

NON*STOP GIRL™

USER'S MANUAL



VTECH®

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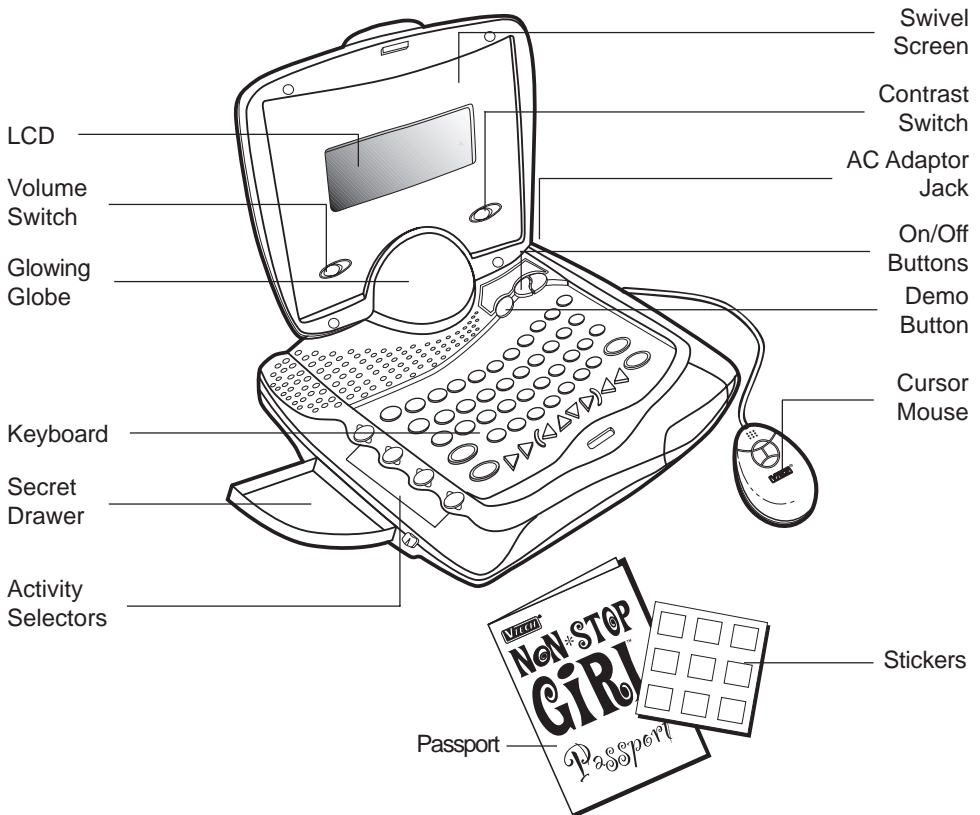
INTRODUCTION

Hey girls! Congratulations on your new **VTech® Non-Stop Girl™** learning toy! **VTech®** wants you to have fun and stay cool - while you learn! If you have any questions about your **VTech® Non-Stop Girl™**, please call our Consumer Services Department at 1-800-521-2010 in the U.S., or 1-800-267-7377 in Canada.


If you are a girl 6 years old or older who likes adventures - this laptop is just for you! Watch the screen as our **Non-Stop Girl™** traveler visits cities of the world. Your very own passport comes with travel stickers to keep as souvenirs from each destination. And, at each stop, you must face a different mind challenge (math, spelling, music, typing, etc.). Successfully complete your global trip and you get to relax on a tropical beach - you'll be sunny and smarter!

Along the way, you can take a time-out with girls-only activities. Read about your future in Horoscope Haven, or find your lucky color or number for the day in Lucky Draw.

A secret drawer for your tiniest treasures, a glowing globe light, and a swivel screen so your friends can play too - you and your **VTech® Non-Stop Girl™** will really go places!

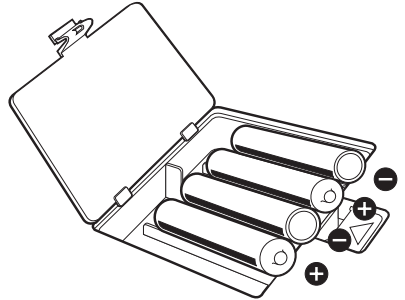


POWER SOURCE

The VTech® Non-Stop Girl™ learning product operates on 4 “AA” size batteries (UM-3/LR6) or a standard 9V  300mA AC/DC center-positive adaptor.

HOW TO INSTALL BATTERIES

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 4 “AA” batteries (UM-3/LR6) as illustrated. **DO NOT USE RECHARGEABLE BATTERIES** in this unit. (The use of alkaline batteries is recommended for best performance.)
4. Close the battery cover.



BATTERY NOTICE

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

NOTE: If the unit suddenly stops working or the sound becomes weak, turn the unit off and remove the batteries. After several minutes, replace the batteries and turn the product back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.



AC ADAPTOR CONNECTION

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

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

NOTE: If the unit suddenly stops working or the sound seems weak, it may be the result of the adaptor connection. Turn the unit off and unplug the adaptor from the unit for several minutes. Next, plug the adaptor back in and turn the unit on. If the problem continues, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

MOUSE CONNECTION

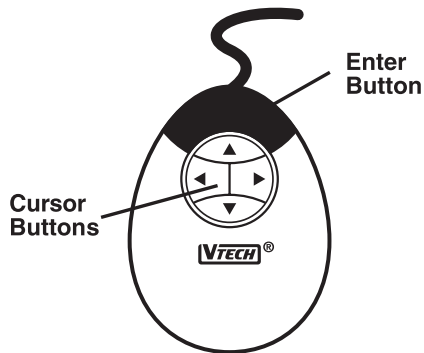
CONNECT THE CURSOR MOUSE

STEP 1 : Turn **OFF** your **VTech® Non-Stop Girl™**.

STEP 2 : Plug the connector at the end of the mouse cable into the mouse jack at the back of the unit.

STEP 3 : Turn **ON** the **VTech® Non-Stop Girl™**. You may use the keyboard and/or the mouse to play the activities.

CURSOR MOUSE OVERVIEW



Cursor Buttons:

Use these buttons to move the cursor left, right, up or down on the screen. The cursor buttons have the same function as the four cursor keys on the keyboard.

Enter Button:

Use this button to confirm an answer or action.

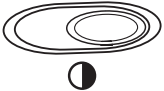
TURN THE UNIT ON/OFF

Turn on your **VTech® Non-Stop Girl™** learning product by pressing the **ON** button located on the upper right-hand corner of the keyboard. The unit will display an opening animation and go to Personal Data. Then you will automatically go to World Adventure. Turn the unit **OFF** by pressing the **OFF** button located next to the **ON** button.

AUTOMATIC SHUT-OFF

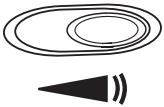
If there is no input into the **VTech® Non-Stop Girl™** learning toy for approximately 5 minutes, the unit will automatically shut off to save power. After the unit has automatically shut off, you will need to press the **ON** button again to restart the unit. We recommend that you turn the unit **OFF** when not playing with it. If the **VTech® Non-Stop Girl™** learning toy is not going to be used for a long period of time, remove the batteries and unplug the adaptor.

CONTRAST SWITCH



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

VOLUME SWITCH



Use this **VOLUME** switch to raise or lower the level of sound.

KEYBOARD DESCRIPTION AND FUNCTIONS

ACTIVITY SELECTORS

The **VTech® Non-Stop Girl™** learning toy has four activity selectors on the left side of



the unit. Each has a different quick-access function.

MY LAPTOP

The **My Laptop** button is for accessing Personal Data. Here, you can modify your original personal data, or build a new personal databank.

ACTIVITY MENU:

Pressing the **Activity Menu** button will show a list of all built-in activities. Activities can be played in any order.

WORLD ADVENTURE:

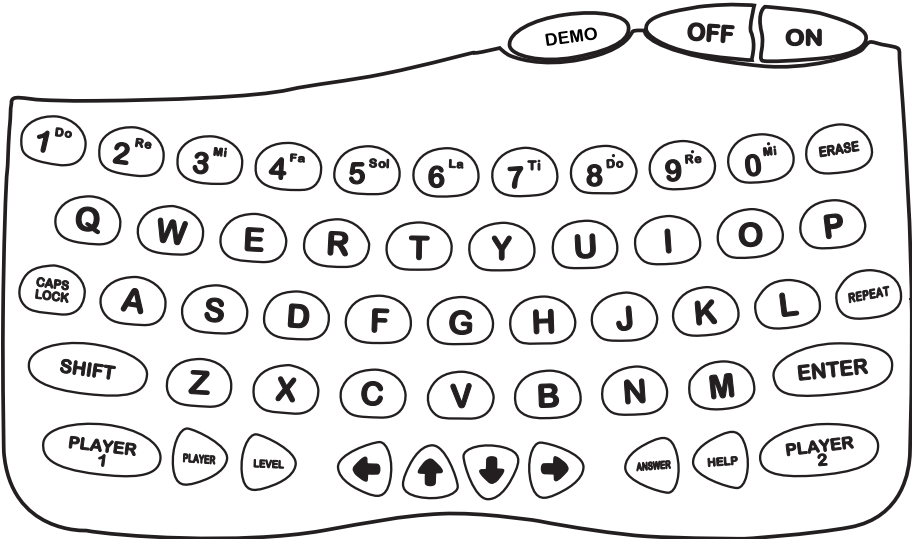
Pressing the **World Adventure** button will send you on a whirlwind learning tour to different cities of the world. Each city contains several mind-challenging activities. The goal of World Adventure is to help the girl succeed in each city, so she can continue her travels to the next destination. Track your travels using your personal passport and stickers. Destinations include: Chicago, New York, Paris, London, Cairo, Hong Kong, Sydney and Amsterdam. After visiting all eight cities, the girl can relax on a tropical beach. The World Adventure will also automatically start when the **VTech® Non-Stop Girl™** is turned **ON**.

MUSIC BOX:






Pressing the **Music Box** key will automatically send you to the **Music Box** Activity where you can choose from 8 different fun songs to play.

KEYBOARD

The **VTech® Non-Stop Girl™** learning product has a full **QWERTY** keyboard with 54 keys. It combines the operation of a standard computer keyboard with several other functions.



FUNCTION KEYS

-  **ON** Press this key to turn the unit on.
-  **OFF** Press this key to turn the unit off.
-  **DEMO** Press this key to show a demonstration of an activity.
-  **ENTER** Press this key to confirm your answer.
-  **ERASE** Press this key to delete a letter, number or musical note.



Press this key to repeat the voice instruction, word, question, picture, musical notes, etc.



In 1-player mode, press the **HELP** key to receive a hint. The **HELP** key is invalid for 2-player mode.



This key indicates that Player 1 would like to answer the question. The **Player 1** key can only be used when the unit is in the 2-player mode.



This key indicates that Player 2 would like to answer the question. The **Player 2** key can only be used when the unit is in the 2-player mode.



Press this key to capitalize all letters without having to press the **SHIFT** key each time. Press once to activate. Press it again to cancel.



Hold down the **SHIFT** key as you type letters to capitalize them.



Press the **PLAYER** key to access 1-player or 2-player mode.



The **LEVEL** key is used to change the skill level of some activities. Levels can be changed at any time during an activity.



Press the **ANSWER** key to get the answer to the question.



Press the **LEFT CURSOR** key to move the cursor to the left.



Press the **RIGHT CURSOR** key to move the cursor to the right.



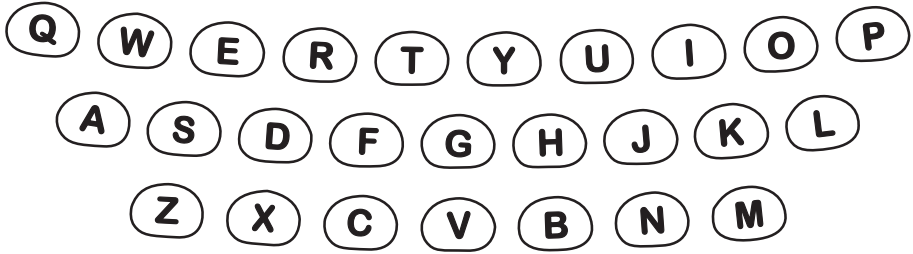
Press the **UP CURSOR** key to move the cursor upward.



Press the **DOWN CURSOR** key to move the cursor downward.

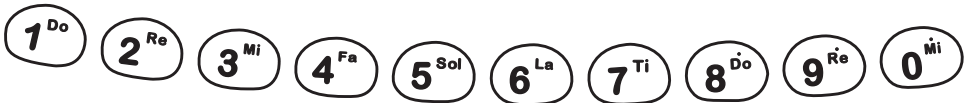
LETTER KEYS

Use these letter keys when answering word-related activities. The keys follow the same pattern as a standard computer keyboard. (QWERTY)



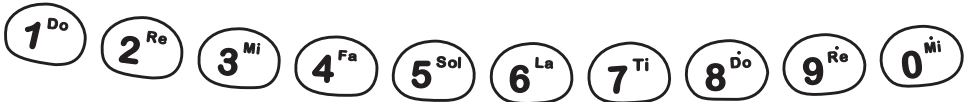
NUMBER KEYS

Use the number keys when answering math or number related questions.





MUSIC KEYS

Musical symbols share the same keys as the numbers. Use these keys to play in the



music activities.

TO BEGIN PLAY

- Press the **ON** button located on the upper right-hand corner of the keyboard.
- Enter or confirm your personal data and you will be launched into the World Adventure . If you would like to play a specific activity, the Activity Menu  is also available.
- Press the **LEVEL** key to change the level of difficulty in any of the applicable activities. All activities begin in Level 1 unless you change the level.
- Press the **PLAYER** key to set either the 1 or 2-player modes where applicable. Activities always begin in the 1-player mode.
- To change activities, simply choose a new activity after pressing the **Activity Menu** button or press the **World Adventure** button to call out the activities of destination cities.

LEVELS

The **VTech® Non-Stop Girl™** learning product provides four levels of difficulty (one is the easiest, four is the most difficult) for added challenge and learning. When you have entered an activity you can change the level at any time by pressing **LEVEL** and typing in the level number that you want.

NOTE: Because of their nature, some activities do not have levels.

2-PLAYER MODE

The **VTech® Non-Stop Girl™** learning toy provides fun-filled 2-player mode for many activities.

When a question is displayed, the two players need to press their corresponding keys, **PLAYER 1** or **PLAYER 2**, as quickly as possible in order to answer. The first person to press her player key gets to answer first. If the first player answers incorrectly, the other player receives a chance to answer. The **HELP** key does not work in the 2-player mode.

A timer will also be set for the second player. If there is no input before time's up, no score will be given or deducted. The answer will be shown automatically.

NOTE: Because of their nature, some activities do not have 2-player mode.

SCORING

1-PLAYER MODE - There are 5 questions per round.

In most activities, you have 3 chances to answer correctly. (Exceptions are "Opposites", "Word Difference", "Sign Time", "Add-Ons", "Arrivals and Departures", "Greater Than Less Than", "Mind Reader" and "Mood Interpreter") The score is calculated in the following way:

The player starts with no points.

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 on the third try : no points are awarded

Press **ANSWER** at any time : no points are awarded

Correct answer on the first try after use of **HELP** key : 15 points

Correct answer on the second try after use of **HELP** key: 10 points

Maximum points per round : 100 points

In the activities “Opposites”, “Word Difference”, “Add-Ons”, “Arrivals and Departures”, “Greater Than Less Than” and “Mind Reader”:

You have 2 chances to answer correctly. The score is calculated as:

- Correct answer on the first try : 20 points
- Correct answer on the second try : 10 points
- Incorrect answer on the second try : no points are awarded
- Correct answer on the first try after use of **HELP** key : 15 points

In the activities “Sign Time”(Level 1 & 2) and “Mood Interpreter”:

You have only 1 chance to answer correctly. The score is calculated as:

- Correct answer on the first try : 20 points
- Incorrect answer on the first try : no points are awarded

2-PLAYER MODE - There are 5 questions per round.

In most activities, you have one chance to answer correctly. (Except activities “Sign Time”(Level 1 & 2) and “Mood Interpreter”). The **HELP** key is invalid. The score is calculated in the following way:

Each player starts with 100 points.

- Correct answer for the first player : 20 points
- Incorrect answer for the first player : deduct 10 points
- Out of time for the first player : deduct 10 points
- Correct answer for the second player : 5 points
- Incorrect answer for the second player : deduct 5 points
- Out of time for the second player : no points are awarded.
- Maximum points per round : 200 points

In “Sign Time”(Level 1 & 2) and “Mood Interpreter”, points will only be given or deducted from the first player’s score:

- Correct answer : 20 points
- Incorrect answer : deduct 20 points
- Out of time : deduct 20 points

NOTE: Due to their nature, some activities have no scoring.

DESCRIPTION OF ACTIVITIES

LANGUAGE ARTS

1. Spell-O-Rama

A picture will appear on the screen. The player must guess what the picture is and type the correct spelling of the word in the blanks. Press **ENTER** to confirm.

2. Missing Letters

A picture will appear on the screen, then a word with one missing letter will be shown on the next screen. Fill the correct letter in the blank to make a word that corresponds with the picture and press **ENTER** to confirm.

3. Singulars & Plurals

The screen will show a word on the top and some blanks on the bottom. Type in the singular or plural form of the word on the bottom blanks, then press **ENTER** to confirm.

4. Opposites

A word will appear on the top of the screen and more words will scroll at the bottom. Choose the antonym of the word on the top, then press **ENTER** to confirm.

5. Tenses

This activity focuses on the past tense. A verb will appear on the top of the screen. Type the correct past tense of the verb on the bottom blanks, and press **ENTER** to confirm.

6. Memory Challenge

A word will be shown on the screen for a few seconds. Memorize the word, and when it disappears, fill in the blanks to spell it correctly and press **ENTER** to confirm.

7. Word Jumble

There will be several letters shown on the top of the screen and several blanks on the bottom. Fill the letters in the blanks to make a word, then press the **ENTER** key to confirm.

8. Word Difference



Three words will appear on the screen one after another. Two of these words belong together. Select the word that does not belong, and press **ENTER** to confirm.

9. Sentence Shuffle



This activity is about building sentences. A complete sentence will scroll across the screen. Then the words will be mixed up. Choose the words in the correct order to make the sentence shown before. Each word needs to be confirmed by pressing **ENTER**.

MATHEMATICS







10. Sum It Up

An addition problem will appear on the screen. Type in the correct answer using the number keys on the keyboard, or use the   cursor keys to select the correct number, then press **ENTER** to confirm.

11. Minus Madness

A subtraction problem will appear on the screen. Type in the correct answer using the number keys on the keyboard, or use the   cursor keys to select the correct number, then press **ENTER** to confirm.

12. Sign Time

An equation will appear on the screen with a sign missing. Use the   cursor keys (all cursor keys     will be used in levels 3 and 4) to select the sign that finishes the equation, then press **ENTER** to confirm.

13. Number Chain

A logical series of numbers will appear on the screen but one number is missing from the sequence. Try to discover the pattern and fill in the missing number, then press **ENTER** to confirm.



14. Add-Ons

An equation with one missing addend will be shown on the top of the screen. Three answer choices will appear below. Choose the correct addend from these three options by using the cursor keys or number key on keyboard, then press **ENTER** to confirm.



15. Number Balance

A scale will appear with two numbers on one side, and a number and a blank on the other. Fill in the blank to balance the scale, then press **ENTER** to confirm.

16. Arrivals & Departures

This activity is to determine which plane will be the first to leave. First a clock will show the "current" time. Then the sentence "Which plane leaves first?" will scroll out. Of the three given answers, select the correct answer by using the  and  keys. Press **ENTER** to confirm.

17. Greater Than Less Than

The screen will show a scale with dots (in levels 1 and 2) or numbers (in levels 3 and 4). Use the  and  keys to select the appropriate comparison sign (" $<$ ", " $>$ ", " $=$ ") and press **ENTER** to confirm.

18. Big Buyer

This is your chance to go shopping! Use the cursor keys to choose an object from the screen, remember the price and press **ENTER**. Now select coins one at a time, pressing **ENTER** after each one. Press the **ERASE** key to clear your coins. When you have the right amount of money, select the " $\sqrt{\quad}$ " icon to insert the coin(s) into the machine.

GIRL-POWERED ACTIVITIES

19. Love Calculator

This activity tells you who is your best match. The sentence "Are you xxxx?" will appear for you to confirm or change your name. At the next screen type in a friend's name and press **ENTER**. The love calculations will begin. The answer will appear in hearts - the more hearts, the more love between you!

20. Lucky Draw

This activity will determine your lucky number and lucky color for the day. The girl on the left will tell you your lucky number while the girl on the right will give you your lucky color. Choose one of girls, then type today's date and press **ENTER**. Your lucky number or color will magically appear!

21. Horoscope Haven

To find your horoscope, type in your birthday (month/date/year) in the blanks. Press **ENTER** to see your horoscope sign and fortune.

22. Club Hoppin'

A girl will stand on the middle of the screen. Use the four cursor keys to make the girl dance. When you press **ENTER**, the girl will perform her own routine for you.

23. Mind Reader

A word describing a feeling or emotion will appear on screen. Next, three short scenes will play and a close-up of a girl's face will be shown. Watch carefully. Choose the scene that matches the word, then press **ENTER** to confirm.

24. Mood Interpreter

A girl's picture with an emotional expression will be shown. Of the next three word choices, select the word that best describes that girl's mood. Press **ENTER** to confirm.

MUSIC AND TYPING

25. Music Box

In this activity, the player can use the cursor keys or number keys to play one of the eight built-in songs listed below:

Can-Can

Aloha Oe

The Wedding March

London Bridge

By the Beautiful Sea

Chopsticks

Allouette

Rockin' Robin

26. Type In Time

This activity will help improve your typing skills. Some letters will appear on the screen. The unit will randomly highlight the letters that need to be typed until all the letters on the screen have been typed. Try to type as fast as you can!

27. Follow Me

This activity tests your memory and musical skill. Three to six notes will be played. Try to remember them and press the music keys to replay the notes in the right order.

28. Melody Master

Use the number keys (or cursor keys) to create your own melodies! Press **ENTER** to hear your masterpiece!

CARE AND MAINTENANCE

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

IMPORTANT NOTE:

Creating and developing electronic learning aids is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information 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. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:

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

- reorient the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver