



Talking Whiz Kid
POWER MOUSE™ DELUXE
USER'S MANUAL



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.

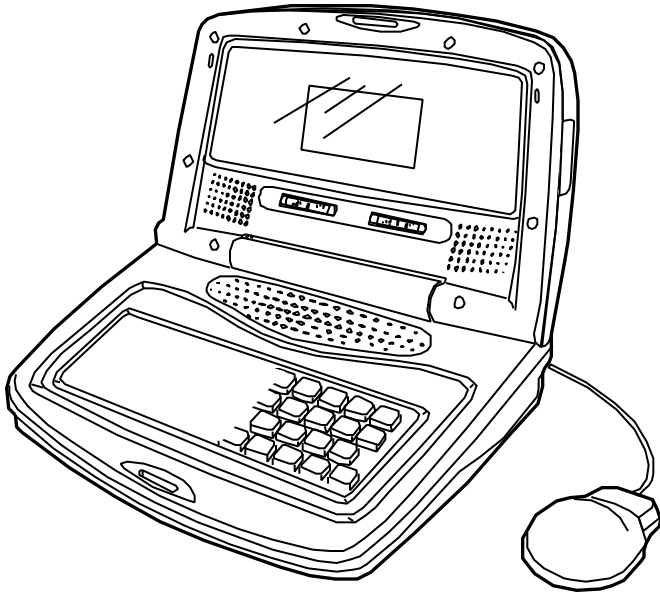
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INTRODUCTION



Thank you for purchasing **VTECH®'s Talking Whiz Kid POWER MOUSE™ DELUXE**. 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.

VTECH®'s Talking Whiz Kid POWER MOUSE™ DELUXE contains 31 entertaining and educational activities, hundreds of animated graphics and vocabulary words. Each activity reviews a specific skill geared towards your child's development.



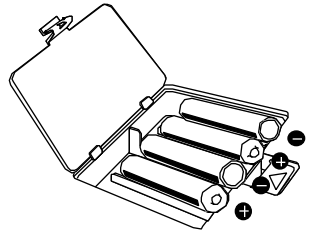
Talking Whiz Kid POWER MOUSE™ DELUXE features on screen selection just like a real computer. Children have an opportunity to develop their computer skills using the fully functioning mouse and computer like keyboard. **Talking Whiz Kid POWER MOUSE™ DELUXE** is so fun and easy to use, your children won't even know their learning.

POWER SOURCE

Talking Whiz Kid POWER MOUSE™ DELUXE operates on 4 “AA” batteries or a 9V  300mA AC center-positive  - adaptor.

HOW TO INSTALL BATTERIES

To insert batteries remove the battery cover on the bottom of the unit. Place the batteries in the compartment and make certain to match the + and - markings correctly. After inserting the batteries, replace the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not use rechargeable batteries. (However the use of Rayovac Renewable alkaline batteries is acceptable.)
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove batteries from equipment when it will not be in use for a long time period.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- Batteries should be installed by an adult or with adult supervision.
- The supply terminals are not to be short-circuited.

NOTE: If the unit suddenly stops working, the sound becomes weak, or the LCD screen fades, 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 into the unit's adaptor jack.
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 from the unit 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 Dept. at 1-800-521-2010. In Canada, please call Consumer Services at 1-800-267-7377.

In the U.S.A.: The **VTECH®** AC adaptor is perfectly suited to operate this product. Many retailers carry the adaptor, however, if you are unable to find one locally, send \$15.00 (which includes shipping and handling) to:

Adaptor c/o **VTECH®** INDUSTRIES, LLC.
101 E. PALATINE ROAD
Wheeling, IL 60090-6500
(Illinois residents please add a 8% sales tax.)

* **In Canada:** Please see the enclosed adaptor offer coupon.

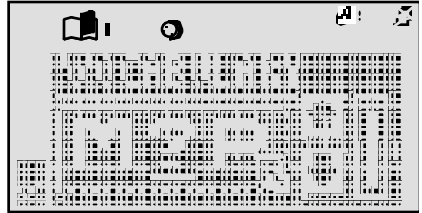
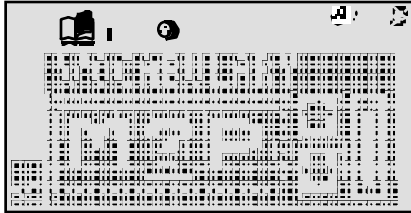
CONNECTING YOUR MOUSE

Your mouse is specially designed for the **VTECH®'s Talking Whiz Kid POWER MOUSE™ DELUXE**. Please follow these steps to install your mouse.

STEP 1: Turn **OFF** your **Talking Whiz Kid POWER MOUSE™ DELUXE** unit.

STEP 2: Plug the connector at the end of the mouse cable into the mouse jack at the back of the **Talking Whiz Kid POWER MOUSE™ DELUXE** unit.

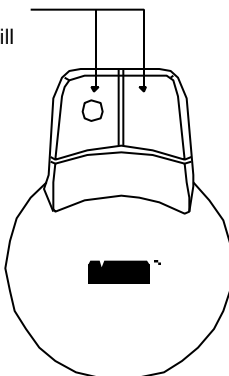
STEP 3: Turn **ON** your **Talking Whiz Kid POWER MOUSE™ DELUXE**. The first thing you will see on the screen will be the opening animation. After the opening animation you will see the activity selection panel appear on the screen. At this point your cursor will be on the top row highlighting the MENU icon. If you move the mouse sideways you will move the shadow across the top row of icons. At any time you can click on an icon where applicable. If you move the mouse downwards you will see a cursor arrow (➡) on the screen.



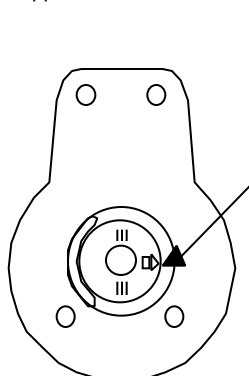
ABOUT YOUR MOUSE

Your mouse is very easy to use. Once the mouse is installed you may move the 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, notebook or magazine. A clean flat surface is important to be able to use your mouse effectively. See Descriptions of Activities for more specific use of your mouse within an activity.

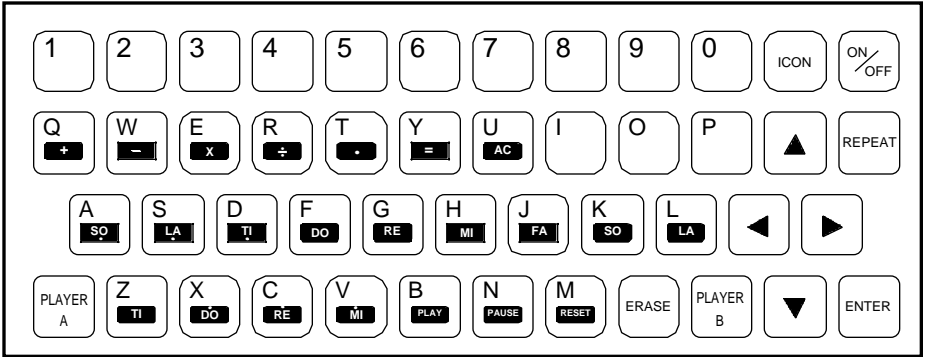
When in games with only one function, both buttons will serve as ENTER keys. When in games with dual functions, the left button will act as a SELECT button, the right button will be the confirm key.



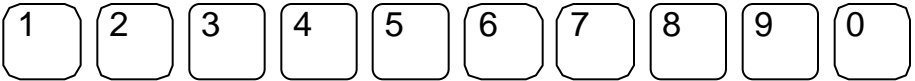
The 'ARROW' shows the unlocking direction. Lock by pushing to the opposite side of the 'ARROW'.



KEYBOARD DESCRIPTION AND FUNCTIONS



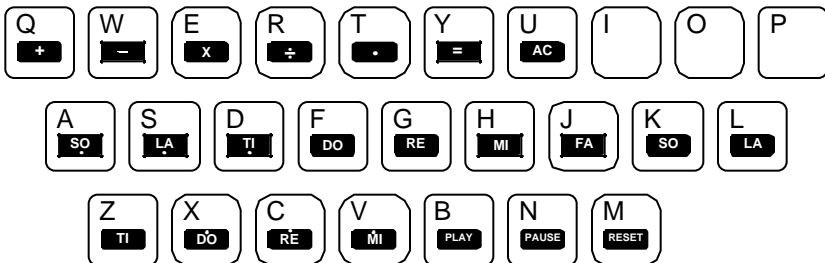
Press this key to turn the unit **ON** or **OFF**.



Use the number keys in math-related activities and in the calculator.



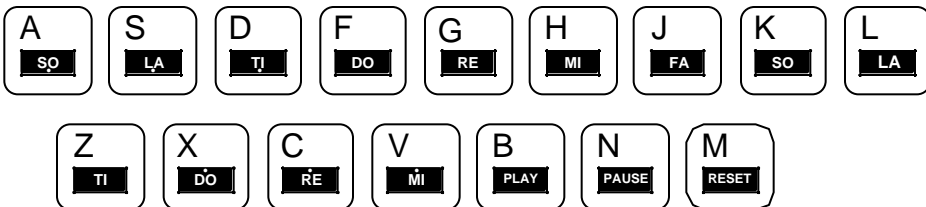
Press this key to access the on-screen icons without the mouse. After pressing this button, use the arrows to move the cursor right or left across the top of the screen. Press **ENTER** when you reach the desired icon.



The keyboard is the same as a standard typewriter or computer.



The 7 letter keys on the top row of the keyboard also serve as mathematics sign keys for calculator use.



The letter keys on the bottom 2 rows also function as **MUSIC KEYS**, each representing a tone from 'SO' to 'MI' spanning more than 1 octave. The music function keys - **PAUSE**, **PLAY**, and **RESET** also share the letters on the bottom row. These keys are used in the Composer activity and Music Library activity.



Press this key to repeat the previous question.



Use these keys to scroll on-screen words or to move the cursor.



Press these keys when playing activities in the two player mode.



Press this key to delete a letter or number already inputted, or to undo the last step or movement.



Press **ENTER** after you have typed in your answer to a question.

ON-SCREEN ICON DESCRIPTIONS



USING THE MOUSE

You can move the cursor on screen simply by moving the mouse. When you come to the section of the screen that you want to use, press the button on the mouse. The mouse button will function as the **ENTER** key on the keyboard.

ACCESSIBLE ICONS:



MENU -

Select this icon to access any of the unit's 31 activities. You may press the icon button on your keyboard or move to the on-screen icon using your mouse and press the mouse enter button.



LEVEL -

Use this icon to set the level of difficulty in applicable activities. Move to this icon using your mouse or press the icon button and use the arrow keys on the keyboard. Press **ENTER** to access the level screen. Press the number key of the level you would like.



PLAYERS -

This icon allows a player to switch between the one and two player modes. Move to this icon using your mouse or press the icon button and use the arrow keys on the keyboard.



HELP - The **HELP** icon gives hints for each question. Move to this icon using your mouse or press the icon button and use the arrow keys on the keyboard.



CLEAR - **CLEAR** allows you to immediately erase everything you've typed in. Move to this icon using your mouse or press the icon button and use the arrow keys on the keyboard.



ANSWER - This icon allows you to view the correct answer to a question. Move to this icon using your mouse or press the icon button and use the arrow keys on the keyboard.

NON-ACCESSIBLE ICONS:



CHANCES - This icon indicates the number of chances you have left to answer a question. One heart will disappear after each wrong answer is entered.



TIMER - This icon indicates the amount of time left to answer a particular question.

Note: Only the icons that can be used in each activity will appear on the screen during that activity.

CONTROL BUTTONS

VOLUME



The **VOLUME** switch on the unit allows you to raise or lower the level of sound.

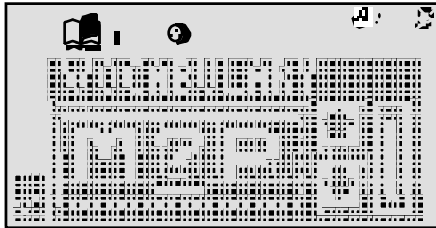
CONTRAST



Use this switch to change the light/dark **CONTRAST** on the screen.

HOW TO BEGIN PLAY

* Turn the unit on by pressing the **ON** button. The unit will automatically switch to the Menu icon screen for activity selection.



Note: If the above picture does not appear, or if the screen is fuzzy or broken up, please follow these steps to try and correct the problem:

1. Check to make sure the batteries are properly inserted.
2. If you are using an adaptor, check both connections.
3. Try inserting brand new batteries.

DESCRIPTION OF ACTIVITIES

VOCABULARY

MISSING LETTER

An animated picture will appear on the LCD screen. Then the word that matches the picture will appear on the screen, with one or more letters missing. Type in the correct letter(s) to complete the word and then press **ENTER**.

SPELLING

An animated picture will appear on the screen. Type in the word that matches the picture and then press **ENTER**.

TENSES

A verb will appear on the screen and the unit will ask you a question. Type in the correct tense of the verb according to the question and then press **ENTER**.

PLURALS

A noun will appear on the screen, and the unit will ask you a question. Type in the singular or plural form of the noun according to the question, and then press **ENTER**.

ANTONYMS

A word will appear on the screen. Type in the word which has the opposite meaning and then press **ENTER**.

ANAGRAMS

A word will appear on the screen. Using the same letters appearing on the screen, type in a new word and press the **ENTER** key. You can also select the letters by using your mouse to move the arrow to the letter and clicking on the letter that you want. The letter will be entered as the next letter in the word. Press **ENTER** when the word is complete.

SYNONYMS

A word will appear on the screen. Type in the word which has the same meaning, and then press **ENTER**.



SPELLING BUILDER

Two words will appear on the screen. One word will be spelled incorrectly. A 'man' icon will appear alternately beside each word. Pick out the correctly spelled word by pressing the **ENTER** key when the icon appears by the correct word, or select the correct word by using the mouse to click on the word.

REVERSE WORD

Two words will appear on the screen, with the first word missing the last letter, and the second word missing the first letter. Type in the correct letter that will complete both words and then press the **ENTER** key.

LETTER GRAB

An animated picture will appear on the LCD screen, and the matching word will be shown with 1 extra letter added. Pick out the extra letter by operating the on-screen 'clamp' with the mouse, or the cursor keys on keyboard. To move the clamp, move the cursor to the  or  icons on the clamp. Click the mouse enter button on the icon and the clamp will move. On the keyboard, press the left or right arrow keys and the clamp will move. Press **ENTER** to choose the incorrect letter.

WORD GUESS

A picture is covered when the activity begins. Dashes are given as hints to show the number of letters in the word that matches the hidden picture. Guess a letter and type it in. You have 10 chances to guess. Each time you guess a letter correctly you can uncover a piece of the picture. Use the arrow keys or mouse to choose the picture piece. Press **ENTER** or click the mouse button to turn the piece over.

MATHEMATICS

ADDITION

An addition problem will appear on the screen. Type in the correct answer and press **ENTER**.

SUBTRACTION

A subtraction problem will appear on the screen. Type in the correct answer and press **ENTER**.

MULTIPLICATION

A multiplication problem will appear on the screen. Type in the correct answer and press **ENTER**.

DIVISION

A division problem will appear on the screen. Type in the correct answer and press **ENTER**.

MISSING SIGN

Two sets of numbers will appear. Use the **ENTER** key, or the mouse button to select the correct symbol ($<$, $>$ or $=$) that will correctly link the numbers on the top and bottom of the screen. Use the keyboard arrows or click the on screen arrows with the mouse to go back and forth to the different signs. The unit will automatically continue to scroll the signs. Press the enter button or move the screen cursor to the check box and press the **ENTER** key on the mouse, or keyboard when the correct sign appears. Create a true equation.

EQUATION PUZZLE

The answer to a math problem will appear on the bottom of the screen, and an equation with a mathematics sign will appear on the top. Using the on-screen arrows, or keyboard arrow buttons, place the mathematics symbol in the correct place in the equation to make the equation correct.

MULTIPLES AND FACTORS

A number will appear on the bottom of the screen. Using the on-screen arrow icons, find the correct multiple or factor from a series of numbers. When the correct number arrives in front of the pipe opening, press **ENTER**.

GEOMETRY

A geometric figure will appear on the screen followed by an accompanying question. Type in the correct answer and press **ENTER**.

Definition of the geometric forms:

Vertex : Intersection of 2 points

Side : Line segment forming a boundary

Face : Flat surface

For example : 

The answer is : 0 vertex
2 sides
2 faces

WEIGHT BALANCE

A set of numbered blocks will be shown on the top of the screen. A balance with two trays will be below. Put all the blocks on the trays by operating the on-screen cursor. Your goal is to make the trays balance. Access the desired block by your mouse or cursor keys. Confirm your selection by pressing **ENTER** or click the mouse button. Then move your cursor to your desired side of the tray. Press **ENTER** or click the mouse button again to unload the block onto the tray. After moving all the blocks, access the on-screen ' ' button for final confirmation. You can change any of the blocks and move them around before confirming the setting.

CALCULATOR

In this activity you can use the **Talking Whiz Kid POWER MOUSE™ DELUXE** as a standard calculator.

TRIVIA

- TRIVIA I — SCIENCE
- TRIVIA II — GEOGRAPHY
- TRIVIA III — HISTORY


A trivia question will scroll across the screen from right to left, followed by 3 multiple choice answers. You can either use the ▲ and ▼ keys, to go to your answer and then press the **ENTER** key or use the mouse to make selection on-screen by operating the on-screen arrow to move to the correct answer and pressing the click button. Also, you can press the corresponding number key on the keyboard to answer the question.

LOGIC

BLOCK BREAKOUT

When the activity begins, an arrow flashes, indicating an outlet. The objective of the activity is to move the target block (marked with stars) out of the boundary by rearranging the other blocks. Move the on-screen cursor to the desired block, and select it by pressing the **ENTER** key or mouse button. The selected block will be lifted up. Then move the selected block horizontally or vertically step by step. The movement can be operated by moving the mouse, or using the cursor keys. After you move the block, press **ENTER**, or click the mouse button again, to complete the block move. The selected block will be unloaded again. Continue until the target block is moved out of the confining box..

RUMBLING RANKS

When the activity starts, an opening animation will be shown. Afterward, the computer will tell you which color represents which players side (e.g. white for the user, black for the computer). Then a group of covered cards will be displayed. Take turns uncovering the cards. Try to defeat the opposing team by moving your higher ranked cards on top of their lower ranked cards. Also, you can defeat cards with the same rank. For example a II card can defeat a II card if the card is placed on top of it. The highest ranked card has 3 bars and the lowest card has 1 bar (). The first player to completely defeat the other team and end up with the last card is the winner. If both sides have two cards left the higher ranked card automatically becomes the winner. If there are two cards left and they both have the same rank the game is a tie. Also, if more than 30 moves are made without uncovering or defeating, in any one game, then it will automatically be a tie game. Throughout the game, you can use the mouse, or the cursor keys, to operate the on-screen 'arrow'. When you want to uncover a card, simply move the 'arrow' to point at the card, then press the **ENTER**, or click the mouse button. The card will be selected, and will appear to be lifted up, after you've selected an uncovered card. Move the mouse, or press the cursor key to move the card and confirm it (put it down) by pressing **ENTER**, or click the mouse button again. Then start another move.

PICTURE PUZZLE

A series of scrambled squares which contain 8 pieces of a picture will appear on the screen and disappear. Then the picture will reappear with 4 pieces missing. Complete the picture by putting the pieces into their correct places by using the on-screen panel. The arrows are used to scroll the picture pieces for viewing. When you come to a desired piece, and you want to insert the piece into the position indicated, move the cursor to select the piece and click the mouse. This can also be done by simply pressing **ENTER** on the keyboard. The piece will be automatically inserted into that position. If you think that you inserted the piece in the wrong position, press the **ERASE** key and the selected piece will return to the selection panel. You may then select another piece.

MUSIC

COMPOSER

Use this activity to create your own tunes using the music note keys. Press the **PAUSE** key to insert a musical rest, and press the **PLAY** key to hear the songs you have created. You can also create a song by moving the cursor on screen by using the mouse. When you have reached a desired note, click the mouse and the note will play.

MUSIC LIBRARY

In the music library activity, you can listen to the following built-in songs by pressing the correct numbers:

- | | |
|--|------------------------------------|
| 0. Brahm's Lullaby | 5. The Ants Came Marching |
| 1. Camptown Races | 6. Oh Where Has My Little Dog Gone |
| 2. Fiddle-De-Dee | 7. Polly Wolly Doodle |
| 3. Frog Went A-Courtin' | 8. Alouette |
| 4. I'd Like To Teach The World To Sing | 9. Girls And Boys Come Out To Play |

The melody scores will be displayed when the songs are playing.

GAMES

CHOCOLATE CRAZE

A number of chocolates will be shown. You need to take turns with the computer or another player to eat up the chocolates. During each turn, you can take 1 to 4 chocolates. The one who eats the last piece of chocolate is the winner.

You can use the ◀, ▶ cursor keys, or the mouse's left button to grab the chocolate. Press the **ENTER** key, or click the mouse's right button for confirmation of each round.

FILM DIRECTOR

When you enter this activity there are two groups of pictures to choose from. You can choose the **ANIMAL** group or the **OBJECT** group. The **ANIMAL** group displays pictures of many different kinds of animals, and the **OBJECT** group displays pictures of vehicles, regular household objects and more. When a picture appears, use the on-screen arrow keys to scroll through the library of pictures. When you find one that you would like to animate, access the on-screen ‘ ’ mark to confirm. Once you’ve chosen a picture, each frame of animation will be broken down and numbered. Type in the frame numbers in the order that you would like to see them animate. Press the **ENTER** key to see your own design animate! If you want to select another library group press the **ERASE** key and the **ANIMAL/OBJECT** screen will appear for you to choose again.

SCORING

In the one player mode:

Correct answer 1st try	: 20 points
Correct answer 2nd try	: 10 points
Correct answer 3rd try	: 5 points
Incorrect input	: 0 points
Pressing the ‘ANSWER’ key	: 0 points
Each use of the ‘HELP’ key	: - 10 points
Total possible points	: 100 points

* **Note:** If you use the ‘HELP’ key when there is only one missing answer, the unit will score as if you hit the ‘ANSWER’ key.

In the two player mode:

Starting points for each player	: 50 points
Each correct answer	: 10 points each
Incorrect answer	: - 10 points
Pressing ‘ANSWER’ key	: 0 points
Total possible points	: 100 points

* **Note:** The ‘HELP’ key is not applicable in the 2 player mode. The score will be displayed after every 5 questions.

For **GUESS THE WORD**, scoring is as follows:

- 1 - 3 tries for a correct guess : 20 points
- 4 - 7 tries for a correct guess : 10 points
- 8 - 10 tries for a correct guess : 5 points
- Incorrect guess : 0 points

Activities with no score:

- CALCULATOR
- BLOCK BREAKOUT
- RUMBLING RANKS
- PICTURE PUZZLE
- COMPOSER
- MUSIC LIBRARY
- CHOCOLATE CRAZE
- FILM DIRECTOR

The following activities do not have a two player mode:

- WEIGHT BALANCE
- CALCULATOR
- BLOCK BREAKOUT
- PICTURE PUZZLE
- COMPOSER
- MUSIC LIBRARY
- FILM DIRECTOR

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 any heat source.
3. Remove batteries when the unit is not in use for an extended period.
4. Do not drop the unit on hard surfaces or get it wet.

MAINTAINING YOUR MOUSE

It will not be necessary to clean your mouse very frequently. If you choose to clean the mouse please use the following procedure:

STEP 1: Unplug the mouse from the unit.

STEP 2: To clean the mouse, unlock the bottom of the mouse by pushing the door in the direction indicated by the **'ARROW'**.

STEP 3: After you have unlocked and released the door, you can remove the mouse ball.

STEP 4: You can clean the internal parts of the mouse with a slightly damp cloth. **DO NOT USE ANY SUBSTANCES CONTAINING ALCOHOL.**

STEP 5: Wipe the mouse ball with a clean, soft, dry, and lint-free cloth. Don't use any liquid to clean the ball.

STEP 6: After cleaning the internal parts, put the mouse ball back in and lock the mouse by pushing the door in the opposite direction to the **'ARROW'**.

IMPORTANT NOTE:

Creating and developing 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 which forms the value of our product. 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. with any problems or suggestions that you might have, or 1-800-267-7377 in Canada. 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 with radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 FCC, which are designed to provide reasonable protection from 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 with 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