

**vtech**<sup>®</sup>

User's Manual

# Ultra Power Mouse™



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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.*

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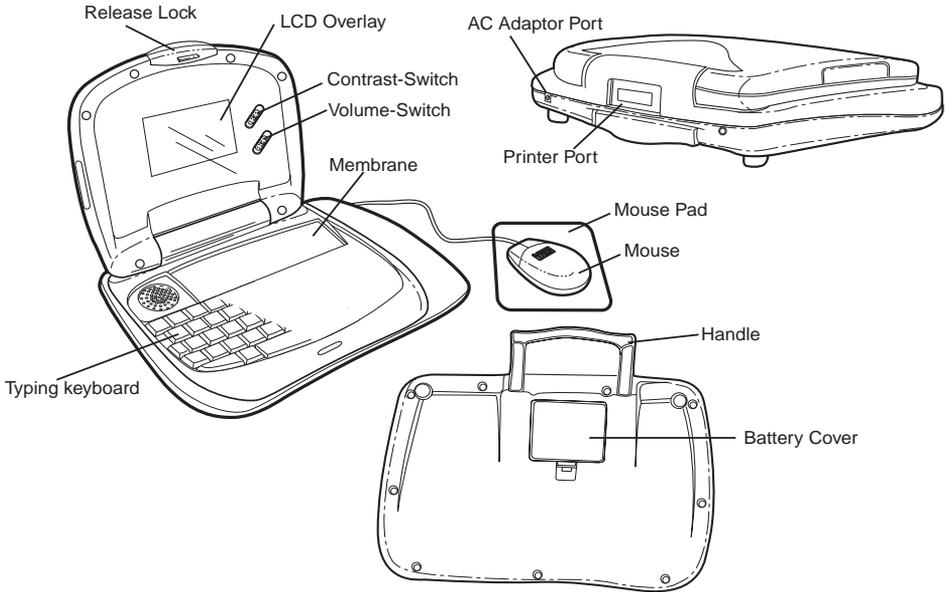
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# INTRODUCTION

Thank you for purchasing the **VTECH® Ultra Power Mouse™** unit. 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 **VTECH® Ultra Power Mouse™** unit contains 40 entertaining and educational activities and hundreds of animated graphics and vocabulary words. Each activity reviews a specific skill to enhance your child's development.

The **VTECH® Ultra Power Mouse™** unit 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. The **VTECH® Ultra Power Mouse™** unit is so fun and easy to use, your children won't even realize they are learning.

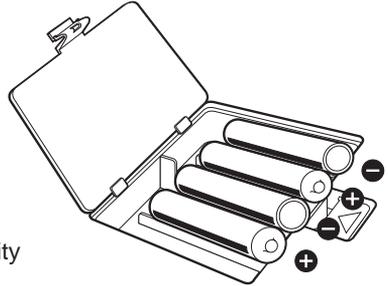


## POWER SOURCE

The **VTECH® Ultra Power Mouse™** unit operates on 4 "AA" batteries or a 9V  300mA AC center-positive  - adaptor.

# HOW TO INSERT 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 NiCd 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.
- 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 for some reason the program/activity stops working, then please follow these steps:

- Please turn the unit **OFF**.
- Interrupt the power supply by removing the batteries or disconnecting the adaptor.
- Let the unit stand for a few minutes, then replace the batteries or reconnect the adaptor.
- 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. or 1-800-267-7377 in Canada.

# 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**.

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

# EARPHONE CONNECTION

Use earphone with an appropriate earphone plug.

1. Make sure the unit is **OFF**.
2. Locate the earphone jack on the rear of the product.
3. Insert the earphone plug into the unit's earphone jack.
4. Turn the unit **ON**.

After finishing the above procedure, check if the earphones are working. If not, repeat the above procedure.

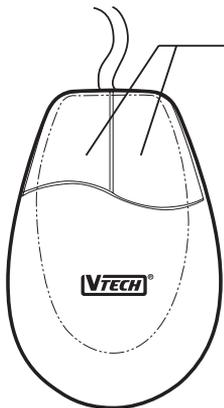
**NOTE:** If the earphones still don't work, check with another appropriate earphone. If the problem still exists, it may be the result of the earphone jack wiring or the unit. Please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

# ABOUT YOUR MOUSE

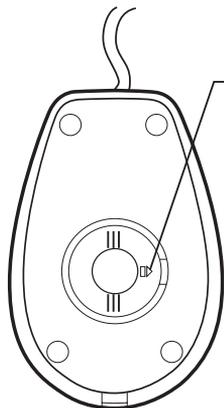
Your mouse is specially designed for the **VTECH® Ultra Power Mouse™** unit.

Turn **ON** your **VTECH® Ultra Power Mouse™** unit. The first thing you will see on the screen will be the opening animation. After the opening animation you will see the category selection appear on the screen. Use your mouse to highlight a category. After selecting a category, use the mouse to highlight an activity. Click on the activity and start.

Your mouse is very easy to use. The mouse has a roller ball in it and therefore should be used on a flat surface. The **VTECH**® mouse pad provided with the unit is ideal. Please keep your mouse pad clean. See Descriptions of Activities for more details of how to use your mouse.



When in games with only one function, left button will serve as ENTER key, while the right key will serve as ESC function. 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 the 'ARROW' in the opposite.

# CONNECTING A PRINTER

- STEP 1: Turn **OFF** your **VTECH® Ultra Power Mouse™** unit.
- STEP 2: Plug the connector at the end of the printer cable into the printer port on the rear of the unit.
- STEP 3: Turn **ON** the **VTECH® Ultra Power Mouse™** unit and the printer. After the opening animation, press the **PRINT** key, and you will see a box with printing functions.
- STEP 4: Select the **PRINTER SETUP** item.
- STEP 5: You will see a list of compatible printers. Select the printer that matches your printer at home and press **ENTER**. Then your printer setup is now complete.

The selected printer setup will be kept in the memory until you select another printer or shut down the unit.

Before selecting a printer, make sure the printer is correctly connected to the **VTech® Ultra Power Mouse™** unit using the printer cables. After setting up the printer, you can print where the option is available. Please use a black and white ink cartridge with your printer. If not, this will cause an error and the unit will not be able to print.

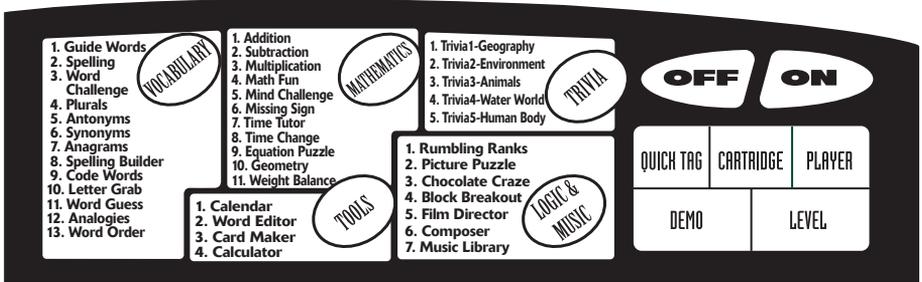
## Printer list for all connectable printers in US/UK:

VTECH VT-35	HP DESKJET 340
CANON BJ-30	HP DESKJET 400
CANON BJ GENERIC	HP DESKJET 600
CANON BJC-250	HP DESKJET 670C
CANON BJC-255	HP DESKJET 690C
CANON BJC-4200	HP DESKJET GENERIC
CANON BJC-4300	HP LASTERJET 5L
CANON BJC GENERIC	HP LASTERJET GENERIC
EPSON STYLUS GENERIC	LEXMARK 1020 BE

# KEYBOARD DESCRIPTION AND FUNCTIONS

## THE CATEGORY SELECTOR

The VTECH® Ultra Power Mouse™ unit features a convenient one-touch selector for the 5 activity categories. You can choose the categories or the functions simply by pressing the following buttons: **VOCABULARY**, **MATHEMATICS**, **TRIVIA**, **TOOLS**, **LOGIC & GAMES**, & 7 special functions, **ON**, **OFF**, **DEMO**, **QUICK TAG**, **CARTRIDGE**, **PLAYER**, **LEVEL**.



## ONE-TOUCH FUNCTION KEYS



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



Press this key to turn the unit **OFF** (If there is no input for a few minutes, the unit will automatically shut off to save power)



Press this key to show the demonstration of the current activity



This is a special feature for you to save your favorite questions & play again. All activities in the **VOCABULARY**, **MATHEMATICS**, & **TRIVIA** categories apply. The feature can save 5 questions among the above categories.

If you find an interesting question and want to save it, press the **QUICK TAG** key. You will have 3 choices to select from:

- SAVE : save the question from the activity
- RECALL : recall saved questions
- DELETE : you will need to delete a question when the memory is full

(\* Data saved will be lost if the unit is turned off, & the Quick Tag will be empty when the power is turned back on.)



Whenever an expansion cartridge is inserted, press this key to start the cartridge activities

The **CARTRIDGE** button will not work unless there is a cartridge inserted in the unit.



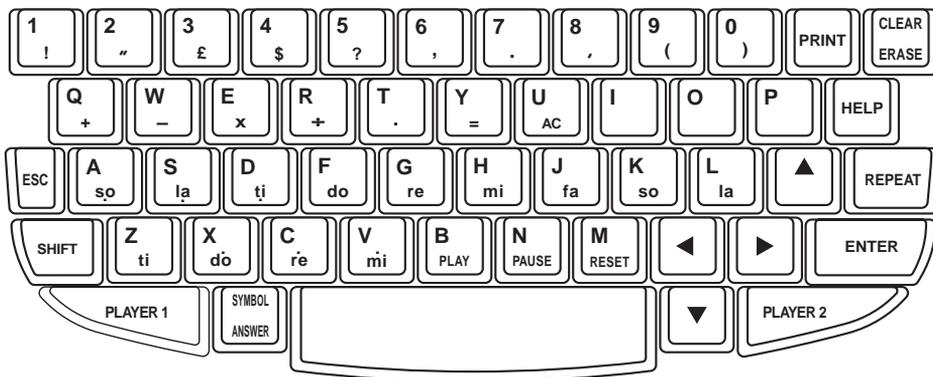
Press this key to change the player mode from **1-PLAYER** to **2-PLAYERS**, or vice versa.



Press this key will show the level that you are currently playing. You can change the level simply by pressing the level number on the keyboard, or access the level bar on-screen with the mouse.

## THE KEYBOARD

The **VTECH® Ultra Power Mouse™** unit has a keyboard with 51 keys. Your keyboard has several functions.



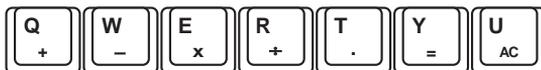
# KEYBOARD DESCRIPTION



Use the letter keys when answering word-related activities. The keys follow the pattern as a standard computer keyboard.



Use the number keys in math-related activities.



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



The letter keys on the bottom second & third rows are also **MUSIC KEYS**, each representing a tone from 'so' to 'mi' spanning more than 1 octave. The music function keys - **PLAY**, **PAUSE** and **RESET** are also on the second bottom row. These keys are used in the Composer activity.



Use these keys to move the cursor.



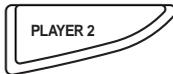
Use this key as a backspace function or to delete the last input.



Whenever this key is pressed in the appropriate activities, hints will be given.



When this key is pressed, the question will end and the answer will show.



Press these keys when playing activities in the 2-Player mode.



Press **ENTER** after you have typed in your answer or press to confirm a command to the unit.



Press this key to repeat the current question or command.



The **ESC** key allows the player to exit the current screen and go back to the last screen.



Press the **PRINT** key and there are 3 functions that are possible. Press **ENTER** to select the desired function. The operation can also be done by mouse. The 3 items are:

**PRINTER SETUP** : This item confirms the printer linked to the unit.

**PRINT SCREEN** : This item will print the frozen screen displayed.

**PRINT DATA** : This item will print the current question and answer.



Press the **SHIFT** key with any other function key to start the specific function.

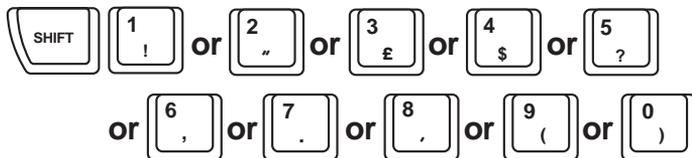
# SHIFT ACTIVATE FUNCTION KEYS



This command will clear or delete the input in certain activities.



This command will display a **SYMBOL TABLE**. The **SYMBOL TABLE** includes all the foreign characters for different language versions and some common symbols. The player can select a symbol with the cursor keys or the mouse and press **ENTER**. This symbol will appear on the screen.



This command will input the common symbol below the number in appropriate activities.

## LED SIGNAL LIGHT DESCRIPTION

### PLAYER 1/ PLAYER 2

When the unit is in 2-player mode, the 2 lights located below the screen will show when player 1 or player 2 is playing. These lights are on the far left and the far right.

### CARTRIDGE

The second right light will indicate when a cartridge is being used.

### POWER ON

This light located in the middle of the LED area shows that the unit is ON and has power.

### H.D.D.

This is the second right that will flash when there is any action in the unit.

# ON-SCREEN STATUS TOOLS

There are several icons that appear on the screen during the **VOCABULARY**, **MATHEMATICS**, and **TRIVIA** activities.



## CHANCES

The **CHANCES** icon is in the top right corner of the screen (for certain activities). It is a 'Heart' symbol with a number. The number shows how many chances are left to answer the current question.

## TIMER

The **TIMER** icon is in the center of the top row. This shows how much time is left to answer the question or finish the game, depending on the activity. This icon is only used in activities with a Timer Mode.

## SCORE

The **SCORE** icon shows the Player 1 and Player 2 scores.

**1-PLAYER MODE:** The **SCORE** icon for 1 Player mode is in the top left corner of the screen and shows the current score of Player 1.

**2-PLAYER MODE:** The **SCORE** icons for 2 Player mode is in the top left & right corners of the screen for Player 1 & Player 2 respectively and shows their current scores.



Screen layout for activities in 2-player mode status.

## CONTROL BUTTONS



The **VOLUME** switch on the unit allows you to increase or decrease the level of sound.



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

### 1. POWER ON

Turn the unit on by pressing the **ON** button. There will be an opening animation and the unit will go to a **CATEGORY** menu.

## 2. CATEGORY MENU

There are 5 categories with objects as icons:

VOCABULARY	-	Dictionary
MATHEMATICS	-	Calculator
TRIVIA	-	Encyclopedia
TOOLS	-	Computer
LOGIC & MUSIC	-	Music Box



The player can directly access the category menu on the membrane selector, or use the mouse and click on the object.

## 3. ACTIVITY SELECTION



After selecting the category, the screen will show a list of activities within that category. The player can highlight an activity with the cursor keys or the mouse. Press ENTER to start the activity.

# DESCRIPTION OF ACTIVITIES

## VOCABULARY

### GUIDE WORDS

Imagine you are looking up a word in the dictionary. The screen will show a single word. You must choose the correct range that the word will alphabetically fit. Each range will show two words and the single word must fit within that range.

### SPELLING

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

### WORD CHALLENGE

A sentence will scroll on the screen. After you have seen the sentence, a word within the sentence will be spoken. The sentence will scroll again in a loop and the player should press **ENTER** when the spoken word matches with the small ball.

### PLURALS

A noun will pop out onto the screen. You will be asked a question. You must type in either the singular or plural form of the noun according to the question, and press **ENTER**.

### ANTONYMS

A word will pop out onto the screen. Type in the opposite of the word shown and press **ENTER**.

### SYNONYMS

A word will pop out onto the screen. Type in the word which has the same meaning and press **ENTER**.

## **ANAGRAMS**

A word will appear on the screen. Using the same letters appearing on the screen, type in a new word & press the **ENTER** key. You can also select the letters by using your mouse to move the arrow to the letter & 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.

## **SPELLING BUILDER**

Two words will appear on the screen. One word will be spelled incorrectly. A 'man' icon will appear 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.

## **CODE WORDS**

Two words will be given. Each has 1 letter missing, represented as a balloon. The missing letter is the same for both words. The player should try to de-code the word by figuring out what the mystery letter is.

## **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 with cursor key < > and press **ENTER** to confirm. You can also select the letter by operating the on-screen 'clamp' with the mouse.

## **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.

## **ANALOGIES**

A pair of words are put together due to a certain relationship. Then another word pair will display with the same relationship while the 2nd part is missing. The player should find the correct answer from the 3 choices given.

## **WORD ORDER**

Level 1 - 2: 3 or 4 words will be shown and the player is asked to choose the first or the last word in alphabetical order. You can use the arrow keys or the mouse to select the words. Press **ENTER** to confirm your answer.

Level 3 - 4: 3 or 4 words will be shown and the player is to arrange the words in alphabetical order. A flashing dash will help position the words in order. Press **ENTER** after each word is placed in its position. To confirm the final order of the words, press **ENTER** again or use the mouse and click on the  icon on the screen.

## **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**.

### **MATH FUN**

A combination of **ADDITION, SUBTRACTION, & MULTIPLICATION** problems will appear on the screen. Type in the correct answer and press **ENTER**.

### **MIND CHALLENGE**

An arithmetic problem will be displayed piece by piece. The player must remember the entire problem as it is displayed. When the equal sign (=) appears, the player must key in the answer & press **ENTER**.

## MISSING SIGN

Two sets of numbers will appear. Use the ENTER key or click the on-screen buttons on the symbol to select the correct symbol (  $<$  ,  $>$  or  $=$  ) that will correctly link the numbers on the top and bottom of the screen. Create a true equation.

## TIME TUTOR

Match the time on the clock with the time shown by choosing the correct digital time. Either the cursor keys or the mouse can be used.

## TIME CHANGE

Match the time on the clock with the time shown by moving the hands of the clock to the correct time. Either the cursor keys or the mouse can be used.

## EQUATION PUZZLE

The answer to the 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 arrow buttons, place the symbol in the correct position in the equation to make the equation correct.

## GEOMETRY

A shape will appear on the screen followed by a question. Type in the correct answer and press ENTER.

Definitions:

Angle : Two lines meeting at one point

Side : One line that is a boundary

For example : 

The answer is : 0 angles

2 sides

3 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. Choose the desired block by your mouse or cursor keys. Confirm your selection by pressing **ENTER** or clicking the mouse button. Then move the block selected 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, select the on-screen '✓' button for final confirmation. You can change any of the blocks and move them around before confirming.

## TRIVIA

TRIVIA 1	—	GEOGRAPHY
TRIVIA 2	—	ENVIRONMENT
TRIVIA 3	—	ANIMALS
TRIVIA 4	—	WATER WORLD
TRIVIA 5	—	HUMAN BODY

A trivia question will scroll across the screen from right to left, followed by 3 multiple choice answers. You can either use the mouse or cursor keys to select your answer and press **ENTER** or use the mouse to make your selection on-screen and click. Also, you can press the number key of your choice. If you are unsure about the answer, you can press **HELP** and a hint will be given.

## TOOLS

### CALENDAR

This is a tool provided for the player to input a specific date (year, month, day). The item will calculate the day of the week to the entered date automatically.

To choose or change the year, click on the flashing arrow. You can move the flashing arrow to select a year.

(Range for the year input: 1980 ~ 2089)

## WORD EDITOR

With this function, the player can create, edit, & print a paragraph. On the top left corner, there is a '**COMPUTER**' icon. This icon will call out several editing & printing functions. They are:

NEW	:	To start a new document
BORDER	:	To add a border to print with the document
PICTURE	:	To insert built-in pictures
PRINT	:	To print the document

\* The **BORDER** selected will not display on-screen, but will print on the final project.

## CARD MAKER

There are several cards for different occasions that the player can choose. The player can choose a specific card, type a greeting note, type the receiver's name & the sender's name in the card, and print it out.

## CALCULATOR

In this activity you can use the **VTECH® Ultra Power Mouse™** unit as a standard calculator. Please use the calculator function keys described earlier under **KEYBOARD DESCRIPTION**.

## LOGIC & MUSIC

### RUMBLING RANKS

When the activity starts, an opening animation will be play. Afterward, the unit will tell you which color represents which player's side (e.g. white for the player, black for the unit), then a group of covered cards will be displayed. Take turns uncovering the cards. Try to defeat the opposite team by moving your higher ranking cards on top of their lower or same ranking cards. Ranks are indicated with the number of bars shown on the cards. The highest ranking has 3 bars and the lowest ranking has 1 bar. The first one to completely defeat the other team and end up with the last card is the winner. If both sides have only one card left, the side with higher ranking will automatically become the winner. If both sides have the same ranking with only one card left the game is a tie. 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, and press ENTER, or click mouse button. The card will automatically turn over. If you want to move the card on top of another player's card, move the 'arrow' to point at the card, then

press **ENTER**, or click mouse button. The card will be selected and will appear to be lifted up. Move the mouse, or press the cursor key to move the card and confirm by pressing **ENTER**. 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 automatically be 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.

## **CHOCOLATE CRAZE**

A number of chocolates will be shown. You need to take turns with the unit 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.

## **BLOCK BREAKOUT**

When the activity begins, an arrow flashes indicating an outlet. The object of the activity is to move the target block (marked with stars) out of the boundary from the specified outlet by arranging the other blocks.

Move the on-screen cursor to the desire block and select by pressing **ENTER**, or the 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 the moves, press **ENTER**, or click mouse button again to complete the block move and the selected block will be unloaded again. Then start another move until the target block moves out.

## **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

buttons 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 **ESC** key and the **ANIMAL/OBJECT** screen will appear for you to choose again.

## 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:

- |  |                                    |
|--|------------------------------------|
| 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 |
| 5. The Ants Came Marching              | 0. Brahm’s Lullaby                 |

## SCORING

### In the 1-Player mode:

Correct answer 1st try	: 20 points
Correct answer 2nd try	: 10 points
Correct answer 3rd try	: 5 points
Incorrect input	: 0 point
Pressing ‘ANSWER’ key	: 0 point
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 2-Player mode:**

Starting points for each player	: 50 points
Each correct answer	: 10 points
Incorrect answer	: -10 points

After each fail of the first player's attempt, the chance will be given to the other player automatically, & the 2nd chance scores as:

Correct answer	: 5 points
Incorrect answer	: -5 points

Anytime ANSWER key is accessible for viewing the answer, it ends the question.

<b>Pressing 'ANSWER' key</b>	: 0 point
<b>Total possible points</b>	:100 points

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

For WORD GUESS, scoring is as follows:

1 - 3 tries for correct guessing	:20 marks
4 - 7 tries for correct guessing	:10 marks
8 - 10 tries for correct guessing	: 5 marks
Incorrect guessing	: 0 marks

\* In Activity CALENDAR, WORD EDITOR, CARD MAKER, CALCULATOR, RUMBLING RANKS, PICTURE PUZZLE, CHOCOLATE CRAZE, BLOCK BREAKOUT, FILM DIRECTOR, COMPOSER & MUSIC LIBRARY has no score.

The following activities have no score:

- |                    |                     |
|--------------------|---------------------|
| 30. CALENDAR       | 36. CHOCOLATE CRAZE |
| 31. WORD EDITOR    | 37. BLOCK BREAKOUT  |
| 32. CARD MAKER     | 38. FILM DIRECTOR   |
| 33. CALCULATOR     | 39. COMPOSER        |
| 34. RUMBLING RANKS | 40. MUSIC LIBRARY   |
| 35. PICTURE PUZZLE |                     |

The following activities have no 2-Player mode:

- |                    |                    |
|--------------------|--------------------|
| 24. WEIGHT BALANCE | 35. PICTURE PUZZLE |
| 30. CALENDAR       | 38. FILM DIRECTOR  |
| 31. WORD EDITOR    | 39. COMPOSER       |
| 32. CARD MAKER     | 40. MUSIC LIBRARY  |
| 33. CALCULATOR     |                    |

# 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 liquids 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**<sup>®</sup> take very seriously. We make every effort to ensure the accuracy of the information that 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 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 Sub-part 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