



# Computer Pal™

**USER'S MANUAL**



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***Dear Parent:***

*At VTech® we know that children have the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.*

*When it comes to providing interactive products that enlighten, entertain and develop minds, at VTech® we see the potential in every child.*

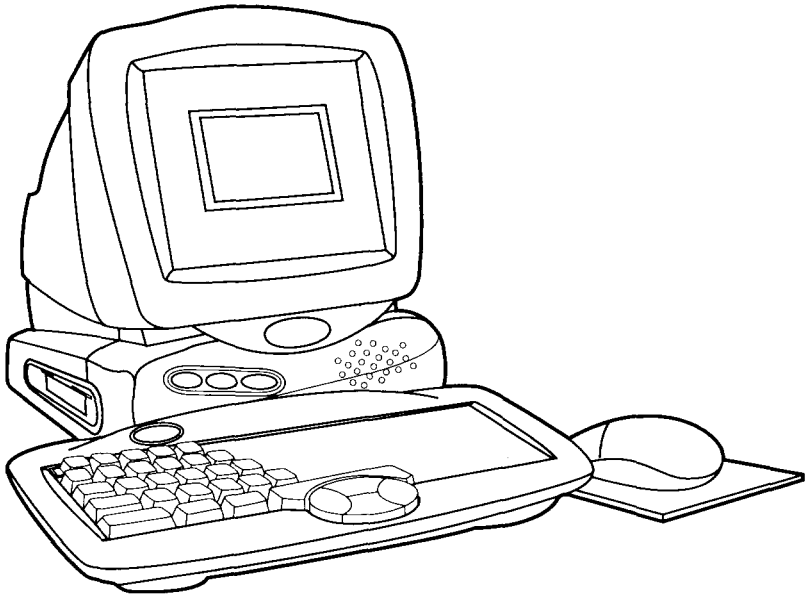
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# INTRODUCTION

Thank you for purchasing the **VTECH® Computer Pal™** learning toy! We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S., or 1-800-267-7377 in Canada.

The **Computer Pal™** is a talking, electronic learning aid with an enhanced display. It offers a wide range of exciting and educational activities for fun learning! Get ready for hours of learning fun!



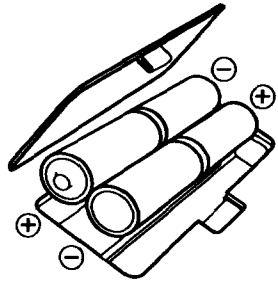
## POWER SOURCE

The **Computer Pal™** learning product operates on 4 "AA" batteries (UM-3/LR6).

# HOW TO INSTALL BATTERIES

Make sure the unit is turned **OFF**.

1. Locate the battery cover at the back of the unit and open it.
2. Insert 4 "AA" batteries (UM-3/LR6) as illustrated.  
**DO NOT USE RECHARGEABLE BATTERIES in this unit.**
3. Close the battery cover.



## BATTERY NOTICE

- Install batteries correctly observing the polarity (+,-) signs to avoid leakage.
- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from equipment when you are not going to use the unit for a long time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.

**NOTE:** If the unit suddenly stops working or the sound becomes weak, turn the unit off for 15 seconds, then turn it back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

## AC ADAPTOR CONNECTION

Use a standard 9V  300mA AC center-positive  — adaptor.

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the side of the unit.
3. Insert the adaptor plug.
4. Plug the adaptor into a wall outlet.
5. Turn the unit **ON**.

**NOTE:** If the unit suddenly stops working or the sound seems weak, it may be the result of the adaptor connection. Turn the unit off and unplug the adaptor for 15 seconds. Next, plug the adaptor back in and turn the unit on. If the problem persists, it may be the result of the adaptor's wiring or the unit. Please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

Do not leave the adaptor plugged in for long periods of time if the unit is not in use.

**In the U.S.A.:** Many retailers carry this type of adaptor. However, if you are unable to find one locally, the **VTECH®** AC Adaptor is perfectly suited to operate your **Computer Pal™** learning laptop. For information on how to purchase a **VTECH®** AC Adaptor, call our Consumer Services Department at 1-800-521-2010.

**In CANADA:** Please see the enclosed **VTECH®** adaptor offer coupon.

## CONTRAST SWITCH



Adjust the image on the screen by sliding the **Contrast Switch** to the right for higher contrast and to left for lower contrast.

## VOLUME SWITCH



Adjust the volume by sliding the **Volume Switch** to the right to raise the volume and to the left to lower the volume.

