



LITTLE SMART

Mouseeland™ Laptop

USER'S MANUAL



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Dear Parent:

At VTech® we know that a child has 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.

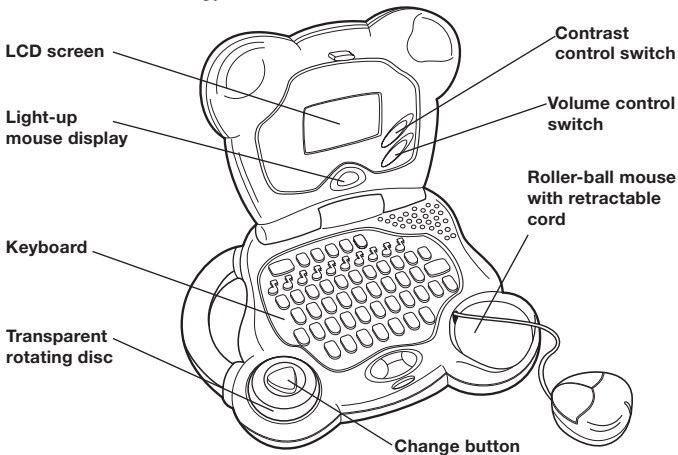
Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

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

INTRODUCTION

Thank you for purchasing the **VTech® Little Smart MouseLand™ Laptop** 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., 1-800-267-7377 in Canada or 01235-546810 in the U.K.

The **Little Smart MouseLand™ Laptop** learning toy invites preschoolers to learn about computers with a fun, child-friendly mouse design. Basic curriculum includes letters, mathematics, mouse skills, logic games, music and more! A real roller-ball mouse, change button, transparent turning dial and exciting animations enhance computer skills in a fun and entertaining manner. With a carrying handle that allows for learning at any time and any place, you can help to prepare your child for tomorrow's technology!



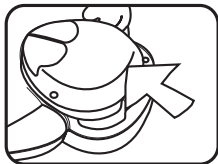
MOUSE

A retractable mouse is specially designed for the **Little Smart Mouseland™ Laptop** learning toy. Please follow the instructions below for proper usage of the mouse.

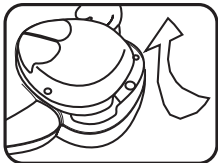
Removing the Mouse from the Main Unit

Follow these steps in removing the mouse from the main unit (please note the mouse should not detach completely from the unit. It is tethered by a retractable cord, and is intended to be used only while attached to the unit).

1. Push the mouse towards the front of the holder.



2. Lift it up starting from its back end.



3. Remove it from the small hinge.



Mouse Buttons

For most activities, the 2 buttons on the mouse operate the same, except Mouse Skills and Flying Shapes.

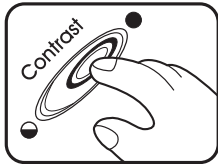
VOLUME CONTROL SWITCH

The Volume Control Switch allows you to raise or lower the level of sound.



CONTRAST CONTROL SWITCH

Use the Contrast Control Switch to adjust the light/dark contrast on the LCD screen.



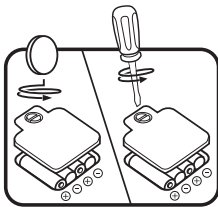
LIGHT-UP MOUSE DISPLAY

The light-up mouse display will light up when the on-screen cursor moves to the effective area enhancing the educational elements of this product through additional visual stimulation and entertainment.

BATTERY

Battery Installation

1. Make sure the unit is off.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 4 "AA" batteries as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover.



Battery Notice

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Always replace an entire set of batteries at one time.

- Do not use batteries of different types.
- Remove batteries when unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- Do not short-circuit the supply terminals.

We do not recommend the use of rechargeable batteries.

NOTE: If for some reason the program/activity stops working, please follow these steps:


1. Please turn the unit off.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit on. The unit will now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada or 01235-546810 in the U.K.

