

SILVERSTREAK™

USER'S MANUAL



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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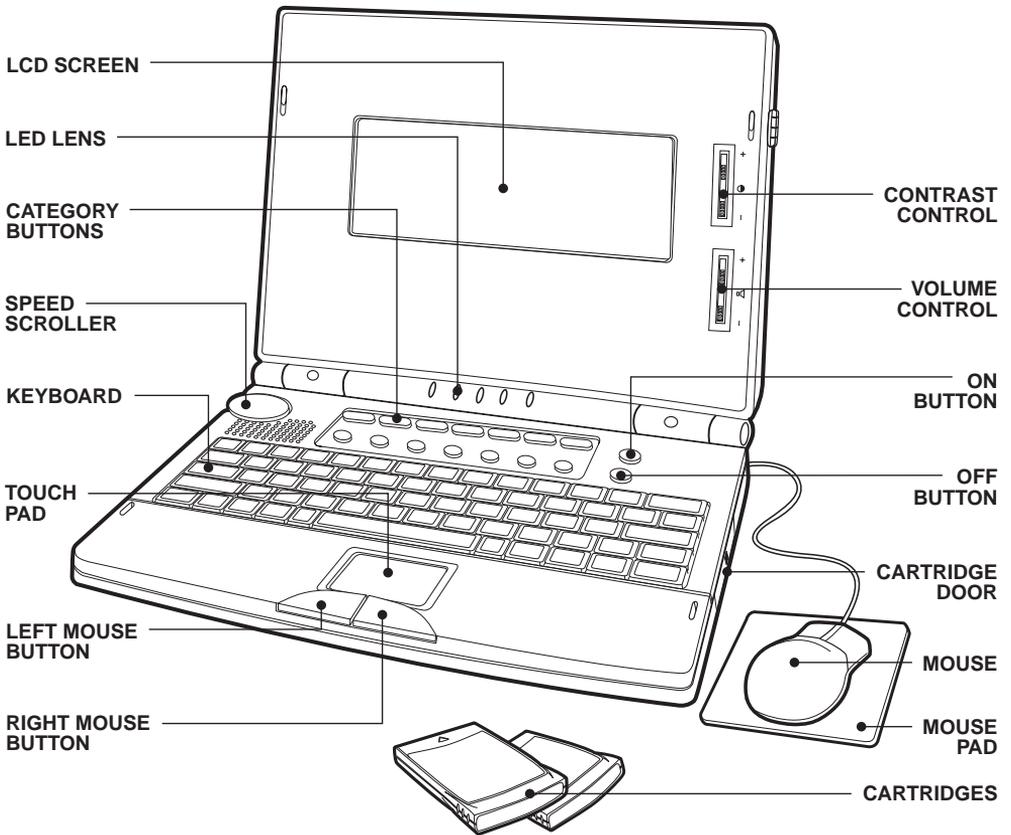
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INTRODUCTION

Thank you for purchasing the **VTECH® SILVERSTREAK™** learning product! We at **VTECH®** are committed to providing the highest quality products to entertain and educate your children. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or at 1-800-267-7377 in Canada.

The **VTECH® SILVERSTREAK™** is an electronic learning aid. This unit offers a wide range of exciting and educational activities for interactive learning! The unit's 73 built-in activities and computer skill's tools encourage learning in an entertaining and effective manner.



PREPARATION

MOUSE CONNECTION

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

PRINTER CONNECTION

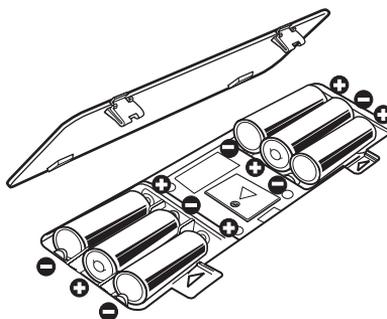
1. Make sure both the **VTECH® SILVERSTREAK™** learning aid and the printer are turned **OFF**.
2. Locate the printer port on the back of the **VTECH® SILVERSTREAK™** learning product.
3. Connect the printer plug to the printer port.
4. Turn **ON** the **VTECH® SILVERSTREAK™** learning product and the printer.

POWER SOURCE

The **VTECH® SILVERSTREAK™** learning aid can be operated by using 6 "AA" size batteries or a 9V  300mA AC center-positive  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 6 "AA" size batteries as illustrated.
DO NOT USE RECHARGEABLE BATTERIES in this unit.
4. Close the battery cover.



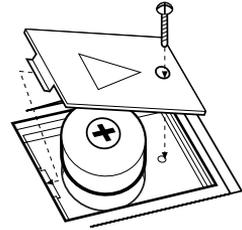
BATTERY NOTICE

- 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 batteries from the unit 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.
- Do not short-circuit supply terminals.

BACKUP BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the backup battery cover on the bottom of the unit and open it.
3. Insert 1 CR2032 battery as illustrated.
4. Replace the battery cover.

To avoid damage to the unit from leaky batteries, replace the backup battery at least once a year.