## LED FUNCTION

The **LED** lights up under the following condition:

1. Display the Opening Animation
2. Activities are activated and loaded
3. The correctness of the answer
4. Display the Rewarding Animation

## BOOK BUTTON



Press this button when you want to play with the **Smart Start Matchbook**.

## ON/OFF SWITCH



Turn on your **Computer Pal™** learning unit by pressing the **ON** button located on the base unit below and to the left of the screen. The unit will display an opening animation

and then you can select a Category. Turn the unit **OFF** by pressing the **OFF** button located next to the **ON** button.

## ***AUTOMATIC SHUT-OFF***

If there is no input into the **Computer Pal™** learning unit, after a few minutes, the unit will automatically shut itself off to save power. To turn the unit back on after an automatic shut off, you will need to press the **ON** button again to restart the unit.

## ***STORAGE***

There are two storage compartments on the back of this learning unit. The mouse storage compartment is in the upper part of the unit and the cartridge storage compartment is in the lower part of the unit.

## ***MOUSE***

Your mouse is specially designed for the **Computer Pal™** learning toy. Please follow the steps below to connect your mouse.

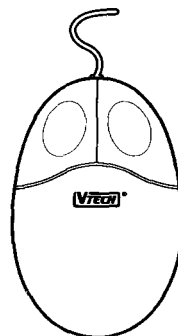
### ***MOUSE CONNECTION***

1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the right of the unit.
3. Plug the mouse into the unit's mouse jack at the right side of the unit.
4. Turn the unit **ON**.

### ***MOUSE OVERVIEW***

Once the mouse is installed you may move the mouse cursor around the screen freely. The mouse has a roller ball in it and therefore should be used on a flat surface. A mouse pad is ideal, but you may also try a piece of paper, a notebook or a magazine. A clean flat surface is important to be able to use your mouse effectively.

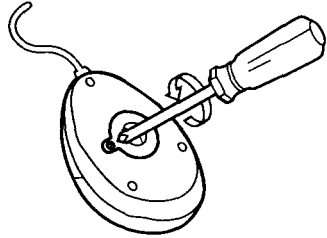
Your mouse is very easy to use. To use the mouse, push it in the direction that you would like the pointer on the screen to move. To move the pointer to the right side of the screen push the mouse to the right. To move the pointer to the left side of the screen push the mouse to the left. To move the pointer to the top of the screen,



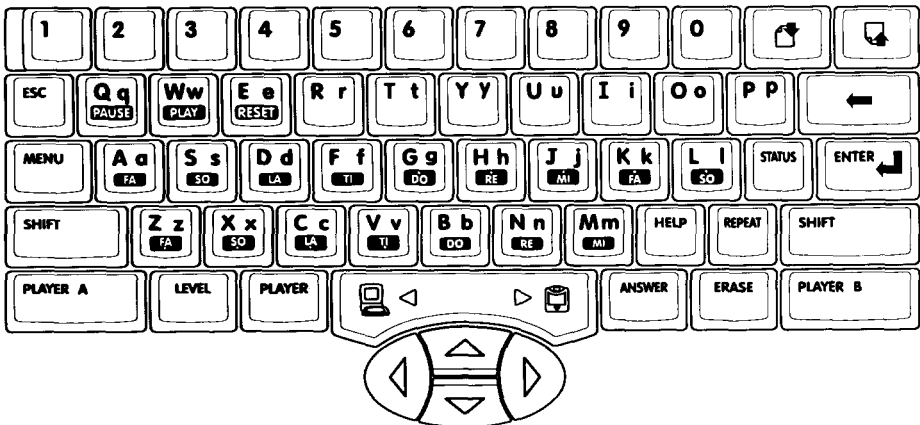
push the mouse away from you. To move the pointer to the bottom of the screen pull the mouse towards you.

## MOUSE MAINTENANCE

To clean the mouse, you need to open the cover on the bottom of the mouse by using a screwdriver. Twisting in the direction of the arrows will release the cover. Once the cover is removed, the mouse ball should be taken out and the contents inside the mouse should be cleaned with a dry cloth. The mouse ball should also be cleaned with a dry cloth. Once you have finished cleaning the mouse, place the mouse ball back into the mouse, place the cover back on the mouse and screw the cover back onto the mouse.