AUTOMATIC SHUT-OFF

If there is no input for 30 seconds, the **Little Smart Mouseland™ Laptop** learning toy will play a phrase inviting the child to play a game. After 5 minutes without input, the unit will shut off automatically.

HOW TO BEGIN PLAYING ACTIVITIES

1. Press the  key to turn on the unit.
2. The Little Smart Mouseland™ Laptop learning toy will show an opening animation.
3. After the opening animation, an activity graphic will be displayed on the LCD screen.

Activity Selecting Instructions

There are 2 methods of choosing activities:

1. Press the **LETTER** key with an activity icon on the keyboard.
2. Scroll through the activities shown on the LCD screen using the **MOUSE** or the **CURSOR** key.
3. Press the **ENTER** key or click the on-screen Enter icon to select the activity shown on the LCD screen.

KEYBOARD DESCRIPTION AND FUNCTIONS



Press this key to turn the unit on.



Press this key to turn the unit off.



Press this key to change the background music or to change the letters between uppercase and lowercase.



Press this key to go to the activity menu.



Press this key to confirm the selected activity or answer.



Press this key to select either the one-player or two-player mode.



These keys are used in the two-player mode.



Press this key to select the level of difficulty. There are four skill levels for many of the activities. Each time you press this key, the level of difficulty will change: Level one → Level two → Level three → Level four → Level one →



Press this key to demonstrate how the activity is played. This feature can be used to demonstrate the current activity or to demonstrate activities one by one from the main menu.

Press **ACTIVITY** key and then press a letter key with an icon to select the desired activity or input the letters in the letter related activities.



Mouse Skills



Mouse Maze



Fish Catch



Drag 'n Build



Magnify It



Letter Hunt



Typing Song



Letter Order



Fishing For Letters



Word Clamp



Password Hunt



Bowling



Counting Challenge



Grouping



Falling Addition



Flying Subtraction



Road Builder



Treasure Hunt



Flying Shapes



Memory Challenge



Comparisons



Golf



Crazy Combo



Drip Dodge



Hidden Mouse



Melody Master



Music Genius



Play It Back



Mouse Paint



Crazy Face Maker

Press these keys to select numbers in number related activities. These keys can also be used as music note keys in the Music Activities.



Press this key to have a question or phrase repeated for you.



Press this key to reveal the answer to the current question.



Press this key to delete the character in the cursor position.



Press this key for a helpful hint in answering the current question.



Press this key to play the selected music or the new sequence animation in the **PLAY IT BACK** activity.



Press this key to pause the current activity.



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

LEVELS

The **Little Smart Mouseland™ Laptop** learning toy provides 4 levels of difficulty for a fun and challenging learning experience. When you have entered into an activity, you can change the level at any time by pressing the LEVEL key. Each press of the LEVEL key will increase one level.

NOTE: The following activities do not have different levels:

Mouse Skills

Melody Master

Music Genius

Mouse Paint

Play It Back

Crazy Face Maker

TWO-PLAYER MODE

The **Little Smart Mouseland™ Laptop** provides an exciting two-player mode for many activities. There are two types of playing modes for the two-player option. One is a competition mode and the other mode involves both players taking turns to answer questions.

A. Competition Mode

When a question is displayed, each player is required to press their corresponding player keys, PLAYER 1 or PLAYER 2, as quickly as possible in order to earn the chance to answer the question. The first player to press his/her key gets to answer first. If the first player answers incorrectly, the other player will get a chance to answer. The HINT button does not work in the two-player competitive mode.

B. Take Turn Mode

The player will play the game one by one, similar to a one-player game. However, the unit will save the score of the 2 players and display who the winner is at the end of two players.

Two-player mode in different activities

Activity	Mode	Activity	Mode
1. Mouse Skills	No 2 player mode	16. Road Builder	Compete mode
2. Mouse Maze	Take turn mode	17. Treasure Hunt	Compete mode
3. Fish Catch	No 2 player mode	18. Flying Shapes	Take turn mode
4. Drag 'n Build	Take turn mode	19. Memory Challenge	Compete mode
5. Magnify It	No 2 player mode	20. Comparisons	Compete mode
6. Letter Hunt	Take turn mode	21. Golf	Take turn mode
7. Typing Song	No 2 player mode	22. Crazy Combo	Compete mode
8. Letter Order	Compete mode	23. Bowling	Take turn mode
9. Fishing for Letters	Compete mode	24. Hidden Mouse	Compete mode
10. Word Clamp	Compete mode	25. Drip Dodge	No 2 player mode
11. Password Hunt	Compete mode	26. Melody Master	No 2 player mode
12. Counting Challenge	Compete mode	27. Music Genius	No 2 player mode
13. Grouping	Compete mode	28. Mouse Paint	No 2 player mode
14. Falling Addition	Take turn mode	29. Play It Back	No 2 player mode
15. Flying Subtraction	Compete mode	30. Crazy Face Maker	No 2 player mode

TIME LIMIT

A. One-Player Mode

Some activities include time limits. They are the following:

Activity	Level	Time limit	Activity	Level	Time limit
2. Mouse Maze	1	15 sec.	16. Road Builder	1	15 sec.
	2	15 sec.		2	20 sec.
	3	20 sec.		3	15 sec.
	4	20 sec.		4	20 sec.
6. Letter Hunt	4	20 sec.	20. Comparisons	4	25 sec.
13. Grouping	4	20 sec.	22. Crazy Combo	4	20 sec.
17. Treasure Hunt	4	20 sec.			

B. Two-Player Mode

In the following activities, there will be a time limit for the two-player competition mode:

Activity	Level	Time limit when waiting for someone to earn a chance to answer	Time limit after one of the players gets a chance to answer
1. Mouse Skills	N/A	N/A	N/A
2. Mouse Maze		Take Turn	
3. Fish Catch		N/A	N/A
4. Drag n' Build		Take Turn	
5. Magnify It		N/A	N/A
6. Letter Hunt		Take Turn	
7. Typing Song		N/A	N/A
8. Letter Order	1	20 sec.	20 sec.
	2	20 sec.	20 sec.
	3	20 sec.	20 sec.
	4	20 sec.	20 sec.
9. Fishing for Letters	1	20 sec.	40 sec.
	2	20 sec.	35 sec.
	3	20 sec.	30 sec.
	4	20 sec.	25 sec.
10. Word Clamp	1	20 sec.	85 sec.
	2	20 sec.	80 sec.
	3	20 sec.	75 sec.
	4	20 sec.	70 sec.
11. Password Hunt	1	20 sec.	10 sec.
	2	20 sec.	10 sec.

11. Password Hunt	3	20 sec.	10 sec.
	4	20 sec.	10 sec.
12. Counting Challenge	1	20 sec.	15 sec.
	2	20 sec.	35 sec.
	3	20 sec.	35 sec.
	4	20 sec.	35 sec.
13. Grouping	1	20 sec.	10 sec.
	2	20 sec.	10 sec.
	3	20 sec.	10 sec.
	4	20 sec.	10 sec.
14. Falling Addition		Take Turn	
15. Flying Subtraction	1	20 sec.	10 sec.
	2	20 sec.	10 sec.
	3	20 sec.	10 sec.
	4	20 sec.	10 sec.
16. Road Builder		Take Turn	
17. Treasure Hunt	1	20 sec.	20 sec.
	2	20 sec.	20 sec.
	3	20 sec.	30 sec.
	4	20 sec.	25 sec.
18. Flying Shapes		Take Turn	
19. Memory Challenge	1	20 sec.	20 sec.
	2	20 sec.	20 sec.
	3	20 sec.	25 sec.
	4	20 sec.	20 sec.
20. Comparisons	1	20 sec.	20 sec.
	2	20 sec.	25 sec.
	3	20 sec.	30 sec.
	4	20 sec.	25 sec.

21. Golf		Take Turn	
22. Crazy Combo	1	20 sec.	20 sec.
	2	20 sec.	20 sec.
	3	20 sec.	20 sec.
	4	20 sec.	20 sec.
23. Bowling		Take Turn	
24. Hidden Mouse	1	20 sec.	20 sec.
	2	20 sec.	20 sec.
	3	20 sec.	20 sec.
	4	20 sec.	20 sec.
25. Drip Dodge		N/A	N/A
26. Melody Master	N/A	N/A	N/A
27. Music Genius	N/A	N/A	N/A
28. Mouse Paint	N/A	N/A	N/A
29. Play It Back	N/A	N/A	N/A
30. Crazy Face Maker	N/A	N/A	N/A

ACTIVITY DESCRIPTION

List of the 30 Activities

Mouse Operation	Games	Letter And Word
Mouse Skills	Golf	Letter Hunt
Mouse Maze	Crazy Combo	Typing Song
Fish Catch	Bowling	Letter Order
Drag 'n Build	Hidden Mouse	Fishing for Letters
Magnify It	Drip Dodge	Word Clamp

Number	Logic Game	Art & Music
Password Hunt	Road Builder	Melody Master
Counting Challenge	Treasure Hunt	Music Genius
Grouping	Flying Shapes	Mouse Paint
Falling Addition	Memory Challenge	Play It Back
Flying Subtraction	Comparisons	Crazy Face Maker

1. Mouse Skills

This is an activity designed to teach mouse skills. There are 5 lessons in this activity. An on-screen guide will show how each movement should be made. All you have to do is copy the demonstration and use the mouse to perform the same skill. The skills that are taught in the five lessons are as follows:

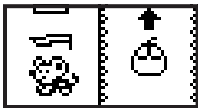
Lesson 1: learn how to move the mouse in 4 directions

Lesson 2: learn how to move and click an object

Lesson 3: learn how to double click an object

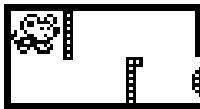
Lesson 4: learn how to draw a straight line by moving the mouse from one point to another

Lesson 5: learn how to drag and drop an object



2. Mouse Maze

In this activity, the goal is to help the mouse character escape from the maze. Move the mouse character by using the **MOUSE** or the **CURSOR** keys to find the way out of the maze.



It is important to move as quickly as possible. The faster the mouse escapes from the maze, the higher your score! For additional fun, press the **CHANGE** key to change the background music.

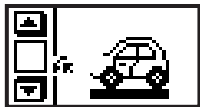
3. Fish Catch

It's time to catch some fish! The goal of this game is to drag out a fishing net using the **MOUSE** and catch as many fish as possible. Press the **MOUSE BUTTON**, hold it and move the cursor to make the net appear. Any fish touching the net will be caught when you release the **MOUSE BUTTON**.



4. Drag 'n Build

The goal of this game is to find the missing part of an object and drag the missing part to the correct location on the drawing. The LCD screen is divided into two parts. Using the **MOUSE**, select the correct part at the left screen, click it and hold the **MOUSE BUTTON**. The cursor will be replaced by the selected part. Drag the selected part to its correct location on the drawing and release the **MOUSE BUTTON**. If you have selected the correct object, it will attach to the object and form a complete picture. Press the **CHANGE** key to change the background music.



5. Magnify It

In this game, the goal is to find the fastest moving ant and magnify it. As the ants run across the LCD screen, you must use the **MOUSE** to move the magnifying glass and press the **MOUSE BUTTON** to click on the fastest ant. Press the **ANSWER** key to stop and magnify the correct ant.



6. Letter Hunt

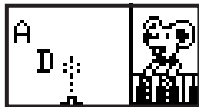
In this activity, a word with one or more missing letters will appear on the LCD screen. Use the **MOUSE** to wipe over the blank area with the cursor and make the hidden letters appear to form a word. Once the hidden letter(s) are



revealed, press the **LETTER** key(s) to input the word. Press the **ANSWER** key to flash the correct entire answer. Press the **CHANGE** key to choose between uppercase or lowercase letters.

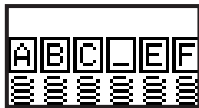
7. Typing Song

Time to get your fingers moving! In this game, the LCD screen will be divided into two sections. In the left section, letters will fall from the top of the screen. In the right section, there is a mouse playing the piano. Press the **LETTER** key that corresponds to each of the letters that are falling from the top of the screen to make the letters disappear. Once a letter disappears, a music note will be played. Press the **CHANGE** key to choose between uppercase or lowercase letters.



8. Letter Order

The letters are trying to line up in the correct order but some letters are missing! You are required to select the correct letter to place in the blank and line up the letters in the correct order. Press the **LETTER** keys to input the letters and the **ENTER** key to confirm the answer. Choose a blank space by using the **MOUSE**, the transparent **TURNING DISC** or the **CURSOR** keys. Press the **CHANGE** key to choose between uppercase or lowercase letters.



9. Fishing for Letters

Get ready to go fishing! A word will flash on the LCD screen and then the word will appear on your boat with a letter missing. Fish containing a letter will swim under your boat randomly. When the fish containing the correct missing letter swims under the boat, use the **MOUSE BUTTON**, **ENTER** key or transparent **TURNING DISC** to drop your hook and catch the fish. Press the **CHANGE** key to choose between uppercase or lowercase letters.



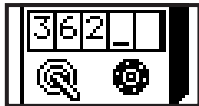
10. Word Clamp

The goal of this activity is to find and clamp onto the correct word. A picture will be shown on the screen together with the corresponding word. The boxes should scroll out from left to right one by one. Using the **MOUSE**, the transparent **TURNING DISC** or the **CURSOR** keys, move the clamp to the desired position. You can then release the clamp to catch the correct box by pressing the **MOUSE BUTTON** or the **ENTER** key. Press the **CHANGE** key to choose between uppercase or lowercase letters.



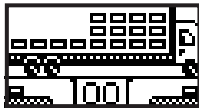
11. Password Hunt

Can you remember the password to the safe? It's time to test your memory! A password made up of a series of numbers will flash on the screen. You must remember it and then fill in the missing numbers by pressing the correct **NUMBER** keys to complete the password and open the safe. Press the **ENTER** key to confirm the inputted numbers.



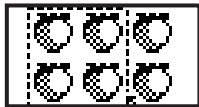
12. Counting Challenge

Are you ready for a challenge? The goal of this game is to count the number of objects that appear. First, the objects will appear one by one on a truck. You can add them up and key in the total number by pressing the corresponding **NUMBER** key(s). Or you can click on each object one by one using the **MOUSE BUTTON**. The counter on the bottom of the LCD screen will keep track of each click. When you think you have the right number, press the **ENTER** key to confirm the answer. If the answer is correct, the truck will drive away to deliver the goods.



13. Grouping

The goal of this game is to group a specific number of objects using the mouse. First, a number will be shown on the LCD screen. You can use 1 or 2 rectangles to group the objects together to equal the selected number. Even numbers will use 1 rectangle and odd numbers will use either 1 or 2 rectangles. Press the **CHANGE** key to change the objects displayed on the screen.



14. Falling Addition

Are you warmed up? It's time to catch some numbers! In level 1, a number will be shown on the lower part of the LCD screen. Objects containing numbers will fall from the top of the screen. Move the mouse character to catch the object with the correct number in it. Be careful to dodge the objects with the wrong number in it. In other levels, an addition problem will be shown and you will need to catch the object containing the number with the correct answer. You can use the **MOUSE**, **CURSOR** keys or turn the transparent **TURNING DISC** to move the character to the left and/or right. You can also select the correct answer by pressing the corresponding **NUMBER** key(s) and press the **ENTER** key to confirm. Press the **CHANGE** key to change the background music.



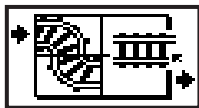
15. Flying Subtraction

Now it's time to really fly! A subtraction problem will appear, and then a hot air balloon with sandbags containing numbers will be displayed. You need to select the sandbag that contains the correct number that will solve the subtraction problem. Use the **MOUSE** to click on the correct sandbag, or use the **CURSOR** keys to move the cursor to the selected sandbag and press the **ENTER** key to confirm your selection. Press the **HINT** key to display a screen that expresses the equation by using objects.



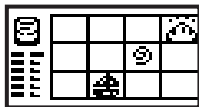
16. Road Builder

Oh no! The railway is broken and we need your help to fix it! Use your **MOUSE** to drag the railroad parts to complete the tracks so that the train can get through. Press the **ENTER** key to confirm your selection. If you have created the correct path, the train will continue on its way. Press the **CHANGE** key to change the background music.



17. Treasure Hunt

Sail through the ocean to find your hidden treasure! Your mission is to steer your ship and reach the island containing the hidden treasure before you run out of water. Every move you make will consume one unit of water and an obstacle will consume two units of water. Be careful! You must steer carefully so that you use up all the water at the same time that you land on the island. Use the **MOUSE** or the **CURSOR** keys to move the ship through the ocean. Press the **CHANGE** key to change the background music.



18. Flying Shapes

Watch out for those flying shapes! Different shapes will keep coming out from the left and your goal is to match the shapes and make them disappear. Use the **MOUSE** or the **CURSOR** keys to move the objects up and down, click the right **MOUSE BUTTON** or turn the transparent **TURNING DISC** to rotate the objects 90 degrees. Press the left **MOUSE BUTTON** or the **CURSOR** key to move the shapes to the right side of the LCD screen quickly. Press the **CHANGE** key to change the background music.



19. Memory Challenge

This is a game of memory. A face will flash across the LCD screen for 5 seconds. You need to memorize the face and make that face using the **MOUSE** or the **CURSOR** keys to select the correct parts of the face. Press the **ENTER** key to confirm your selection.



20. Comparisons

Can you find the difference between the two objects? There are two pictures on the LCD screen. They look the same, but in the picture on the right side, one or more parts are missing.



You need to find the missing parts and replace them. Use the **MOUSE**, or the **CURSOR** keys to move the cursor to the missing part. Press the **ENTER** key or the **MOUSE BUTTON** to confirm the missing position. If you choose the wrong position, 1 chance will be lost. You only have 3 chances to correct the picture. If you get stuck, press the HINT button to see what's missing from the picture.

21. Golf

Grab your clubs and let's play a few rounds! A top view map of the course will be displayed and "+" will indicate the direction that the ball will be hit. Select the direction you want to send the ball



by using the **MOUSE**, the **CURSOR** keys or the **WHEEL** to move the "+" to the correct position. Press the **MOUSE BUTTON** or **ENTER** key to confirm the direction selected. The LCD screen will change so you can set the power of your golf swing. A gauge will keep moving back and forth, press the **MOUSE BUTTON** or the **ENTER** key to select the power. The highest power can send the ball to the position of the target "+". When the ball is close to the hole, you will enter the putting screen. You will select the power of your putting swing by pressing the **MOUSE BUTTON** or the **ENTER** key. Watch your mouse golfer jump for joy when he reaches his goal!

22. Crazy Combo

Time for a snack! A hamburger will flash across the LCD screen and you need to remember the fillings on the hamburger. A hamburger will be displayed and you can select the correct fillings needed to recreate the original hamburger. Use the **MOUSE** or the **CURSOR** keys to choose the correct fillings. Press the **ENTER** key to confirm your selection.



23. Bowling

Can you get a strike? A top-view of a bowling lane will be displayed and the bowler mouse will move up and down automatically. Press either the **MOUSE BUTTON** or **ENTER** key to select the position that you want the bowling mouse to throw the ball from. Then the power bar will begin to move back and forth. Press the **MOUSE BUTTON** or the **ENTER** key to confirm the power level and throw the ball down the alley.