NOTE: While replacing the backup battery, the 6 “AA” size batteries must be kept in the unit or the unit must be connected to the 9V adaptor while the adaptor is plugged in. If not, you will lose all the information stored in the following activities:

- Word Processor
- Calendar
- Scheduler
- Picture Maker
- Data Pairs 1 & 2
- Money Manager
- Telephone Book
- Card Maker
- LOGO
- Test Trainer 1 & 2

In addition to these activities, newly setup players' names and scores will also be lost.

AC ADAPTOR CONNECTION

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

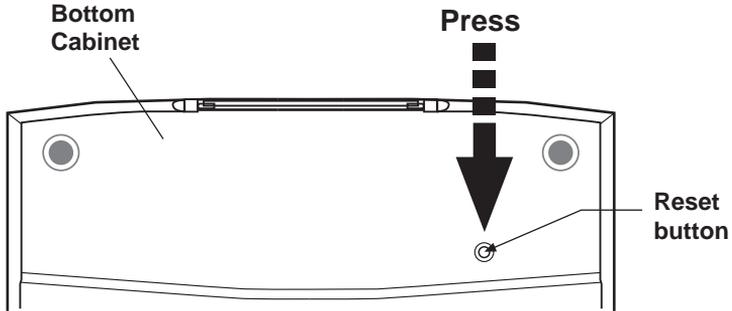
1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the left side of the unit.
3. Plug the adaptor into the unit's adaptor jack.
4. Plug the adaptor into a wall outlet.

POWER BUTTON

Turn **ON** your **VTECH® SILVERSTREAK™** learning aid by pressing the **POWER** button. Turn the unit **OFF** by pressing the **POWER** button again.

IF THE UNIT DOESN'T TURN ON OR STOPS RESPONDING

If the unit does not respond when pressing the **POWER** button, or if the unit suddenly stops responding, the batteries may need to be replaced or the unit may need to be reset. Before inserting new batteries, press and hold the **RESET** button on the bottom of the unit. Use a small blunt object to gently press the **RESET** button.



STILL HAVING PROBLEMS?

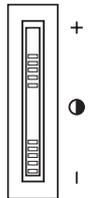
If the problem still persists, we encourage you to contact our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to assist you.

AUTOMATIC SHUT-OFF

If there is no input into the **VTECH® SILVERSTREAK™** learning product for several minutes, the unit will automatically shut off to save power. After the automatic shut-off is activated, you need to press the **POWER** button to turn it **ON**. We recommend that you turn the unit **OFF** when not playing with it. If the **VTECH® SILVERSTREAK™** learning product is not going to be used for a long period, remove the batteries and unplug the adaptor.

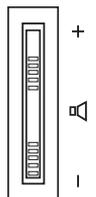
CONTRAST CONTROL

Adjust the image on the screen by sliding the **Contrast Control** up for higher contrast and down for lower contrast.

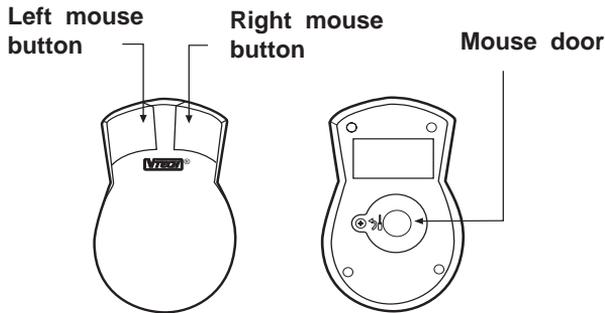


VOLUME CONTROL

Adjust the volume by sliding the **Volume Control** up to raise the volume and down to lower the volume.



MOUSE, KEYBOARD AND CURSOR CONTROL

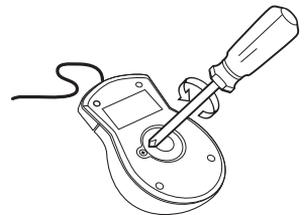


MOUSE

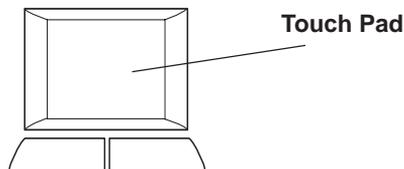
To use the mouse, push it in the direction that you would like the pointer  on the screen to move. To move the pointer to the right side of the screen, push the mouse to the left. To move the pointer to the left side of the screen, push the mouse to the right. To move the pointer to the top of the screen, push the mouse away from you. To move the pointer to the bottom of the screen, pull the mouse towards you. In most activities, pressing the left mouse button will have the same effect as pressing the **Enter** key.

CLEANING THE MOUSE

To clean the mouse, open the cover on the bottom of the mouse by using a screwdriver. The arrow indicator on the cover shows the releasing direction. Once the cover is removed, the mouse ball should be taken out, and the contents inside the mouse should be cleaned with a dry cloth. The mouse ball should also be cleaned with a dry cloth. Once you have finished cleaning the mouse, place the mouse ball back into the mouse, replace the cover and screw the cover back on the mouse.

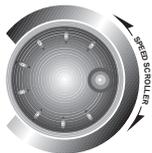


TOUCH PAD



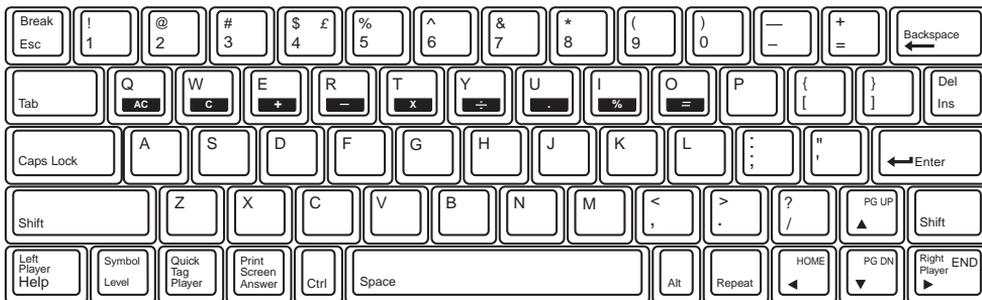
The touch pad functions in the same manner as the mouse. To move the pointer around the screen, put your finger on the pad and move. The buttons on the touch pad have the same functions as the buttons on the mouse.

SPEED SCROLLER



The **Speed Scroller** enables you to scroll quickly through text in activities such as the Word Processor.

KEYBOARD



The **VTECH® SILVERSTREAK™** learning aid has a full alphanumeric keyboard with 65 keys.

Key labels

Some keys have two different functions. These keys are activated when choosing various activities. Please refer to the description of activities to learn about the dual-function keys.

SPECIAL KEYS

In addition to the alphanumeric keys, there are some special function keys:

Escape Key:



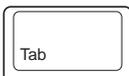
The **Esc** key allows you to exit the current activity. By repeatedly pressing the **Esc** key you can go back to the Main Menu.

Break Key:



Press **Shift** and **Break** simultaneously when you want to interrupt a program in **LOGO** while it is running.

Tab Key:



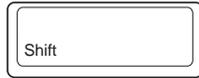
Press this key while in **Word Processor** to indent the cursor. This key can also be used during various activities to change fields.

Caps Lock Key:



Press this key to make everything you type appear in capital letters without having to press the **Shift** key each time. Press once to activate this key. Press it again to release it.

Shift Key:



Press **Shift** to capitalize letters. This key can also access the alternate functions of other keys if pressed at the same time as those keys. Alternate functions are shown above the main function of a key.

Help Key:



When you are not sure about the answer, press the **Help** key. **Help** will give you hints, but, at the same time, you will lose a chance to answer the question. Press this key to receive hints in some of the activities. In activities like Synonyms or Antonyms, **Help** will show one of the letters in the answers as a hint. The **Help** key has slight variations among different activities, so for detailed usage, please refer to the description of the activities.

Level Key:



Press this key to select a level of difficulty in some of the activities. There are four levels with the first level being the easiest and fourth level being the most difficult. Levels can be changed at any time during an activity.

Symbol Key:



Press **Shift** and **Symbol** together to see a symbol box that contains several pages of

symbols. Press the    keys to select a symbol. Then press the **Enter** key or click on it with the left mouse button to confirm the selection.

Player Key:



Press this key to select the 1-player or 2-player mode in the activities that have a 2-player mode.

Quick Tag Key:



Press the **Shift** key and the **Quick Tag** key to tag a question you would like to review later.

Answer Key:



Press this key to show the correct answer to a question. You will not receive points if this key is pressed.

NOTE: In the 2-player mode the **Answer** key cannot be used during the first player's turn.

Print Screen Key:



Press **Shift** and **Print Screen** to print the current screen.

Ctrl Key:



Press this key with other keys to perform special commands. Pressing the **Help** key in the **Word Processor** activity will show the shortcut table that details others uses for the **Ctrl** key.

Space Bar:



Use this to insert a space between words or numbers when typing.

Alt Key:



Press this key with other keys to access the function shown on the top right corner of the key.

Repeat Key:



Press this key to repeat the instructions and the question.

Directional Keys:



These four keys will move the cursor up, down, left and right.

Home Key:



Press this key with the **Ctrl** key in the **Word Processor** activity to move the cursor to the previous word. Press this key with the **Alt** key in the **Word Processor** activity to move the cursor to the beginning of the current row.

Page Up Key:



Press the **PG UP** Key with **Ctrl** Key in the **Word Processor** activity to move the cursor to the beginning of the current paragraph. Press the **PG UP** Key with **Alt** key in the **Word Processor** activity to move the cursor to the previous page.

Page Down Key:



Press the **PG DN** key with **Ctrl** Key in the **Word Processor** activity will move the cursor to the ending of the current paragraph. Press the **PG DN** key with **Alt** Key in the **Word Processor** activity will move the cursor to the next page.

Left Player/Right Player Keys:



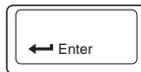
In the 2-player mode of some activities you can compete against your friends in head-to-head competition. When a question is asked, the first person to press his or her player key will get the opportunity to answer the question first.

End Key:



Press this Key with the **Ctrl** Key in the **Word Processor** activity will move the cursor to the next word. Press this Key with the **Alt** Key in the **Word Processor** activity will move the cursor to the end of the current row.

Enter Key:



Press this key after typing each answer so the unit registers your input.

Insert Key:



Press the **Insert** key to alternate between inserting text and overwriting text.

Delete key:



Press the **Shift** key and the **Delete** key to erase anything to the right of the cursor.

Backspace Key:



To correct an answer before it has been confirmed, press the **Backspace** key to delete the last input.

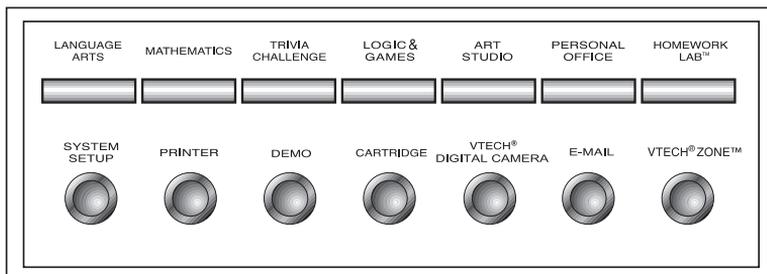
BACKLIGHT



Press this button to turn **ON/OFF** the LCD screen's backlight.

CATEGORY BUTTONS

There are 73 activities in the **VTECH® SILVERSTREAK™** learning aid. Press any category button to go to the menu list of corresponding activities.



Category buttons:

Category buttons are available to go directly to the selected group activities for **LANGUAGE ARTS, MATHEMATICS, TRIVIA CHALLENGE, LOGIC AND GAMES, ART STUDIO, PERSONAL OFFICE** and **HOMEWORK LAB™**.

System Setup button:

SYSTEM
SETUP



Press this button and the system setup screen will be shown. For details in setting, please refer to **System Setup** on page 33.

Printer button:

PRINTER



When the printer button is pressed, the unit will display the printer selection window. The player can press this button to change the printer. For details, please refer to **Printer Setup** on page 34.

Demo button:

DEMO



The **Demo** button is available at any time to demonstrate any of the **VTECH® SILVERSTREAK™** activities. The **Demo** button in Main Menu will demonstrate all activities and then return to the Main Menu. If the **Demo** button is pressed when the player is playing in an activity, it will demonstrate that activity.

CARTRIDGE

Cartridge button:



When the cartridge button is pressed, the unit will run the cartridge. If a cartridge is not in the cartridge slot, the unit will display a message telling you that a cartridge has not been inserted.

NOTE: When inserting or removing a cartridge, make sure the unit is turned **OFF**.

E-MAIL

E-Mail button:



The **VTECH® E-mail Kit** (sold separately) can be used with the **VTECH® SILVERSTREAK™** to send and receive E-mail.

VTECH®ZONE™

VTech® Zone™



VTech® Zone™ products (sold separately) can interact with the **VTECH® SILVERSTREAK™**.

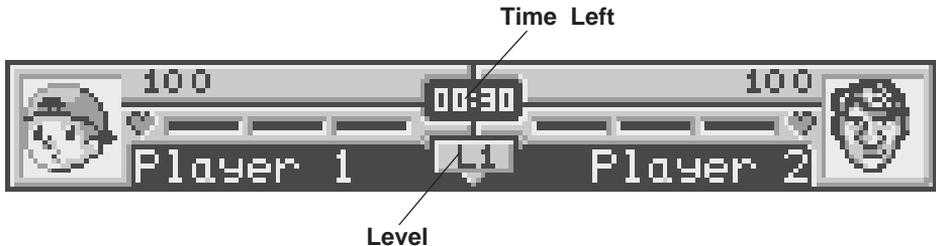
DESCRIPTION OF ACTIVITIES

LEVELS AND 2-PLAYER MODE

ACTIVITY	LEVEL	2-PLAYER MODE
All Language Arts except:	1-4	YES
Creative Writing	N/A	NO
All Mathematics Activities	1-4	YES
All Trivia Activities	1-4	YES
Dragon Challenge	1-4	NO
3D Race Rally	1-4	NO
3D Tic Tac Toe	1-4	YES
Disc Challenge	1-4	YES
3D Maze	1-4	NO
All Art Studio Activities	N/A	NO
All Personal Office Activities	N/A	NO
Data Pairs 1	N/A	NO
Data Pairs 2	N/A	YES
Test Trainer 1	N/A	NO
Test Trainer 2	N/A	YES

GENERAL DISPLAY

In most of the activities, you will see a display of the status information as well as icons and a working window. The status information includes the names of the players, the number of chances remaining and the score for each player. It also shows the level and the time left in the game.



On the right side of the screen under the time display, are two tabbed menus - General Setup and Favorite Activity. General Setup is the default setup. Favorite Activities can be accessed by clicking on its tab. You can personalize your Favorite Activities menu by clicking and dragging activities from the menus on the left and dropping them in the Favorite Activities menu.

In the General menu, there are icons that give you quick-access to convenient functions such as Help, Quick Tag, Returning to the Main Menu, Today's Schedule, Demo, Tools, Printer Setup and Clock Alarm. Click on the Tools icon will access the following functions.

TOOLS

Inside User Preferences, you are able to choose the following items:

GENERAL

- **Personal Information**
Enter your own personal information such as name, telephone, address, and birthday.
- **Number Entry**
Set the number input direction in mathematics and games.
- **Start-Up Preference**
Set your start-up message when you turn on the unit.
- **Date Format**
Select the date format.

DISPLAY

Several settings are available in this section, including:

- **Screen Saver**
When there is no input for a while, an animated picture will appear and move around on the screen. You may select a screen saver and set the time to start the screen saver.

- **Mouse Pointer**
Select a different type of mouse pointer.
- **Bubble**
Set the bubble text **ON** or **OFF** by clicking the **ON/OFF** icon.
- **Message Scroll Speed**
Adjust the scroll speed of messages in the unit.

LANGUAGE ARTS

WORD CHALLENGE

A meaning of a word will be displayed on the screen followed by a multiple choice box. Select the word that has the same meaning as the given word using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

COMPREHENSION

You will be shown a paragraph followed by questions with multiple choice answers. To read the question again, click the upper right corner of the multiple choice box to close it. To switch between the paragraph reading and the question, click on the paragraph icon (show picture) or multiple choice icon (show picture). Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

SECRET WORD

Guess the secret word by typing in the correct letters. Press **Enter** to see if the letters are correct. There is no **Help** function but you get 20 chances to find the correct answer.



A correct guess (both the letter and its position)



An incorrect guess



The letter is in the word but in the wrong position

GRAMMAR QUIZ

A sentence will be shown on screen with one word missing. Three multiple choice answers will appear. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

PARTS OF SPEECH

A sentence will be displayed. You will be asked to find the part of speech, such as noun or verb in it. Pick the best word for the answer using the mouse or the cursor control and press **Enter** key.

CROSSWORD

This activity shows a 16 x 8 grid with 10 words missing from the puzzle. You have to solve all 10 words based on the clues given. Choose an area where a word is missing using the mouse or cursor keys and press **Enter**. A clue will be provided. Type in the correct word and then press **Enter**. Repeat the steps above until all 10 words are filled in.

SYNONYMS

A word and a scrambled word will be shown. Rearrange the letters of the scrambled word to create a new word that has the same meaning as the given word. Press **Enter** to confirm your answer.

ANTONYMS

A word and a scrambled word will be shown. Rearrange the letters of the scrambled word to create a new word that has the opposite meaning of the given word. Press **Enter** to confirm your answer.

WORD PUZZLE

This activity shows a 16 x 8 grid with 10 words missing from the puzzle. Choose an area where a word is missing by using the mouse or the **Up/Down** keys and press **Enter**. A clue will be provided in the form of a simile. Type in the correct word and press **Enter**. Repeat the steps above until all 10 words are filled in.

SOUND ALIKES

A sentence will be displayed with one word missing. Two words with the same pronunciation will be given as choices. Select the word that fits the meaning of the sentence using the **Up/Down** keys or the mouse. Press **Enter** keys or the left mouse button to confirm your answer. You can also type in 1 or 2 to answer directly.

SENTENCE SHUFFLE

A sentence will be shown with its words in random order. You will be asked to reconstruct the sentence. To select a word, move the pointer to the desired word and press the left mouse button, move the pointer to the space (between two words) where the highlighted word should go, and press the left mouse button. The highlighted word will then move to that place. The sentence may also be unscrambled by using the **Up/Down** keys to change the highlighted word and the **Left/Right** keys to move the word. Once you have completed the sentence, click the **Confirm** icon in the lower right corner of the screen, or press **Enter** to confirm your answer.

CREATIVE WRITING

A list of writing topics and ideas will be displayed. Select a topic and the activity will launch the **Word Processor** where you can start your creative writing. You can print your story when you have finished (printer sold separately).

MATHEMATICS

MATH FUN

In levels 1 and 2, an equation of addition, subtraction, multiplication or division will appear on the screen. Input the correct answer using the number keys and then press **Enter**. In levels 3 and 4, a written question that includes an addition, subtraction, multiplication, or division problem will be displayed. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

TIME OUT!

In levels 1 and 2, a question of time calculation will appear on the screen. Input the correct answer using the number keys then press **Enter**. In levels 3 and 4, a written question about time calculation will appear followed by a multiple choice box. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

COMMON GROUND

A question asking for the lowest common multiple will appear. Type in the correct answer using the number keys and press **Enter** to confirm your answer.

FACTOR REACTOR

A question asking for factors or greatest common factors will appear. Type in the correct answer using the number keys and then press **Enter** to confirm your answer.

COORDINATES

A coordinate plane will appear and you will be asked to give the coordinates of a point (points), or plot a point (points) with given coordinates. To input the coordinates of a point in levels 1 and 2 use the mouse to click in the boxes to select the x or y coordinate in levels 3 and 4. Then use **Up/Down** keys or the arrow icons to enter the values. Press **Enter** to confirm your answer. To plot a point, use the mouse to move the point to the correct place and press **Enter**.

SUM IT UP

In levels 1 and 2, an addition problem will appear on the screen. Input the correct answer using the number keys and then press **Enter**. In levels 3 and 4, a written question about an addition problem will appear. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

MINUS MADNESS

In levels 1 and 2, a subtraction problem will appear on the screen. Input the correct answer using the number keys and then press **Enter**. In levels 3 and 4, a written question about a subtraction problem will appear. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

MULTIPLICATION

In levels 1 and 2, a multiplication problem will appear on the screen. Input the correct answer using the number keys and then press **Enter**. In levels 3 and 4, a written question about a multiplication problem will appear. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

DIVISION

In levels 1 and 2, a division problem will appear on the screen. Input the correct answer using the number keys and then press **Enter**. In levels 3 and 4, a written question about a division problem will appear. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

ALGEBRA ATTACK!

An algebra question will appear on the screen. Find the value of the unknown number (**X**) and input the correct answer using the number keys. Press the **Enter** key to confirm your answer. Press the **Help** key to get a simplified Algebra function. By pressing the **Help** key, you lose one chance to answer the question.

GEOMETRY

A 2-dimensional or 3-dimensional object will appear and you will be asked to find the area, perimeter or volume of the object. Input the correct answer by Press **Enter** to confirm your answer. Press the **Help** key to show a formula. By pressing the **Help**, you lose one chance to answer the question.

GRAPH IT!

A graph will appear, followed by a question and a multiple choice box. Select the correct answer by using the **Up/Down** keys and press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

THIS TO THAT

In levels 1 and 2, a question about converting units of measurement will appear. Input the correct answer using the number keys and then press **Enter**. In levels 3 and 4, a written question about converting units of measurement will appear. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

FRACTION ACTION

In this activity, a question involving fractions will appear. Input the correct answer using the number keys and press **Enter**. Press the **Help** key to simplify the fraction. By pressing the **Help** key, you lose one chance to answer the question.

NUMBER PATTERNS

A logical series of numbers will appear, but one number will be missing. You must figure out the pattern and fill in the missing number using the number keys. Press the **Enter** key to confirm your answer.

MATH CHALLENGE

In this activity, you will be challenged with random questions from Time Out!, Addition, Subtraction, Multiplication, Division and This to That. You have to select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

TRIVIA CHALLENGE

Your **VTECH® SILVERSTREAK™** has eight challenging trivia activities that test your knowledge on the following subjects:

- Undersea Life
- Animal Life
- Entertainment
- Technology
- Space Discovery
- Geography
- Biology
- Knowledge Challenge

Use the mouse or the **Up/Down** keys to select the topic you want. A question on that topic will appear followed by a multiple choice box. Select the correct answer using the **Up/Down** keys or the mouse. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

LOGIC AND GAMES

DRAGON CHALLENGE

Your quest in this strategy game is to find and defeat your opponent's dragons before yours are found. First select a team. Next place your dragons on the board. There are three small dragons that use 1 space and two large dragons that use 2 spaces. Press the right mouse button to change the direction of a dragon 90 degrees. There are three



icons along the lower right corner of the screen. When you click the



the computer will randomly place the dragons on the board for you. Click the



button to put all the dragons on game board back into the dragon pool to start over. Press the



button to confirm the arrangement of the dragons and start the game. When the game starts, select a square within the grid by using the mouse or pressing the cursor

keys. Click the left mouse key or press the **Enter** key to attack. You can attack again if you hit a target. If you miss, it becomes the computer's turn. The game will end when all of your opponent's dragons, or your dragons have been destroyed.

In levels 1 and 2 the computer records all the squares that you try, even if you miss the enemy dragons. In levels 3 and 4 the computer will only record the squares if they contain an enemy dragon. If you miss, the square will remain blank so remember where you have aimed!

3D RACE RALLY

In this action game, the object is to drive along the track as fast as you can to win the race. First select a car by pressing the **Left** or **Right Cursor** key and confirm the selection by pressing the **Enter** key or double click on the car directly. Initially, the time limit is 50 seconds. However, when you drive through the checkpoint, extra time will be added. Use the cursor keys to control the car. Press the **Up** key to increase speed, the **Down** key to decrease speed. Use the **Right** and **Left** cursor keys to turn and to avoid obstacles.

Note: If you release "up" key, the speed of the car will decrease automatically.

3D TIC TAC TOE

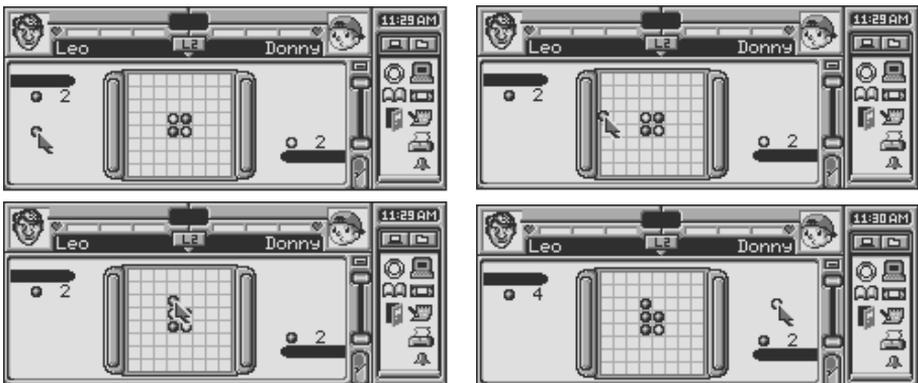
In this strategy game, you can play either with a friend or against the computer. First select a game piece by pressing the cursor keys or by double clicking the   icons.

Press **Enter** to confirm. When the game starts, the screen will show a 3-dimensional board. Move the game pieces alternately with your opponent. You can place your pieces with the mouse or by using **Tab** and the **Up/Down/Left/Right** keys. The player who gets '3-in-a-row' in any direction first wins the game.

DISC CHALLENGE

The computer will display a chessboard with two white tiles and two black tiles located in the middle. When it is the black tile's turn, you or the computer must place the black tile in a space where there is at least one white tile in any direction between the placed tile and another black tile on the chessboard.

For example:



If a player is not able to make a move, the turn will go back to the other player. Whoever gets the most tiles in his/her color on the chessboard will win the game.

3D MAZE

The object of this game is to reinforce the concept of direction and spatial awareness. You have to escape from the 3-dimensional maze with the help of a 2-dimensional map before your time expires. To access the 2-dimensional map, click on the Hand icon. To escape the maze you can use the **Up/Down/Left/Right** keys or use the arrow icons.

ART STUDIO

CARD MAKER

The **VTECH® SILVERSTREAK™** learning aid has several built-in pictures for you to create your own greeting card for different occasions. You can add your own message on the card to give to your friends and relatives.

To create a folded card:

- Click on the **Background** icon  at the top of the screen. Choose a vertical or horizontal page format. Choose a picture to be used on the card. Use the arrow keys to select the picture you like and press **Enter** key to confirm.
- Select a border pattern and press **Enter**. Type in your text message and press the **Enter** key to confirm.
- You can revise the card using the icons at the top of the screen or click on the **Print** icon to print the card (printer sold separately).
- Under the **File** icon, you can save or delete the card, or start a new card.

PICTURE MAKER

This graphic tool can help you create pictures easily. You have access to a wide range of painting and graphic editing tools. The main toolbar is on the top of the screen. In the menu, you will find 12 graphic tools.

1. **Select** - Use this to select an area of the drawing display. You can delete the selection by pressing **Shift** and **Del**.
2. **Brush** - This works in the same way as the pen tool, but the line is thicker and more flowing, just like a paintbrush!
3. **Fill** - Use this to fill a shape. Select **Fill** and press the left mouse button when it is over the shape that you want to fill.
4. **Pen** - To use the pen, hold down the left mouse button and move the mouse. This will draw a freehand line as you move the mouse.
5. **Clear All** - If you click on the **Clear All** icon, it will remove everything that you have drawn from the screen.
6. **Text** - Place the text tool where you would like to add text to your drawing.
7. **Background** - Click on the **Background** icon to bring up a selection of backgrounds for your drawing. Scroll through the available backgrounds using the **Left/Right** key and then click on **Confirm** icon when you find one that you would like. If you would like to use a background select it before beginning your artwork.

8. **Stamp** - Click on the **Stamp** icon to bring up the stamp window. Click on the stamp that you wish to use, then click on the **Confirm** icon. When you return to the picture you will see that the cursor has changed to the stamp. You can move it around with the mouse and press the left mouse button to stamp. To draw normally again, click on the **Pen**.
9. **Line** - This tool allows you to draw straight lines. Click where you want the line to begin and then hold the left mouse button down and drag the cursor to where you want the line to finish. When you release the left mouse button the line will appear.
10. **Circle** - To create a circle hold down the left mouse button and drag the cursor until the circle is the correct size. Release the left mouse button to draw the circle.
11. **Square** - To create a square hold down the left mouse button and drag the cursor until the square is the correct size. Release the mouse button to draw the square.
12. **Undo** - If you are not happy with the last thing that you drew, click the **Undo** tool to erase the last thing that you did.

Along the right side of the screen, there are four boxes showing 4 different shades of gray you can use to create your art. When your artwork is finished, you can save it or print it using the icons under the **File** menu.

PERSONAL OFFICE

WORD PROCESSOR

The **VTECH® SILVERSTREAK™** learning product offers you one of the most important applications found in computers - word processing. With the **Word Processor**, documents can be created, edited, saved and printed. The **Word Processor** activity has six menu icons along the top of the screen. Each of these icons has a list of functions.