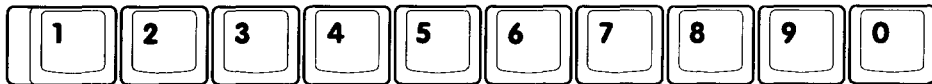


## KEYBOARD DESCRIPTION AND FUNCTIONS



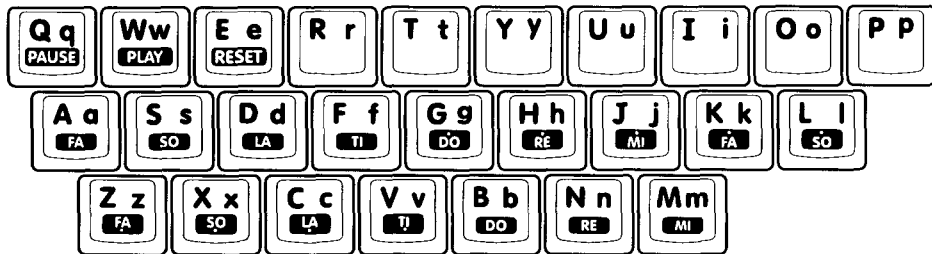
The **Computer Pal™** learning product has a full alphanumeric typing keyboard.

## NUMBER KEYS



Use the number keys when inputting the answers in **Mathematics** activities or when choosing a favorite song from the **MUSIC LIBRARY** activity.

## SPECIAL LETTER KEYS



In addition to their regular letter functions, these keys are used in the **Composer** activity and allow you to create your own tune using the various notes of the scale.

## SPECIAL KEYS



The **ESC** key allows you to exit the current activity. By repeatedly pressing the **Esc** key you can go back to the main menu.



Press the **PAUSE** key to insert a musical rest when creating music in **Composer** activity.



Press this key to hear the music you've created in the **Composer** activity, and play the selected song in Music Library.



The **RESET** key is used to erase the song you've created in the **Composer** activity.



Press this key to show the main menu in order to let the player select a new category.



Press the **SHIFT** key together with the **LETTER KEY** will change to upper letter case in **Typing Ace** activity.



Press this key to change levels. There are 3 levels of play in most of the activities.



Press the **PLAYER** key in most activities to change from the single player mode to the two players mode or vice versa.



Pressing the ⇐ Key acts as a Backspace function.



Press these keys to page the screen up and down.



Press this key to show the Player Mode, the Level, the Chance remaining, and the Score.



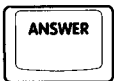
Press this key to confirm your answer.



Press this key when you need help with a question and you will be provided with a clue to the problem.



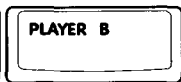
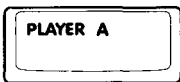
Press **REPEAT** key to repeat the question or word.



Press this key to get the answer to any question.



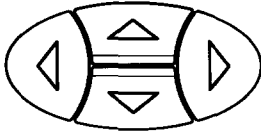
Press this key to delete a letter or number already inputted.



In the two player mode, press these two keys to buzz in to answer the question.



When the **Cartridge** button is pressed the unit will run activity in the cartridge. If there is no cartridge inserted, the unit will ask you to insert a cartridge. Pressing the Main Unit button will stop playing the cartridge activity and enter the main menu of the main unit.



You can move the cursor to the right, to the left, upward or downward on the screen.

## CATEGORY KEYS

There are 26 activities in the **Computer Pal™** and they are divided into four activity groups. Press the **Category** keys on the keyboard are available to go directly to the selected group activities for Language, Math, Music and Logic Games.



## HOW TO BEGIN PLAYING THE ACTIVITIES

- Turn on your **Computer Pal™** learning toy by pressing the **ON** key.
- Select one of the categories (Language, Math, Music or Logic Games) you want to play by pressing the category key.
- Select the activity you wish to play by pressing the **Enter** key.
- Choose the number of players by pressing the **PLAYER** key.
- Set the level of play by pressing the **LEVEL** key.

**Note:** If no activity is selected for 30 seconds, the unit will automatically enter one of the 26 activities randomly.

**Note:** There are no levels for the following activities:

Word Tutor	Find the Object
Word Groups	Fractions
Music Library	Composer
Picture Maker	Tic Tac Toe
3D Match	Crazy Combo
Who Am I? (cartridge)	Number Balance

**Note:** There are no two-player modes for the following activities:

Word Tutor	Music Library
Composer	Maze Challenge (cartridge )
Typing Ace (cartridge)	

**Note:** There are no scoring functions in the following activities:

Word Tutor	Music Library
Composer	Tic Tac Toe
Maze Challenge	

**Note:** The "HELP" key does not work in the following activities:

Word Tutor	Music Library
Composer	Pairing Cards
Tic Tac Toe	Match Book
Maze Challenge (cartridge)	

# DESCRIPTION OF ACTIVITIES

## LANGUAGE

### 1. WORD TUTOR

Choose any letter using the keyboard. Press the **ENTER** key to confirm your choice. A picture of a word beginning with the letter you choose will appear on the screen. Next, the spelling of the word appears on the screen. If a letter is not chosen, the unit will automatically choose for you.