24. Hidden Mouse

It's time to play hide and seek! Several mice will appear and then hide behind the different pieces of cheese. Using the **MOUSE** or the **CURSOR** keys, select the pieces of cheese that have mice hidden behind them. Press the **ENTER** key to confirm your selection. You have three chances to find the mice. If you select the wrong piece of cheese, one chance will be deducted. Press the **CHANGE** key to change the background music.



25. Drip Dodge

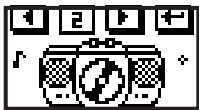
Watch out for those drops of water or you'll get all wet! Your friend is stuck at one end of the tunnel. Can you help him get to the other side safely and avoid the drops of water? You can use the **MOUSE**, the **CURSOR** keys or turn the transparent **TURNING DISC** to move him to the left or right. Be careful! You only have 3 chances. If a water drop hits you, one chance will be deducted. The more friends you safely



move to the other side, the more rewards you will get! Press the **CHANGE** key to change the background music.

26. Melody Master

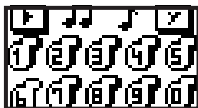
Ten familiar built-in melodies for your listening pleasure! Click the on-screen button or key in the number of the song using the **NUMBER** keys. Then press the on-screen “play” button or the **PLAY** key to begin the song. Press any button to go back to the menu and select a new song. Sit back, relax and enjoy the music and fun animations!



Index	Song Name	Index	Song Name
1	The Entertainer	6	Three Blind Mice
2	Shoo Fly, Don't Bother Me	7	Where Has My Little Dog Gone?
3	Oh Susanna	8	Row, Row, Row Your Boat
4	On Top Of Old Smokey	9	Clementine
5	Jimmy Crack Corn	10	Alouette

27. Music Genius

Make your own melody! Create your own songs by clicking the on-screen **MUSIC NOTES** or pressing the **MUSIC NOTE** keys directly. You can choose the animated object on the LCD screen by pressing the on-screen button. Use the **MOUSE BUTTON** to click the on-screen “assign” button in the upper right hand corner to have the music you created play as the background music for all activities. After the computer is turned off, the unit will be reset and the original programmed music will play for each activity.



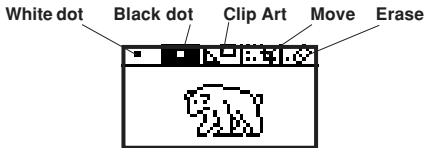
Assign

28. Mouse Paint

Are you ready to show off your creative talent? This activity lets you create your own pictures. The following functions can be used:

- dot drawing in black
- dot drawing in white
- select a picture from the clip art gallery
- select part of the picture and move it
- erase the picture and start over

An icon toolbar will be displayed at the top of the LCD screen. To select a function, move the cursor to the desired icon and click on it. The icon that is chosen will be underlined. When selecting clip art, the screen will show a menu. Using the **MOUSE** press the on-screen icons to make a clip art selection and press the **ENTER** key to confirm your selection. The picture will be added to the drawing area where it can be edited. To move a part of the picture, press the on-screen move icon, then drag out a rectangle around the part you want to move. Click the rectangle and hold the mouse button so you can move the part to the place you want. Press the **CHANGE** key to change the black screen to white or the white screen to black.



29. Play It Back

Let's make your own movie! This activity allows you to play the animation in the sequence that you select. You can select the animation you want to play at the first screen, then press the on-screen "confirm" button or the **ENTER** key to switch screens into the play mode. In this screen, press the number sequence you would like to play by pressing the **NUMBER** keys. Then press the on-screen "play" button to enjoy your own movie.



30. Crazy Face Maker

Make a crazy face! You can create a funny face by combining the different parts of animal faces. Use the **MOUSE**, the **CURSOR** keys or the transparent **TURNING DISC** to select a part of an animal face. Then press the **ENTER** key to confirm your selection. Watch and laugh as the crazy face you created comes to life and wiggles all around!



SCORING

Activity	Descriptions	Activity	Descriptions
1. Mouse Skills	no scoring system	16. Road Builder	scoring system 2
2. Mouse Maze	scoring system 6	17. Treasure Hunt	scoring system 1
3. Fish Catch	no scoring system	18. Flying Shapes	scoring system 3
4. Drag 'n Build	scoring system 1	19. Memory Challenge	scoring system 1
5. Magnify It	no scoring system	20. Comparisons	scoring system 1
6. Letter Hunt	scoring system 1	21. Golf	scoring system 4
7. Typing Song	no scoring system	22. Crazy Combo	scoring system 1
8. Letter Order	scoring system 1	23. Bowling	scoring system 5
9. Fishing for Letters	scoring system 1	24. Hidden Mouse	scoring system 1
10. Word Clamp	scoring system 1	25. Drip Dodge	no scoring system
11. Password Hunt	scoring system 1	26. Melody Master	no scoring system
12. Counting Challenge	scoring system 1	27. Music Genius	no scoring system
13. Grouping	scoring system 1	28. Mouse Paint	no scoring system
14. Falling Addition	scoring system 1	29. Play It Back	no scoring system
15. Flying Subtraction	scoring system 1	30. Crazy Face Maker	no scoring system

Scoring system 1

1. One-Player Mode:

5 questions per game

Correct answer on the first try = 20 points

Correct answer on the second try = 10 points

Correct answer on the third try = 5 points

Incorrect answer = 0 points

Use of Answer key = 0 points

Correct answer after the use of Hint key (once) = 10 points

Correct answer after the use of Hint key (twice) = 5 points

Maximum score in each game = 100 points

2. Two-Player Mode:

Number of questions per game = 10

Beginning score = 100 points

Correct answer for the first player = 10 points

Incorrect answer for the first player = -10 points

Out of time for the first player = -10 points

Correct answer for the second player = 5 points

Incorrect answer for the second player = -5 points

Out of time for the second player = 0 points

Maximum possible score in each game = 200 points

Scoring system 2 for Activity 16: Road Builder

Number of mazes per game = 1

Time remaining greater than 10 seconds = 100 points

Time remaining between 5-10 seconds = 80 points

Time remaining between 0-5 seconds = 50 points

Out of time = 0 points

Use of Answer key = 0 points

Scoring system 3 for Activity 18: Flying Shapes

Number of objects = 50 objects

Points given to each match that occurs through one falling object:

First match points: number of matched objects X10

Second match points: number of matched objects X 20

Third match points: number of matched objects X 30

Scoring system 4 for Activity 21: Golf

If the total number of swings used to get the ball in the hole is 4 or less = 100 points.

10 points will be deducted for every swing over 4 swings.

Scoring system 5 for Activity 23: Bowling

Total points = 100 points

2 points for knocking down 1 pin

There are 5 frames played in this game

Scoring system 6 for Activity 2: Mouse Maze

Number of mazes per game = 1

Time remaining is more than 10 seconds = 100 points

Time remaining is between 5 seconds and 10 seconds = 80 points

Time remaining is between zero and 5 seconds = 50 points

Out of time = 0 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 the 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 preschool products 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 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., 1-800-267-7377 in Canada, or 01235-546810 in the U.K. with any problems and/or suggestions that you might have. A service representative will be happy to help you.

**POWER SUPPLY:**

BATTERIES: 4 x 1.5V "AA" / UM-3 / LR6

DO NOT USE RECHARGEABLE BATTERIES

ADAPTOR: Use VTECH or any standard adaptor complying with EN60742 DC 9V $\text{---} \text{---}$ 300mA \rightarrow -

- **The transformer is not a toy.**
- **The toy is not intended for children under 3 years old.**
- **The toy is not to be connected to more than the recommended number of power supplies.**

Notice to Parents:

We would like to point out that any safety isolating transformer or charging unit to be used with the toy should be regularly examined for potential hazards, such as damage to the cable or cord, plug, enclosure or other parts, and that, in the event of such damage, the toy must not be used until that damage has been properly removed.

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 Sub-part 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 with radio or television reception, which can be determined by turning the equipment on and off, 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