

vtech®

User's Manual

SkillStarter™ Notebook



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Printed in China
91-01517-000 (美)

Dear Parent,

*At **VTech**® we know that kids have a lot to juggle these days - busy school schedules, sports, extracurricular activities, and of course, homework. That's why we created the **XL Series**™ -- an innovative line of portable learning companions designed to fit the always on-the-go lifestyle of your school-aged child.*

*The **XL Series**™ is a powerful system of learning tools that helps give your child the much-needed competitive edge in school through fun, age appropriate activities - and helps them learn essential skills. Created with portability in mind, **XL Series** products have a sleek, compact design in both handheld and notebook formats that allow kids to bring the learning fun anywhere, anytime. Plus, all the **XL Series** products are easily connectable to a PC and the Internet. Using the **vPort**™ accessory, kids can wirelessly access reference tools or download new educational activity sets for their **XL Series** products.*

*At **VTech**® we are committed to creating fun learning toys that foster a child's intellectual and social development. We thank you for trusting **VTech**® with the important job of helping your child succeed in school!*

Sincerely,

*Your Friends at **VTech**®*

To learn more about **XL Series™ and other **VTech**® toys, visit www.vtechkids.com**

SkillStarter™ Notebook

Thank you for purchasing the VTech® SkillStarter™ Notebook learning toy. The

SkillStarter™ Notebook is a powerful high-tech learning device with a compact design for children aged 5-7 who are just beginning school, and enjoy playing and learning no matter where they go!

SkillStarter™ products focus on teaching core reading and math skills, with additional content related to practical skills such as telling time.

There are 31 learning activities that are presented in an engaging game-like environment. The SkillStarter™ Notebook gives kids a competitive edge for school success and builds confidence - while providing hours of rewarding fun!

Get connected to school success. Excel with the XL Series™!

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 US or 1-800-267-7377 in Canada.

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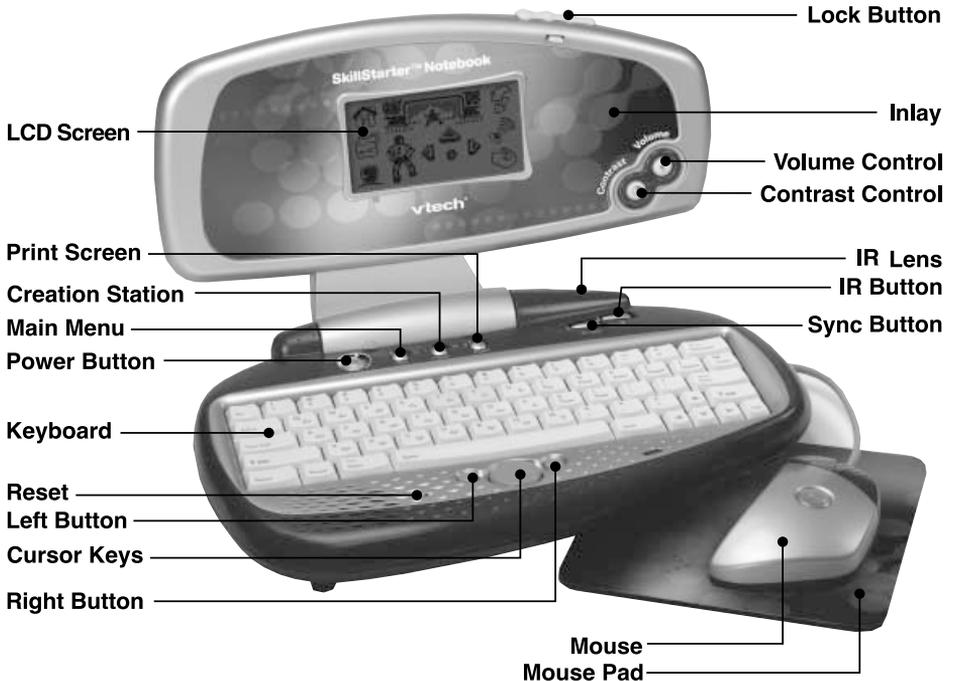
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INTRODUCTION

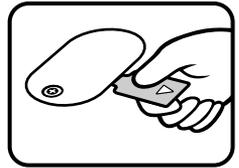
Thank you for buying the **VTech® SkillStarter™ Notebook!** We at **VTech®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377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

Your **SkillStarter™ Notebook** is an electronic learning aid that challenges young minds with 31 activities in categories as diverse as word, math and logic games. It also includes school tools like a calculator and unit converter. As a member of the **VTech® XL Series™** of products, it has the ability to communicate with compatible personal computers as well as other **XL Series™** products.



GETTING STARTED

Locate the 3 “AA” sized batteries on the back of your SkillStarter™ Notebook. Remove the red tab so the information you input will be saved.



CONNECTING THE MOUSE

1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the right side of the unit.
3. Plug the mouse into the mouse jack.