### 2. MISSING LETTER

A picture will appear on the screen above a word with one missing letter. The next screen will show multiple choices. Select the letter to complete the spelling of the word. You can select any letters by using the mouse, the cursor key or by typing 1, 2 or 3. You can also press **ENTER** when the unit highlights the choice you think is correct.

### 3. SPELLING

A picture will appear on the screen and the unit will say the word. You must type the correct word in the spaces below the picture. The number of spaces determines the number of letters of the correct word. You must press the **ENTER** key to confirm your answer.

#### **4. SYNONYMS**

A word will appear on the screen followed by three choices. Choose the word with a similar meaning of the given word by using the mouse, the cursor key or by typing 1, 2 or 3. You can also select a choice by pressing the **ENTER** key when your choice is highlighted.

#### **5. ANTONYMS**

A word will appear on the screen followed by three choices. Choose the word with the opposite meaning of the given word by using the mouse, the cursor key or by typing 1, 2 or 3. You can also select a choice by pressing the **ENTER** key when your choice is highlighted.


#### **6. SINGULARS & PLURALS**

A word will appear in either plural or singular form. If the singular form of a word appears, you must spell the plural form. If the plural form of a word appears, you must spell the singular form. Press the **ENTER** key to confirm your answer.

#### **7. WORD MATCH**

Three different pictures display after a given word appeared on the LCD. Choose the picture that matches the word by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also press the **ENTER** key when your choice is highlighted.

#### **8. FIND THE OBJECT**

A picture will appear on the screen. Find the egg  in the picture. You must determine the location of the egg relative to the other object in the picture. A screen with three choices will appear. Select one of these choices by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also press the **ENTER** key when your choice is highlighted.

#### **9. WORD GROUPS**

Two words will appear on the screen followed by three choices. Select the word that best fits in the same category as the two given words by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also press the **ENTER** key when your choice is highlighted.

#### **10. LETTER ORDER**

A set of letters will appear on the screen followed by three choices. Select the letter(s) that go in the set by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also press the **ENTER** key when your choice is highlighted.

# **MATH**

## **1. COUNTING**

Count the number of objects that appear on the screen. Type in the number.

## **2. NUMBER PATTERNS**

A set of numbers will appear on the screen followed by three choices. Select the number that fits best in the set by using the mouse, the cursor key or by typing 1, 2 or 3. You can also press the **ENTER** key when the correct answer is highlighted.

## **3. ADDITION**

An addition problem using objects or numbers will appear on the screen. Type in the correct answer and press the **ENTER** key to confirm your answer.

## **4. SUBTRACTION**

A subtraction problem using objects or numbers will appear on the screen. Type in the correct answer and press the **ENTER** key to confirm your answer.

## **5. MATCHING SHAPES**

A shape will appear on the screen followed by three choices. Select the shape that is identical to the original shape by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also press the **ENTER** key when the correct answer is highlighted.

## **6. FRACTIONS**

A figure with shaded area(s) will appear on the screen followed by three choices. Select the correct answer by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also press the **ENTER** key when the correct answer is highlighted.

## **7. NUMBER BALANCE**

A balance with some number blocks will appear on the screen. Balance the blocks by using the mouse or the cursor keys and then press the **ENTER** key to confirm your answer or type in one of the given answers.

## **8. SUM IT UP**

This activity helps the user to learn addition. A number in a basket will be displayed, and four numbers will be marked on the fruit of the tree. You need to choose two numbers to make the sum which is shown on the basket on the ground. Then press the **ENTER** key to confirm your answer.

# **MUSIC**

## **1. MUSIC LIBRARY**

A list of melodies will show on the screen. Select a melody by using the mouse, the cursor keys or by typing the number. The melodies are numbered below:

- |                         |                            |
|-------------------------|----------------------------|
| 1. Pop! Goes the Weasel | 2. A Bicycle Built for Two |
| 3. Polly Wolly Doodle   | 4. Jack and Jill           |
| 5. Frere Jacques        | 6. Waltzing Matilda        |

## **2. COMPOSER**

Create your own song using the music note keys. Press the **PAUSE** key to insert a musical rest. Press the **PLAY** key to hear the songs you have created. You can also create a song by using the mouse. When you have reached a desired note, click the mouse and the note will play.

# **LOGIC GAMES**

## **1. PICTURE MAKER**

Half of a picture will appear on the screen followed by three choices. Select the other half of the picture by using your mouse, cursor keys or by typing 1, 2 or 3. You can also press the **ENTER** key when the correct answer is highlighted.

## **2. PAIRING CARDS**

A group of cards will appear face down on the screen. Use the mouse or the cursor keys to select a card and press the left mouse button to turn it over. Try to match the card. If the cards do not match, they will turn face down again.

## **3. TIC TAC TOE**

First choose if you want to be **X** or **O**. The computer will tell you when it is your turn. Try to get three in a straight line to win the game.

## **4. MOUSE SKILLS**

A character will demonstrate some actions. Use the mouse to repeat the actions and test your mouse skills.

## **5. 3D MATCH**

A 3-D object will appear with an arrow. The arrow points to a different view of the object. Three pictures will appear and you have to pick the picture that shows the point of view of the arrow. Type in 1, 2 or 3 or select one of the pictures with the mouse, or press the **ENTER** key when the correct picture shows on the screen.

## **6. CRAZY COMBO**

An animal combination will appear on the screen. For example, a duck's head and a pig's tail form the combination of DUCK + PIG = DIG. After the animal combination appears, you will see three choices. Select the correct combo by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also use the **ENTER** key to select the highlighted answer.

## **CARTRIDGES**

### **1. WHO AM I?**

A picture will appear on the screen followed by three choices. Select the correct answer by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also select an answer by pressing the **ENTER** key when your choice is highlighted.

### **2. TIME TUTOR**

A clock will appear on the screen followed by three choices. Select the correct time on the clock by using the mouse, the cursor keys or by typing 1, 2 or 3. You can also press the **ENTER** key when the correct answer is highlighted.

### **3. MAZE CHALLENGE**

Use the mouse or the cursor keys to escape the maze.


### **4. TYPING ACE**

A group of letters will scroll across the screen. Type the letters before they scroll off the screen.

## **HOW TO PLAY WITH THE MATCHBOOKS**

In addition to the 26 activities in the **Computer Pal™** learning toy, you can also use the Smart Start® Matchbook™ to expand your learning fun.

Each Matchbook contains a set of multiple choice questions that cover material appropriate for children ages 5 to 8. There are 150 questions that are divided into five sections of 30 questions each. Each section becomes progressively more difficult. Section 6 is a review section with questions taken at random from the first five sections.

1. Press the **ON** key.
2. Press the  **BOOK** key on the unit.
3. Input the code number of the matchbook and then press the **ENTER** key.

4. Open the matchbook to the section you have entered. The question's number will appear on the screen. Answer the question from the multiple-choice answers given and press the key that corresponds to the answer.
5. At the end of each section, your score will be displayed. To continue playing, enter the appropriate numbers.

## SCORING

### **ONE PLAYER MODE:**

In most of the activities, there are 5 questions per round. You have 2 chances to input the correct answer and 1 chance will be deducted for every incorrect answer or if you press the **HELP** key. Scoring is as follows:

Correct answer on the 1st try:	20 points
Correct answer on the 2nd try:	10 points
Incorrect answer/ <b>ANSWER</b> key pressed:	0 points
Total possible points per round:	100 points

Many activities use a different scoring system. They are listed below.

Pairing Cards - 10 points for matching each correct pair.

Mouse Skills - 20 points for each correct action.

Typing Ace - 4 points for every correct letter.

Matchbook activities - scoring appear after 30 consecutive questions. The scoring is as follows:

Correct answer on the 1st try:	3 points
Correct answer on the 2nd try:	2 points
Correct answer on the 3rd try:	1 point
3 incorrect answer tries/ <b>ANSWER</b> key pressed:	0 points
All 30 questions correct	10 bonus
Maximum of points:	100 points

## **TWO PLAYERS MODE:**

In most of the activities, there are 5 questions per round. Each player has only 1 chance to input the correct answer. If the first player fails to answer correctly, the second player has a chance to answer. The **ANSWER** key does not work during the first player's turn. The **HELP** key does not work during two-player mode. Scoring is as follows:

Base score for each player:	100 points
Correct answer from the first player:	20 points
Incorrect answer from the first player:	-20 points
Correct answer from the second player:	10 points
Incorrect answer from the second player:	-10 points
Total possible points:	200 points

## **CARE AND MAINTENANCE**

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from direct sources of heat.
3. Remove batteries when the unit will not be in use for a long period of time.
4. Do not drop the unit on hard surfaces or try to dismantle it.
5. Do not immerse the unit in water or get the unit wet.

**IMPORTANT NOTE:**

Creating and developing electronic learning aids is accompanied by a responsibility that we at **VTECH®** take very seriously. We make every effort to ensure the accuracy of the information that forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

**NOTE:**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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 the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver