, the unit will alert the players and then repeat the last spoken instruction. If you need additional help with a step, press the HELP key to hear the instruction again.

Setting Answer Response Times

The unit will ask you to choose answer times for each player.

1. Each player can choose an answer response time that fits his or her skill level. This allows beginner players more time to answer questions.

Key	Answer Response Time
1	20 seconds
2	40 seconds
3	60 seconds
4	120 seconds

Note: If no key is pressed for 30 seconds, the unit will remind you that it is waiting for you to respond. After another waiting period, the unit will beep at periodic intervals until it reaches the 2-minute shutdown time. The unit is designed to shut down after this time in order to conserve battery power.

Once the game content, number of players, and answer response times have been chosen for all players, press GO to begin the game. At any time, pressing GO will start the game with the previously programmed information.

Playing a Game

1. Player 1 starts the game by pressing GO.
2. The first question is read and the answer keys light as the corresponding answer choices are read.
 - If a clue is available for that question, the HELP key light will flash as soon as the question has been read. If no clue is available, the HELP key light will not flash, and pressing HELP will cause an error tone.

NOTE: Pressing HELP will not stop the clock from counting down your chosen response time, so listening to a clue does take up some of your response time.

- Pressing the REPEAT key enables you to listen to the questions and the answer choices again.

NOTE: If the REPEAT key is pressed in the last 5 seconds of the clock’s countdown, you will hear an error tone. Pressing REPEAT **does** stop the clock, and **will not** take up any of your response time.

- Choose an answer to the question by pressing the ANSWER key that matches your response.
 - If you are **correct**, you will hear a congratulatory response and will earn 10 points.
 - If you are **incorrect**, you will hear a different response. The unit will then tell you the correct answer to multiple choice questions, but will not tell you the correct answer to questions with only two choices available. No points are given for incorrect answers.
- If there is more than one player in a game, the unit will tell the next player to press GO for the next question. The game continues until each player has been asked 10 questions.

Three-in-a-Row Message

When a player correctly answers three questions he or she is rewarded with a special congratulation of sounds, flashing lights, and a verbal acknowledgment.

When Time Is Running Out

If the time is running out for a player to answer a question, five warning tones will play. When the response time has run out, the unit will say, "Sorry, time's up." If a player is in the middle of listening to a HELP clue when time elapses, the clue stops.

- The game is over when each player has been asked 10 questions. Players score 10 points for each correct answer. If there is more than one player, each player's number and score is read separately. If a player gets a perfect score, there is a special acknowledgment. Tie games are announced as well.

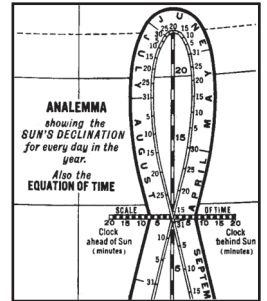
Starting a New Game

Pressing GO will start another game of questions with the same question types, number of players, and answer response times. If you wish to make changes in the game set up, turn the unit off and on again before entering your new choices.

Let's Learn About Globe Features

Your globe is a representation of our Earth. Like maps, your globe gives a great deal of information about the world's countries, cities, bodies of water, landforms, and more. However, only a globe can show true comparisons of size, location, and climate without distortion. Here is some information about specific things you will see on your globe and a list of terms relating to the movements of the earth.

Analemma - The analemma is the "figure 8" on your globe located in the Pacific Ocean. It indicates the sun's latitude, showing the latitude where the sun's rays are vertical on any given day. Since the sun's rays fall vertically only in the tropics, the analemma extends between latitude $23\frac{1}{2}^{\circ}$ north of the equator (the Tropic of Cancer) and latitude $23\frac{1}{2}^{\circ}$ south of the equator (the Tropic of Capricorn).



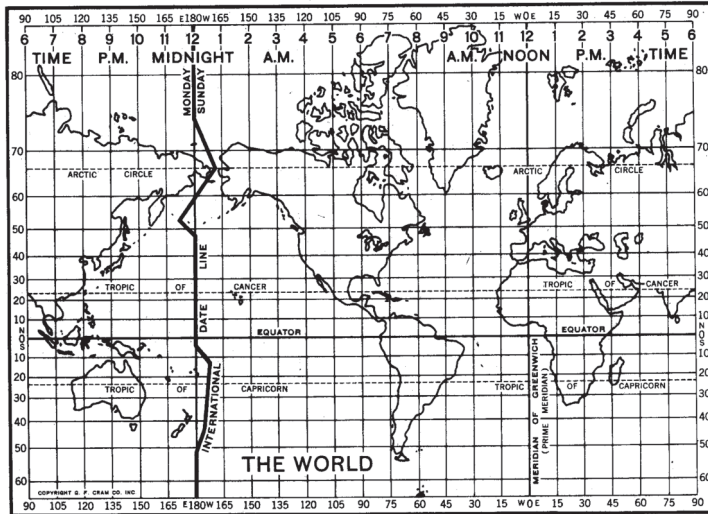
Axis - The axis is an imaginary line through the middle of the earth, running from pole to pole. Your globe is mounted so that it rotates on its axis. This movement of the earth, as it revolves around the sun, causes day and night as well as different seasons.

Continents - We identify the following as continents: Africa, Asia, Europe, North America, Australia, and South America. The European continent includes Russia, and the southern border of Russia is the dividing line between Europe and Asia. The Asian continent includes the Republic of Georgia, Armenia, and Azerbaijan.

Ecliptic Line on the Globe - This is the actual path taken by Earth on its yearly trip around the sun. The ecliptic is not on Earth, but is represented by a line on the globe that cuts Earth into two hemispheres, at an angle of $23\frac{1}{2}^{\circ}$. The line on the globe representing the ecliptic is divided into months, and the months are divided into days. The signs of the zodiac are shown as well. This line also shows where the vertical rays of the sun fall and the date this occurs.

Equator - The equator is an imaginary line that divides the earth into northern and southern hemispheres. It is at 0° latitude and is equally distant from the North and South poles.

International Date Line - The International Date Line is an imaginary line that for the most part follows the 180th meridian (180° longitude). As this meridian is crossed, the calendar day changes. For example, if you travel west from Hawaii on a Monday, the day changes to Tuesday once you cross the International Date Line. If you travel east from China on a Monday, once you cross the International Date Line, the day changes to Sunday. This line does not change the time of day, which is determined by the earth's standardized time zones.



Latitude - Lines of latitude are imaginary lines that run parallel to the equator. On your globe, and on many terrestrial globes, parallel lines are shown 10 degrees apart starting at the equator (0°) and ending at the poles (90°).

Longitude - Meridians of longitude are imaginary lines that run through both poles. On your globe, meridians are marked at 15-degree intervals, starting with the meridian that passes through Greenwich, England. This meridian at 0° longitude is called the Prime Meridian.

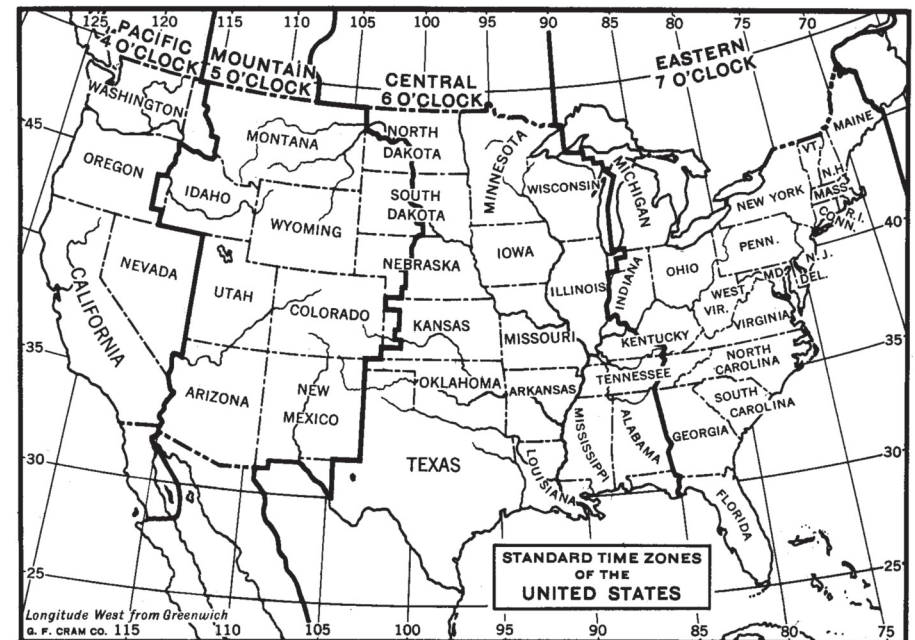
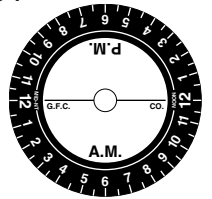
Revolution - Earth not only turns upon its axis once every day, but also travels around the sun once a year in a counterclockwise direction. This path around the sun is Earth's orbit.

Rotation - The earth rotates, or turns, upon its axis from west to east (counterclockwise) once every 23 hours, 56 minutes, and 4.09 seconds. This movement causes day and night as different parts of Earth are exposed to light, while opposite parts of Earth are in darkness. The speed of rotation at any point on the equator is approximately 1,038 miles per hour (1,670 kilometers per hour), decreasing to zero miles or kilometers per hour at the poles.

Time: Solar Time - According to scientists, time varies four minutes for each degree of longitude, or one hour for every 15 degrees of longitude. It takes four minutes for Earth to rotate enough for the vertical rays of the sun to sweep over one degree of longitude.

Time: Standard (artificial) Time - The world is divided into 24 time zones. These zones run from north to south, roughly paralleling the lines of longitude on the globe. All the places within a time zone share the same time. There is a one-hour difference between places in adjacent time zones.

For example, the contiguous United States is split into four different time zones: Eastern, Central, Mountain, and Pacific, with the time decreasing by one hour as one travels west through each zone. If it is 7 p.m. in the Eastern time zone, it is 6 p.m. in the Central zone, 5 p.m. in the Mountain zone, and 4 p.m. in the Pacific zone. To help explain standard time, a time dial on the top of your globe is marked to represent the 24 hours of standard time in a day. You can use the time dial to compare the times for any two points on the globe.



Glossary of Geographic Terms

archipelago	an expanse of water with many scattered islands
bay	an inlet of the sea or other body of water that is usually smaller than a gulf
continent	a mass of land; one of the seven great divisions of land on the globe
delta	a low plain of soil and other sediments deposited at the mouth of a river
desert	an arid, barren tract of land with less than 10 inches (25 cm) of rainfall a year
equator	an imaginary line drawn around the earth that is equidistant from the two poles; the equator divides the earth into the northern and southern hemispheres
gulf	a part of an ocean or sea that extends into the land
island	a tract of land surrounded by water and smaller than a continent
isthmus	a narrow strip of land connecting two larger land areas
lake	an inland body of standing water
mountain range	a landmass that projects above its surroundings and is higher than a hill
ocean	one of the large bodies of water into which the whole body of salt water covering nearly $\frac{3}{4}$ of the surface of the globe is divided
river	a natural stream of water that empties into an ocean, lake, or other body of water
Tropic of Cancer	an imaginary parallel line that is approximately $23\frac{1}{2}$ degrees north of the equator, the northern-most latitude reached by the overhead sun
Tropic of Capricorn	imaginary parallel line that is approximately $23\frac{1}{2}$ degrees south of the equator, the southern-most latitude reached by the overhead sun

Notes on the Music

Your **GeoSafari Talking Globe** includes many different types of questions, including musical ones. Here is information about some of the music you will hear:

Argentina **Tango**

The tango is a music and dance form that originated in Latin America. Although it is based on the dances of a number of countries, the tango is regarded by the Argentine people as their national dance. This ballroom dance has a basic pattern of step-step-pause-step-step-close. It is characterized by long pauses and stylized body positions.

Australia **"Waltzing Matilda"**

"Waltzing Matilda," the title of Australia's most famous song, is about a blanket roll, not a dance or a girl. The phrase "waltzing Matilda" refers to tramping the roads.

Canada **"O Canada!"**

In 1980 this song officially replaced "God Save the Queen" as Canada's national anthem. It is often sung in both English and French before national events. The music was written by C. Lavelle, the French lyrics by A. B. Routhier, and the English lyrics by R. S. Weir.

Cuba **"Guantanamera"**

The lyrics of this song were written by Jose Marti. Its title translates as "The Lady of Guantanamo."

United Kingdom **"London Bridge Is Falling Down"**

Associated with a traditional children's game, the song refers to a bridge that was built across London's Thames River. In the Great Fire of 1666 many of the bridge's houses and shops burned down. Today there are no houses or shops on London Bridge. Between 1968 and 1971 the bridge, which was sold to a U.S. businessman, was reconstructed in Arizona. London Bridge was the only link between the north and south bank of the Thames until the completion of Westminster Bridge in 1750.

France **"La Marseillaise"**

This stirring melody was written in 1792 by Rouget de Lisle, a young royalist officer in the French army. The revolutionary forces soon took this song for their own. After the revolution, "La Marseillaise" became the national anthem of France.

Germany **"Ach, Du Lieber Augustin"**

This charming German ditty is known to children as "Did You Ever See a Lassie?"

Ireland**“Irish Jig”**

This sprightly tune accompanies Irish soft-shoe dances. Jigs were quite often written in 6/8 musical notation.

Israel**“Havah Nagilah”**

This folk tune from Israel often accompanies a circle dance called the *hora*. Our version was written by Avraham Zvi Idelson.

Italy**“O Sole Mio”**

Reputed to come from Italy, “O Sole Mio” is a lighthearted song often accompanied by an accordion.

Japan**“Sukara”**

“Sukara” is translated into English as the “Cherry Blossom Song.” The importance of pentatonic scales without halftones in Japanese music gives the song an Oriental sound.

Mexico**“La Cucaracha”**

“La Cucaracha” translates into English as “The Cockroach.” It is a lively and popular tune. The national anthem of Mexico, the “Himno Nacional de México,” is another memorable song.

Nigeria**“Kumbaya”**

A folk song that originated in Nigeria, “Kumbaya” is sung around the world.

Russia**“The Volga Boatman”**

This theme from an old Russian folk tune is heard as a recurring *motif* in many works of Russian classical music.

USA**“The Star-Spangled Banner”**

This was written on September 14, 1814, by American lawyer Francis Scott Key, and was adapted from a popular English song by John Stafford Smith. On March 3, 1931, the song was officially adopted as the national anthem of the United States.

Warranty Information

Dear Customer,

Thank you for purchasing the *GeoSafari® Talking Globe®*. We're certain that you and your students will enjoy the learning fun offered by this product.

Educational Insights warrants each unit against factory defects in material and workmanship for one year from the date of purchase to the original purchaser only.

This warranty is invalid if the damage or defect is caused by accident, consumer abuse, or unauthorized alteration or repair.

This warranty does not cover any claim concerning worn-out or defective batteries.

If your *GeoSafari Talking Globe* fails to operate satisfactorily during the first year after purchase, return it postage prepaid to the address below. Be sure to include the product, your name, address, phone number and/or e-mail, a copy of your sales receipt or invoice, and a brief description of the problem. If the unit is found to be defective within the first year, it will be repaired or replaced at no further cost to you.

Direct all returns to:

Educational Insights
Warranty Replacements
380 N. Fairway Drive
Vernon Hills, IL 60061

Customer Service:

(800) 995-4436 (U.S. & Canada) or
+44 (0)1553 762276 (U.K. & Europe)

Register your GeoSafari Talking Globe at:
www.EducationalInsights.com/productregistration