CONNECTING THE PRINTER

1. Make sure both the **SkillStarter™ Notebook** and the **VTech® VT-41** printer (sold separately) are turned **OFF**.
2. Locate the printer port on the left side of the **SkillStarter™ Notebook**.
3. Connect the printer plug to the printer port.
4. Turn on **SkillStarter™ Notebook** and the printer.

NOTE: Only the **VTech® VT-41** printer is compatible with **SkillStarter™ Notebook**.

POWER SOURCE

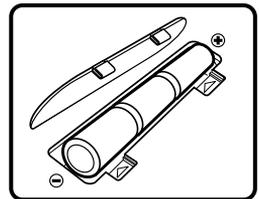
SkillStarter™ Handheld operates on 3 “AA” size batteries (UM-3/LR6) or a **VTech®** 9V adaptor (sold separately).

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 3 new “AA” batteries (UM-3/LR6) as illustrated.
4. Close the battery cover.

NOTE: Replace with new, alkaline batteries.

RECHARGEABLE BATTERIES ARE NOT RECOMMENDED.



Standard for battery toys

- Do not try to recharge non-rechargeable batteries;
- Rechargeable batteries are to be removed from the toy before being charged;
- Rechargeable batteries are only to be charged under adult supervision;
- Do not mix different types of batteries; Do not mix new and used batteries;
- Only use batteries of the recommended or equivalent type;
- Always insert batteries properly matching the plus (+) and minus (-) signs;
- Batteries that have run out of energy must be removed from the toy;
- Do not short circuit the supply terminals;
- Do not use more batteries than recommended;
- Remove batteries from toy if it will not be used for an extended period of time.

DC ADAPTOR



Use a **VTech®** adaptor or any other standard adaptor that complies with EN61558 DC 9V  300mA  center-positive adaptor.

Connection

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the left 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 stops working or the sound seems weak, it may be the result of the adaptor connection. Turn the unit **OFF** and unplug the adaptor for 15 seconds. Next, plug the adaptor back in and turn the unit **ON**. If the problem persists, it may be the result of the adaptor's wiring or something may be wrong with the unit.

Standard for adaptor toys

- The toy is not intended for use by children under 3 years old;
- Only use the recommended adaptor with the toy;
- The adaptor is not a toy;
- Never clean a plugged-in toy with liquid;
- Never use more than 1 adaptor;
- Do not leave plugged-in for extended periods of time.

Notice to parents

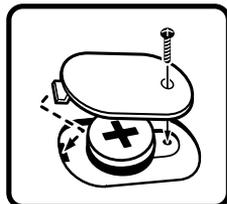
Regularly examine the adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it.

BACKUP BATTERY INSTALLATION

Your **SkillStarter™ Notebook** comes with a backup battery already installed. Before using the unit, remove the protective strip from the backup battery by pulling out the plastic tab. To avoid damage to the unit from leaky batteries, replace the backup battery at least once a year.

To replace the backup battery:

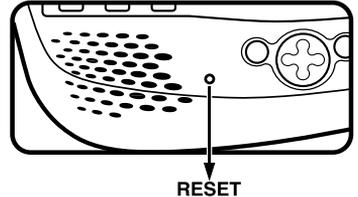
1. Make sure the unit is **OFF**.
2. Locate the backup battery cover on the bottom of the unit.
3. Using a screwdriver, loosen the screw of the battery cover.
4. Insert 1 CR2032 battery as illustrated.
5. Close the battery cover and tighten the screw to secure the battery cover.



Important: While replacing the backup battery, the 3 "AA" batteries must be kept in the unit or the unit must be plugged into the wall outlet with the adaptor. If not, you will lose all information saved into the unit.

If your SkillStarter™ Notebook stops working or doesn't turn on

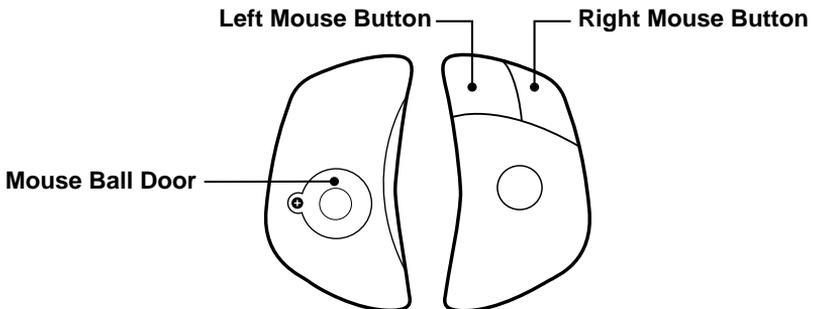
- Check your batteries. Make sure the batteries are fresh and installed properly.
- Insert the tip of a paper clip (or a similar object without a sharp tip) into the small hole labelled "RESET" on the left of the Cursor Pad.
- If you are still having problems, visit our website at www.vtechkids.com for troubleshooting tips.



AUTOMATIC SHUT-OFF

To save power, the **SkillStarter™ Notebook** automatically shuts down if it doesn't receive any input after several minutes. Press the  button to wake your unit. We recommend that you turn off the unit when finished playing. Remove the batteries and unplug the adaptor if your **SkillStarter™ Notebook** will not be used for an extended period of time.

MOUSE



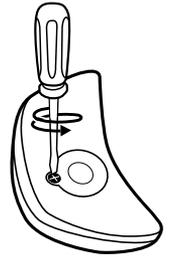
Use the mouse only on a clean flat surface so that the roller ball is not damaged and the cursor moves freely across the screen. Use only a mouse that's compatible with **VTech®** products.

USING THE MOUSE

1. Move the mouse in the direction you want the cursor to move.
2. Click the left mouse button to make a selection.
3. Click the right mouse button to exit the current screen and go back to the previous screen.

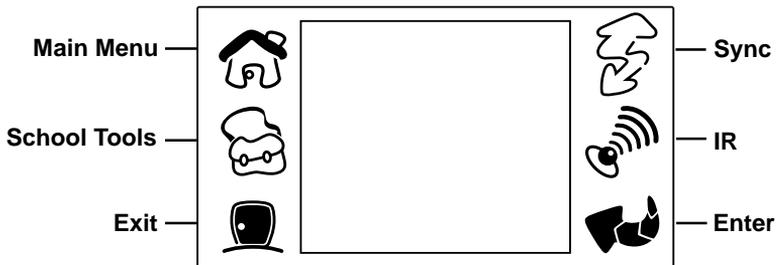
CLEANING THE MOUSE

1. Following the arrows, use a screwdriver to open the cover on the bottom of the mouse.
2. Take the ball out of the mouse and use a dry cloth to clean the mouse and the ball.
3. Place the ball back in the mouse, place the cover back on the mouse and screw the cover closed.



PLAYER GUIDE

LCD SPECIAL ICONS



Main Menu: Click to return to the Main Menu at any time

School Tools: Click to access School Tools

Exit: Click to exit the current screen

Sync: Click to Sync files with your personal computer

IR: Click to process IR Communication between 2 **VTech® XL Series™** units

Enter: Click to confirm your answer or selection

GENERAL BUTTONS

Power Button



Press and hold the button for about a second to turn the unit **ON**. Press it again to turn the unit **OFF**.

Volume Control Button



Press this button to change the sound level of the speaker. After pressing **Volume**, a control panel will appear on the screen. Press the sound button repeatedly to change the sound level. You can also turn the background music **ON**  or **OFF** .

Contrast Control Button

Press this button to change the darkness/lightness of the screen. After pressing **Contrast**, a control panel will appear. Press the contrast button repeatedly to change the contrast level.

Main Menu Button

Press this button to return to **Main Menu** at any time.

Creation Station Button

Press this button to go to the **Creation Station** activity directly.

Print Screen Button

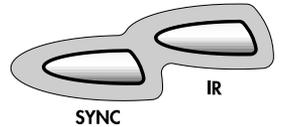
Press this button to print the image on the screen. Your **SkillStarter™ Notebook** is only compatible with **VTech®'s VT-41** printer.

SYNC Button

Press this button to Sync files with your personal computer.

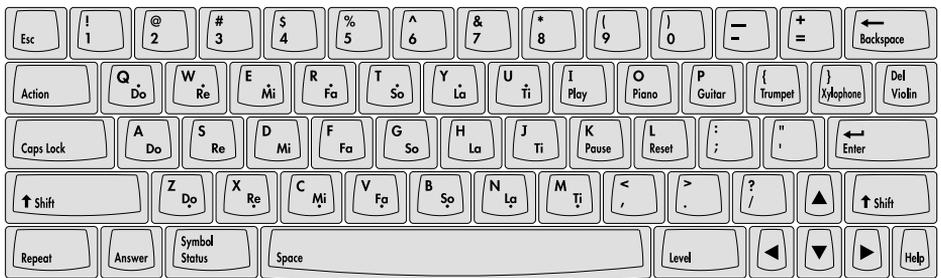
IR Button

Press this button to process IR communication between two **VTech® XL Series™** units.



KEYBOARD DESCRIPTION

Your **SkillStarter™ Notebook** has a full alphanumerical keyboard that doubles as a music keyboard. You'll also find the following function keys below for special operation:



FUNCTION KEYS

Esc Key: Press this key to exit the current activity.

Action Key: Press this key to view the function of a selected icon.

Caps Lock Key: Press this key to type in capital letters, press again to type in lower case letters.

Shift Key:	Press this key to capitalize letters. This key can also access the alternate functions of other keys when both are pressed at the same time. Alternate functions are displayed above the main function of a key.
Repeat Key:	Press this key to repeat an instruction or a question.
Answer Key:	Press this key to find the correct answer to a question. You will not receive points if this key is pressed.
Symbol key:	Press Shift and Status together to access the symbol menu. Use the mouse to select and input a symbol.
Status Key:	Press this key to view your status-level, score and chance while playing a particular activity.
Space Key:	When typing, use this key to insert a space between words or numbers.
Level Key:	Press this key to select an activity's level of difficulty from easy to medium to hard.
Directional Keys:	Press these keys to move the cursor up, down, left or right.
	
Help Key:	Press this key to get helpful hints about the activity you're playing.
Enter Key:	Press this key after choosing your answer to confirm your selection.
Delete Key:	Press this key to erase the character to the right of the cursor.
Backspace Key:	Press this key to delete any character to the left of the cursor.
Cursor Pad:	Use the Cursor Pad a lot like your mouse. To move the pointer around the screen, put your finger on the pad and move it around. The buttons on the Cursor Pad sides have the same functions as the buttons on the mouse -- to view options and make selections.
	



“Syncing” is the process of connecting your **SkillStarter™ Notebook** to your computer. It exchanges and updates information between your **SkillStarter™ Notebook** and your personal computer. Changes you make on your **SkillStarter™ Notebook** or your PC will appear in both places after the Sync process. For example, if you changed records in your **SkillStarter™ Notebook**, after Sync, the changes will be updated on the related files in your computer. Similarly, if there are files that have been changed in your computer, Sync will update the related files in your **SkillStarter™ Notebook**.

To enhance your **SkillStarter™ Notebook** with this Sync function, an accessory **VTech® vPort™** (sold separately) is needed. The **vPort™** is an electronic device, which offers Infrared wireless communication between your **SkillStarter™ Notebook** (or any selected **VTech®** learning unit) and your PC. In the **vPort™** package, there is a CD-ROM with Desktop Software inside. To perform a Sync, the **SkillStarter™ Notebook** Desktop Software must be installed.

With everything ready, the following applications can be synchronized during a Sync session.

Dictionary

Phone Book

Additionally, you can download new activities or data from our **VTech®** website (www.vport.com) to your **SkillStarter™ Notebook** with the Desktop Software (Internet access is required).

VTech® vPort™

To purchase our **VTech® vPort™**, please directly contact our Customer Service Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada.

For details on how to install **vPort™**, please refer to the **VTech® vPort™** user manual.

For additional information about using the **VTech®** Desktop Software, open the **VTech®** Desktop Software and then choose Desktop Help from the **Help** menu.

To start the **VTech®** Desktop Software, click Start, then Applications, then select **SkillStarter™ Notebook** (US).

ADD A NEW USER ACCOUNT IN DESKTOP SOFTWARE

VTech® Desktop Software allows multiple users to share the same Desktop Software. **VTech®** Desktop Software does this by managing different User Accounts.

Each User Account must have a unique name. To create a User Name:

1. Make sure you have been logged out from any account by clicking the logout button on the left.
2. Click the new button on the bottom.
3. Complete the User Information form.
4. Enter your User Name.
5. If you want to protect your User Account with a password, click the option box to set Security On.
6. Then, enter your password into the password box.
7. And enter you password again to confirm.
8. Personal folder is where your uploaded files are saved. Click the Set Personal Folder icon to change your folder, if necessary. Click OK to save and back to the User Information form screen.
9. Click OK to save your User Account information or click Cancel to quit without saving.

SYNCING YOUR SKILLSTARTER™ NOTEBOOK WITH YOUR COMPUTER

1. Make sure your **vPort™** is connected properly to your PC.
2. Make sure the IR Lens of **vPort™** and **SkillStarter™ Notebook** are in an effective position.
3. Make sure the **VTech®** Desktop Software is installed on your computer.
4. Make sure the **VTech® vPort™** Manager is installed and running on your computer.
5. Press the **Sync** button on your **SkillStarter™ Notebook**.

ADDING NEW ACTIVITIES INTO YOUR SKILLSTARTER™ NOTEBOOK

Visit www.vport.com frequently so you'll be up-to-date with the new learning activities and games created for your **SkillStarter™ Notebook**. While you're in the **VTech® Desktop Software**, you can click on the **vPort™** icon to automatically go to our website. There you can download any new information into your **SkillStarter™ Notebook**.

Before adding new activities or content, please make sure that:

1. Your **vPort™** is connected properly to your PC.
2. The IR Lens of the **vPort™** and **SkillStarter™ Notebook** are in an effective working position. (You may refer to the following section for information)
3. The **vPort™** Manager is running.
4. You have enough memory available on your **SkillStarter™ Notebook**.

Here's what you do to load in the activities:

1. Open the **VTech®** Desktop Software and log in to your account.
2. Click the Download button in the **VTech®** Desktop Software.
3. Now you can select the activities you want to add to your **SkillStarter™ Notebook**. To select an activity or file, click on it, and then click the Add to List button. The number of activities and data you can add to **SkillStarter™ Notebook** is limited by the amount of available memory on your **SkillStarter™ Notebook**.
4. To remove an activity or file from the list, click on the item you want to remove, and then click on the Remove from List button.
5. When you have finished making your list, press the **Sync** button on your **SkillStarter™ Notebook**. This begins the Sync session.
6. To play the new activities on your **SkillStarter™ Notebook**, go to the Main Menu and select the Data Download category. Then you'll see a list of the new activities you have downloaded.

Deleting Activities From Your SkillStarter™ Notebook

1. Go to the Main Menu and select the Data Download category.
2. You will see a list of the activities and data files that you have stored in your **SkillStarter™ Notebook**.
3. Press on the activity or the data file that you want to delete, then press the Delete key on the keyboard.

IMPORTANT!

Only activities or data that you have added can be deleted from your **SkillStarter™ Notebook**. Built-in activities cannot be deleted.

Uploading Files From Your SkillStarter™ Notebook to Your Computer

You can upload **Artwork Studio** pictures to your PC if you want. Press the **Sync** button on your **SkillStarter™ Notebook**, the unit will automatically upload the available files.

After uploading the Artwork Studio's file, it is converted into BMP format which can be opened in many graphic applications. Therefore, you can edit and/or print the file in your PC.



SkillStarter™ Notebook has Infrared (IR) Lens that enables wireless communication between **XL Series** learning units. Through the IR Lens, an **XL Series** unit can play an IR game with another **XL Series** learning unit. Moreover, they can exchange information, such as Personal Profile records, Phone Book records, Artwork Studio pictures, Music Composer melodies, Creation Station characters, etc. In **SkillStarter™ Notebook**, all games that support the IR function can be found in the IR Zone.

To play a game with another **XL Series** learning unit, select a game that support IR playing. Then select the IR 2-player mode on-screen by clicking the icon or you can press the **IR** button.

Another IR function is to send a file to another **XL Series** unit. Open the activities that support IR beaming. Then select the IR function in the tool bar or press the **IR** button. After that a screen for you to select sending or receiving file will be shown.

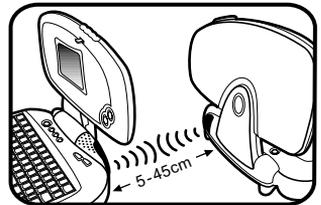
When doing IR communication between two learning units, make sure the IR Lenses of the units are facing correctly to each other and within the working distance.

Effective Working Position for IR Communication

Working Distance: 5cm to 45cm
(approx. 2 inches to 1.5 feet)

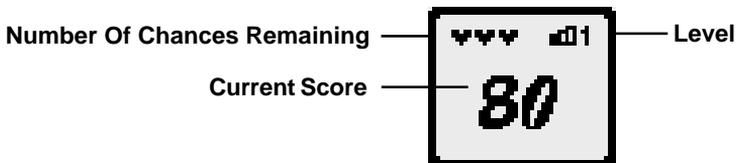
NOTE:

IR communication under direct sunlight is not recommended.



DESCRIPTION OF ACTIVITIES

STATUS KEY



While you're playing a game or activity, pressing the **Status** key shows your: level of play; number of chances remaining; and current score.

WORD FUN

Alphabet Alley

Is alphabetizing right up your alley? In Alphabet Alley, test your knowledge of alphabetical order. When you open the activity, you'll see a letter matrix-- it's sort of like a maze made up of letters. Your goal is to find a path of letters from the entrance  to the exit . The trick is that the letters must be in the correct alphabetical order. Use the mouse, the cursor pad or arrow keys to play. Moves can be horizontal or vertical. Press **Help** to show the next right move.

Synonyms

This activity improves your vocabulary and ability to associate similar words. Three words will swim into view. One by one they will auto-open. Use the mouse, cursor pad or arrow keys to choose the one with the SAME meaning of the given word. Press **Enter** to confirm your answer. Or you can type in the number 1, 2 or 3 to answer directly. Press **Help** and one incorrect answer will be eliminated.

Word Search

Word Search lets you stretch your spelling ability. You'll see a letter matrix--a maze made up of letters-- with 10 words hidden in it. You need to find all 10 words. Click on the letter that starts the word you want to find. A bar will highlight the letter. Click or press **Enter**. To highlight a vertical word, click the  icon at the bottom of the screen. To highlight a horizontal word, click the  icon at the bottom of the screen. Use the arrow keys   at the bottom of the screen to scroll back and forth through the matrix. Press **Help** to see one of the hidden words. Press **Answer** to see where all words are hidden.

Vowel Out

A...E...I...O...U! Vowel Out tests your knowledge of vowels. On the screen you'll see three balls with letters hidden inside. One by one the letters will automatically be revealed. Select the letter that's a vowel with the mouse, arrow keys or cursor pad. You can also type the numbers 1, 2 or 3 or the letter keys to answer directly. Press **Help** to eliminate one incorrect answer.

Odd One Out

Improve your vocabulary as you improve your categorization skills. On the screen, you'll see three balls with words hidden inside. One by one the words will automatically be revealed. Two of the words belong to the same category. One of the words doesn't fit. Using the mouse, cursor pad or arrow keys, select the "odd" word. You can also type the number keys 1, 2 or 3 to answer directly.

Type It!

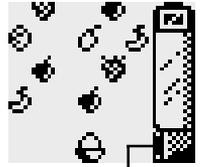
Type It lets you practice your keyboarding. Letters will continuously pop onto the screen. Type the letters as fast as you can. Try to keep up! In level 1, you'll only see lowercase letters. In levels 2 and 3, you'll find a mixture of lowercase and capital letters!

MATH MANIA GAMES



Sort and Count

In Sort and Count you're assigned a specific number of objects to collect. Get 6 bananas. Find 4 apples. The directions are simple, but you've got to catch the falling objects in your basket while other fruit keeps falling, too. Use the mouse, cursor pad or arrow keys to move your basket. When you collect the exact number of objects you're supposed to, move your basket to the right corner of the screen to the  icon or press **Enter** to check out. **SkillStarter™ Notebook** will then check you out and reward you if you collect the right number of objects. You can press **Help** at any time and the objects falling from the sky will get less confusing.



Check out place

Addition

It all adds up: Add the numbers and input the answer. Use the mouse, cursor pad or arrow keys to click the  or  to input answers. Press **Enter** to confirm your answer. Or you can use the keyboard to type the numbers directly. Remember, you've got to act quickly, you're on a strict time limit!

Subtraction

Less is more: Subtraction tests more of your math skills. The game play is the same as Addition.

This or That

The screen will show two different-sized objects along with an instruction to find the bigger or smaller one. Follow the directions and click on the appropriate one with your mouse. Or use the cursor pad or arrow keys. Either click or press **Enter** to confirm your answer.

Time's Up

What happens when the clock strikes 13? Time to get a new clock! In this game, you'll see a clock followed by 3 multiple-choice answers showing the digital time. Choose the correct time using the mouse, cursor pad or arrow keys. Or you can use the keyboard to type the letters A, B or C to select the right time to answer. Press **Help** to remove 1 incorrect answer.

Dizzy Days

What day is it? What month? This game tests your ability to organize the days of the week and the months of the year. You'll see three days or three months displayed on the screen. Using the mouse, cursor pad or arrow keys, arrange them so they're in the right order.

Sign Seek

Looking for a sign? In this game, you'll see two equations separated by an underline.

To replace the underline, you'll be given a choice of three symbols: < (less than), > (greater than), and = (equal to). Choose the correct sign with arrow keys. Then click or press **Enter**. Or you can use the mouse or cursor pad to click the correct sign to answer directly.

SCHOOL TOOLS

Unit Converter

The Unit Converter activity helps you with basic metric and imperial unit conversion. The screen will display categories such as speed, time and weight. Select a category, a starting unit of measurement, input a value, and then choose a new unit of measurement to convert.

Calculator

This is an eight-digit calculator for addition, subtraction, multiplication and division. Use the mouse, cursor pad or arrow keys to click on the on-screen numbers. Or you can type numbers using the keyboard. For best results, click the clear  icon to clear the calculator between calculations.

Dictionary

You can put away the big books, **SkillStarter™ Notebook** lets you look up words using the Internet. Open the Dictionary application and select **Next Search** . Input up to 3 words you want to look up. When you Sync up your **SkillStarter™ Notebook** with your PC, **VTech®** Desktop Software will help you to look up the information using an Internet Dictionary. Then, after the next Syncing, open the Dictionary application and select **View**

Result  to check the results.

MY FILE

Personal Profile

Name	
Nickname	
Telephone No.	

Favorite Movie	
Hobby	
School	

Email	
Birthday	
Horoscope	

Grade	
Other	

Personalize your **SkillStarter™ Notebook** by inputting your data into the Personal Profile.

Enter your name , nickname , telephone number , email address , birthday , favorite movie , hobby , school , grade  and any miscellaneous facts . Horoscope  will generate automatically after you input the date of birth. Click the up  icon or the down  icon on the bottom of the screen to scroll through your profile. You can also have your **SkillStarter™ Notebook** give you a nickname from its list of 20 names by pressing the  icon. Or you can input a new one.

Press the **IR** button or click the **IR** icon in this activity and you can send the photo book information to a friend who also has a **VTech® XL Series™** product. Remember, your friend needs to open his/her **Phone Book** activity and press the **IR** button or click the **IR** icon.

Phone Book

Keep track of your friends and family in Phone Book. You can list their name , nickname , telephone number , email address  and birthday . Click the up  icon or the down  icon at the bottom of the screen to scroll through your Phone Book. At the bottom of the screen you'll also find 3 icons that will help you organize quickly:

New  Click to create a new record

Edit  Click to edit an existing record

Delete  Click to delete an existing record

Press the **IR** button or click the **IR** icon in this activity and you can send the Phone Book information to a friend who also has a **VTech® XL Series** product. Remember, your friend needs to open his/her **Phone Book** activity and press the **IR** button or click the **IR** icon.

Note: Your unit can store up to 30 records. You can also exchange and update information between your **SkillStarter™ Notebook** and your PC with the **VTech® vPort™** (sold separately) through Sync function.

GAME LAB

Fish Frenzy

You'll be fried after you play this game! Fish Frenzy tests your reaction time. Use the mouse or cursor pad to control the net and you'll catch fish as they jump out of the pond. The fish move even faster as you progress to harder and harder levels!

A-Mazing

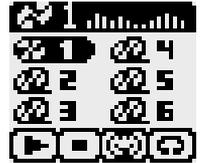
Finding your way home has never been so much trouble! In this maze game you've got to get home. The trick is that you must walk all the steps in the path without going over any part of the path more than once AND without crossing any part of the path. Use the mouse, cursor pad or arrow keys to click the path squares and move your character through the path.

Nutri-nuts

A witch uses her magic to turn a boy into a bear. Use the mouse, cursor pad or arrow keys to help turn the bear back into a boy by selecting the right magic potions!

Juke Box

Juke Box plays six songs! Use the mouse, cursor pad or arrow keys to select a song. Or you can type the number of the song using the keyboard. Then press **Enter** to start the melody. Click the  icon to watch a character dance along. Click the  icon to hear the song again. To change the layout, click the  icon.



Fenced In

Good fences make good neighbors! In this game you can play against the machine or against a pal via the IR communicator. Your objective is to build a fence from one side of the board to the other. The first one who builds the fence first wins. To make a move, use the mouse or cursor pad and place it where you want to build. Or you can use the arrow keys to move, then press **Enter**. You've got to act quickly: if you exceed the time limit, you miss your turn!

Note: Select "2 players" to play the game with a friend via IR.

Balloon Blast

Don't be the last to burst the balloon. You can play against the machine or against a friend using the IR communicator. You're racing against the clock but be careful—whoever breaks the last balloon loses. Use the mouse or cursor pad to break the balloon. Or you can use the arrow keys to select the balloon you want to break, press **Enter** to pop it. During your timed turn, you can break anywhere from 1 to 4 balloons. When you're done with your turn, click the **Pass**  button to pass the turn to opponent. If you failed to break a balloon within the time allotted, it will automatically pop one balloon for you. The player who breaks the last balloon loses.

Note: Select "2 players" to play the game with a friend via IR.

Soccer

Just shoot the ball into the net. Sounds simple, right? No way! In this game you can play against the machine or against a friend via the IR communicator. While you shoot, your opponent guards the goal. The clock's ticking away—if you fail to kick within the time allotted, your opponent gets his/her turn. Use the mouse, cursor pad or arrow keys to aim the ball or block the net. The player who scores the most amount of goals wins.

Note: Select "2 players" to play the game with a friend via IR.

Sea Saw Cloud

Got your parachute on? Use the arrow keys to help your character jump safely from cloud to cloud until he reaches the ground.

Mice Maze

Use the mouse, cursor pad or arrow keys to help the mouse find the cheese without getting hit by any blocks.

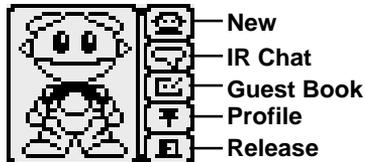
3 In A Row

Your **SkillStarter™ Notebook** challenges you to a game of strategy! Select the game piece you want to be by double clicking on the  icon or the  icon. Or you can use the arrow keys and press **Enter**. When the game starts, you'll see your game piece on the top. Using the mouse, cursor pad or arrow keys move your game piece to where you want it to be and then double click or press **Enter**. Now it's **SkillStarter™ Notebook's** turn. The first player who gets three-in-a-row in any direction -- horizontal, vertical or diagonal-- wins.

CREATION STATION



Creation Station



Create your own creature with Creation Station. Then use IR and send it to your friend while you're chatting. To create a new character, use the mouse, cursor pad or arrow keys to select the **New**  button, then select the components, you can choose different styles of head, eyes, nose, mouth and body. Click or press **Enter** to save your character. Click the **Profile**  button to input the character profile, including name  and created date . To chat and send the image to a friend, press the **IR Chat**  button. Start talking! Enter your words into the blank field and click **Send** . To store a friend's character, click the **Add**  button. To view a friend's character, click the **Guest Book**  button. You can store up to 5 e-friends in your guest book.

Do you want to meet your e-friend out of this activity? Just simply click the icon  to release it. When you exit this activity, you can find your e-friend walking on the screen. To call it back by clicking this icon again.

CREATIVE STUDIO

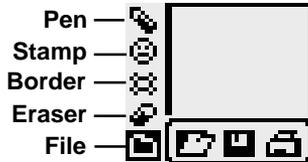
Music Composer

Music Composer lets you use your **SkillStarter™ Notebook** keyboard or your mouse or cursor pad to create your own song. Click the **Music Instrument** icon to hear the song be played with: Piano, Guitar, Trumpet, Xylophone or Violin. Then click on the **Rhythm** to add a percussion accompaniment to it. To select a tempo (slow, medium, fast), click the

Tempo  icon. Using the function icon at the bottom, you can create a new  song, edit  an existing song or save  changes to a song.

Note: Your **SkillStarter™ Notebook** can only save 1 song at a time. You can send the song to a friend who has a **VTech® XL Series™** Unit.

Artwork Studio



A picture says a thousand words. Make your own pictures with Artwork Studio. To create a new picture, click the **Pen**  icon, hold down the left mouse button and move the mouse. You can now draw a freehand line with the mouse. Click the **Stamp**  and see the pop up menu of Stamps. Click the Stamp you want to use. Now you can place it wherever you want! To draw normally again, press the **Pen** . To select a border pattern, click on the **Border**  icon and the menu will pop up. You can click **Eraser**  at any time to erase your picture. Using **File** , you can open , save  or print  a picture.

Note: Your **SkillStarter™ Notebook** can only save 1 picture at a time. You can upload the image into your PC with the **VTech® vPort™**.

IR ZONE

There are 3 IR games **Fenced In**, **Balloon Blast** and **Soccer**. You can select one of them to play with a friend who also has a **VTech® XL Series™** product. The IR game will start when both players open the same activity.

DATA DOWNLOAD

If you have bought a **VTech® vPort™**, new activities can be downloaded from website via PC sync. You will get another level of data for **Word Fun** and **Math Mania Games** categories, also new songs for **Juke Box** and new sets of combinations for **Creation Station**. Press the **IR** button or click the **IR** icon in this category and you can send your new activities to a friend who also has a **SkillStarter™ Notebook** or **SkillStarter™ Handheld**. Remember, your friend needs to open his/her **Data Download** category and press the **IR** button or click the **IR** icon.

ACTIVITY SCORING AND LEVELS

This table shows all the activities you'll find in your **SkillStarter™ Notebook**, details their scoring method (if any) and the number of levels you can play.

SKILLSTARTER™ NOTEBOOK ACTIVITIES

Category	Activity Name	Scoring Code	Number of Levels
Word Fun	Alphabet Alley	A	1
	Synonyms	A	3
	Word Search	B	3
	Vowel Out	A	1
	Odd One Out	A	3
	Type It!	E	3
Math Mania Games	Sort and Count	A	3
	Addition	A	3
	Subtraction	A	3
	This or That	A	1
	Time's Up	A	3
	Dizzy Days	A	1
	Sign Seek	A	3
School Tools	Unit Converter	NONE	1
	Calculator	NONE	1
	Dictionary	NONE	1
My File	Personal Profile	NONE	1
	Phone Book	NONE	1

Game Lab	Fish Frenzy	E	3
	A-Mazing	D	3
	Nutri-nuts	NONE	1
	Juke Box	NONE	1
	Fenced In	NONE	1
	Balloon Blast	NONE	1
	Soccer	NONE	1
	Sea Saw Cloud	C	3
	Mice Maze	C	3
	3 In A Row	NONE	1
Creation Station	Creation Station	NONE	1
Creative Studio	Artwork Studio	NONE	1
	Music Composer	NONE	1

CODE DESCRIPTION

A Five questions per round

Get 20 points for the correct answers on the 1st try

Get 10 points for the correct answer on the 2nd try

Get 5 points for the correct answer on the 3rd try

B Ten words per round

Each correct word is worth 10 points

Incorrect answers are worth NO points

C There are 5 tasks per round

Get 20 points if you complete a task within time limit

Get no points if you fail to complete the task within time limit

D Get 100 points if the task is completed on the first try

Get 90 points if the task is completed on the second try

Get 80 points if the task is completed on the third try

E Score is calculated as: (Fish Caught) Divided by (Number of Fish) Times 100 = SCORE

NOTE: Once you get 2 rounds in a row with a perfect score of 100, **SkillStarter™** **Notebook** will automatically increase the level of difficulty.

CARE AND MAINTENANCE

1. Keep your **SkillStarter™ Notebook** clean by wiping it with a SLIGHTLY damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove batteries when not using it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep your **SkillStarter™ Notebook** away from water.

TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you. Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number. (The model number is typically located on the back or bottom of your product.)
- The actual error message or problem you are receiving.
- The actions you took right before the error message or problem.

Internet : www.vport.com

www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada

NOTICE TO PARENTS:

Regularly examine the power adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it.

WARNING:

All packing materials such as tape, plastic sheets, wire ties and tabs are not part of this toy and should be discarded for your child's safety.

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COMPANY : **VTech®** Electronics North America, L.L.C.

ADDRESS : 2350 Ravine Way, Glenview, IL 60025 USA

TEL NO.: (847) 400-3600

FCC NOTICE:

This equipment generates and uses radio frequency energy. It must be installed and used properly, in accordance with the manufacturer's instructions. Otherwise, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate this product with respect to the receiver
- Move this product away from the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

The use of shielded I/O cables is required when connecting this equipment to any and all optional peripherals or host devices. Failure to do so may violate FCC rules.

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