

## THE SMITHSONIAN INSTITUTION FACT SHEET

The Smithsonian Institution is a museum, education and research complex of 17 museums and galleries, and the National Zoological Park. Fifteen museums and galleries are located in Washington, D.C., two are in New York City, and the National Zoo is in Washington. Ten of the museums and galleries are situated on the National Mall between the U.S. Capitol and Washington Monument.

One of the world's leading scientific research centers, the Institution has facilities in eight states and the Republic of Panama. Research projects in the arts, history, and science are carried out by the Smithsonian all over the world.

The new National Museum of the American Indian is scheduled to open on the National Mall in 2002. The centerpiece of the museum is the priceless collection of Native American artifacts transferred to the Smithsonian from the Museum of the American Indian, Heye Foundation (New York). The New York exhibition facility - the Heye Center of the National Museum of the American Indian opened October 30, 1994 in lower Manhattan.

Another new museum, the National Postal Museum, is located near Union Station on Capitol Hill. Devoted to the history of the U.S. mail service, the museum houses the world's largest and most comprehensive collection of its kind, with more than 16 million stamps, covers, and artifacts.

### HISTORY

James Smithson (1765-1829), a British scientist, drew up his will in 1826 naming his nephew, Henry James Hungerford, as beneficiary. Smithsonian stipulated that should the nephew die without heirs (as he did in 1835), the estate would go to the United States to found "at Washington, under the name of the Smithsonian Institution, an establishment for the increase and diffusion of knowledge..."

On July 1, 1836, Congress accepted the legacy bequeathed to the nation by James Smithson, and pledged the faith of the United States to the charitable trust. In 1838, following approval of the bequest by the British courts, the United States received Smithson's estate - bags of gold sovereigns - then the equivalent of \$515,169. Eight years later, on August 10, 1846, an Act of Congress signed by President James K. Polk, established the Smithsonian Institution in its present form and provided for the administration of the trust, independent of the government itself, by a Board of Regents and Secretary of the Smithsonian.

### SMITHSONIAN MUSEUMS, GALLERIES AND ZOOS

Anacostia Museum  
Arthur M. Sackler Gallery  
Arts and Industries Building  
Cooper-Hewitt, National Design Museum  
Freer Gallery of Art  
Hirshhorn Museum and Sculpture Garden  
National Air and Space Museum  
National Museum of African Art  
National Museum of American History  
National Museum of the American Indian  
National Museum of Natural History  
National Portrait Gallery  
National Postal Museum  
National Zoological Park  
Renwick Gallery  
S. Dillon Ripley Center  
Smithsonian American Art Museum  
Smithsonian Institution Building ("Castle")



## WARNING:

**CHOKING HAZARD - Small parts. Not for children under 3 years.**

CONFORMS TO ASTM D-4236

AGES 8 & up  
Item #6280

# SMITHSONIAN

## EDUtronics: Marine Life

### BATTERY SAFETY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- 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.
- Keep packaging for reference since it contains important information.

### DEAR CUSTOMER,

NSI is the manufacturer of this kit. If we made an error and left something out of this set, or if something is damaged, we are sorry and wish to correct our error. Please do not return the set to the store where you purchased it, or to the Smithsonian, as they do not have replacement parts. Instead, write us a letter giving us:

1. Date of Purchase
2. Where Purchased
3. Model Number
4. Name of Set
5. Brief Description of Problem
6. Sales Slip

We will do our best to satisfy you.

Quality Control Department, Natural Science Industries, Ltd.  
910 Orlando Avenue, West Hempstead, NY 11552-3942  
(516) 678-1700

PRINTED IN CHINA

©2000 Smithsonian Institution - Natural Science Industries, Ltd.  
910 ORLANDO AVENUE • WEST HEMPSTEAD, NY 11552-3942 • (516) 678-1700

ITEM #6280

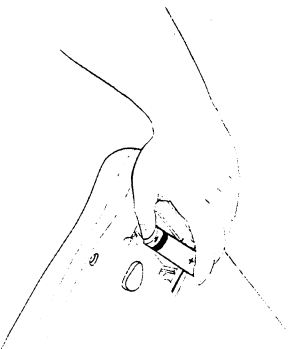
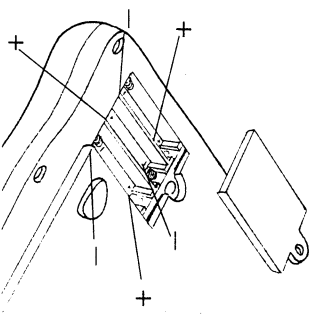
The Marine Life EDUtronics is an interactive learning game with amazing facts, and lots of intriguing questions. You can hear and learn about seahorses, stingrays, penguins, sea turtles, harbor seals, bottlenose dolphins, manatee, beluga whales, great white sharks and killer whales. The talking console lights up the marine life animal you are learning about, and gives you the chance to quiz yourself. Quiz yourself against your friends and family. Be sure to keep score to see who has answered the most questions correctly!

Use this manual to help you get started with playing the game. Read the whole manual before you play.

### Section One: Set-Up

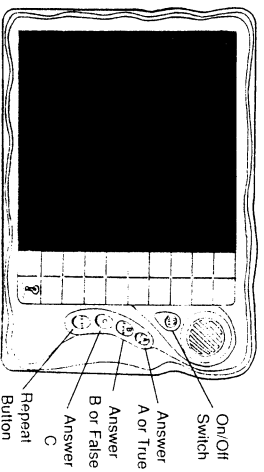
Your EDUtronics comes with batteries. When these batteries are depleted, replace with fresh ones.

1. Gently turn the EDUtronics game over.
2. Using a Phillips head screwdriver, unscrew the cover from the battery compartment.
3. Place 3 AA batteries in the compartment. Pay careful attention to the direction you place your batteries in (+, -). If you do not match the correct direction, your game may not work properly.
4. Close the battery compartment and gently tighten the screw.



### Section Two: Getting Started

1. Power Button: Gently press the on/off button once to turn the game on. The talking console will welcome you to your underwater journey. To turn the game off, gently press the on/off button again. The talking console will let you know your underwater journey is now over.
  2. On the back of the unit you will notice two tabs. These tabs are used as a kickstand. Gently pull on these tabs and rest the unit on a table. This kick stand will position the unit at a comfortable angle.
- The game has an automatic power off feature. If the game is left on and no choices are made within 3 minutes, it will turn itself off. To restart the game, gently press the on/off button again.



### Section Three: Hearing the facts

The Marine Life EDUtronics is made to share hundreds of amazing marine life

facts with you. To begin learning, follow these steps:

1. After you have turned the unit on, gently choose a marine life character from the left column of animal choices. EDUtronics will let you know which animal you have selected. Then, choose the type of fact or information you would like to hear more about from the right column of fact buttons.
2. If you would like to hear more information about that particular marine life character, continue to select button choices from the right column of fact buttons.
3. If you would like to change the marine life character you are learning about, simply make a new selection from the left column of animal choices.
4. Repeat step 2 to change the category of facts you are learning about for the new marine life characters.

### Section Four: Playing the Quiz Game

The Marine Life EDUtronics is set up to play an interactive quiz game with you to test your knowledge. In the bottom right column of button choices, you will find a button with question marks. This is the EDUtronics quiz feature. There are two types of questions in EDUtronics, multiple choice and true/false. EDUtronics decides which type it will ask.

#### Multiple Choice Questions

1. Gently press the Quiz button on the EDUtronics. The talking console may ask you a multiple choice question. It will ask the question, followed by three answer choices (A, B, or C.)
2. Listen to all answer choices and make your selection using the letter keys next to the power on/off button.
3. If you are correct, EDUtronics will congratulate you.
4. If you are not correct, EDUtronics will prompt you to try again. You may choose to have the question repeated by gently pressing the repeat button that is below your answer choice buttons.
5. You may continue with the quiz by pressing the Quiz button and answering questions for as long as you wish to use the quiz feature.

#### True/False Questions

1. When you gently press the Quiz button on EDUtronics, you may be asked a true/false question. It will ask the question, and give you two choices (A) true or (B) false.
2. Make your choice by using the letter keys next to the power on/off button. Use the A button to answer "true" and the B button to answer "false".
3. If you are correct, EDUtronics will congratulate you.
4. If you are not correct, EDUtronics will prompt you to try again. You may choose to have the question repeated by gently pressing the repeat button that is below your answer choice buttons.
5. You may continue with the quiz by pressing the Quiz button and answering questions for as long as you wish to use the quiz feature.