FILE 

New 

New is the command to create a new file. Select **New** icon from the **FILE** menu and it will ask whether you want to save the current file. If you type "Y", it will save the file. If you type "N", it will switch to the screen to create a new file.

Open 

Open is the command used to retrieve an existing file. Select **Open**  from the **FILE** menu and it will list out all the files. Select the file you want to retrieve and press the **Enter** key or click it with the left mouse button. The content of the selected file will then appear on the screen.

Save 

Saving a file is a very important option in **Word Processor** because if you forget to save the file, you will not be able to retrieve the file. In order to save a file, select **Save**  icon from the **FILE** menu and it will show a save box. The unit will prompt you with

the file name. You need to type in a name and then press the **Enter** key to save the file. Please note that the file name should be no longer than 8 characters.

Save as

You can save the document with a specific name.

Delete

When you no longer need a file, erasing it is a good idea. Select **Delete** from the **FILE** menu and it will show a delete box. Then select the **Cartridge** icon to delete a file from the **RAM** cartridge or the **Main Unit** to delete a file from the **Main Unit**. After you select the source, it will list all the files. Select the file you want to delete and press the **Enter** key or click it with the left mouse button to confirm. A message will ask you for confirmation. **Note:** When files are deleted, they will be erased permanently.

Print

In order to use the print feature, you must connect the unit to a printer which works with the **VTECH® SILVERSTREAK™** learning aid. Please see the list of compatible printers listed in the **Printer Setup** window. It is wise to save your file before printing. Select **Print** icon from the **FILE** menu and it will print the file.

Print Preview

Word Processor provides a way to view documents on the screen. **Print Preview** allows you to see how a document will look on a printed page. To get back to your text once you have checked the print preview, press the **Esc** key.

EDIT

Most simple editing can be accomplished by using the **Backspace** key and the **Del/Ins** keys. When you need to change larger blocks of text, use the block editing features. The **Edit** menu is for editing blocks of text.

Defining a Block

The first step in block editing is to define or mark a block of text. To define a block, place the cursor at the first character of the block you want to edit and hold down the **Shift** key and the **Right Arrow** key at the same time or release the left mouse button and move the highlight with the mouse. When the cursor is at the end of the area you want to mark as a block, release the **Shift** key and the **Right Arrow** key or release the left mouse button. After a block of text is defined, use one of the three block editing tools: **Cut** block, **Paste** block, **Copy** block.

Cutting a Block

To cut a block of text, first define the block and select the **Cut** icon from the **EDIT** menu. The block will be removed from its current position and will be placed in memory. You can paste the block in any location in the document.

Pasting a Block

After you have used the **Cut** or **Copy** option, move the cursor to the position where you want the block of text to be pasted. Select the **Paste** icon from the **EDIT** menu and the block of text you defined will be pasted to the selected location.

Copy a Block

To copy a block of text, first define the block and select the **Copy** icon from the **EDIT** menu. The block will be placed in memory. You can now add a copy of the block into any position within the text by using **Paste** icon.

Find/Replace

You can use this command to find specific text and replace it with new text.

TOOLS

Spell check

The spell checker checks a word to see if it is spelled correctly. To check the spelling of a word, highlight the word and select **Spell Check** from the **TOOLS** menu. If the word does not exist in the **Spell Check** memory, you will be given a list of possible words to replace it. You are also able to select one of the suggested words for replacement. Press the **Esc** key to return to the document.

FORMAT

Tab

The unit will display this screen to let you set **Tab** spacing.

Fonts

The **Word Processor** has 4 types of fonts: 1) Bold, 2) Italic, 3) Bold and Italic, 4) Normal.

Bullet

You can add or remove bullets to list in the selected area or the current line.

Numbering

You can add or remove bullets to list in the selected area or the current line.

Alignment

You can use this tool to align text to the left margin, right margin, or center the text in the middle of the page.

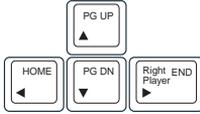
INSERT

Page Break

The Page Break tool enables you to insert a page break manually.

Symbol

The Symbol tool gives you a list of useful characters that you can use in your documents. Select **Symbol** icon from the **Insert** menu to see a list of characters and symbols for



input. Press the **HOME**, **PG UP**, **PG DN**, **Right END** keys to locate a symbol and press the **Enter** key or click it with the left mouse button to confirm. Press the **Esc** key to return to the document.

Time

Allows you to insert the time into your document.

Date

Allows you to insert the date into your document.

Picture

Allows you to insert a picture into your document.

Page No.

The Page No. tool enables you to insert page numbers.

HELP

The Help tool is a reference table of commonly used shortcuts.

Menu	Menu Item	Shortcut key
File	New	Ctrl + N
	Open	Ctrl + O
	Save	Ctrl + S
	Print	Ctrl + P
	Edit	Cut
Paste		Ctrl + V
Copy		Ctrl + C
Find/Replace		Ctrl + F
Format	Fonts	Ctrl + D
	Bold font	Ctrl + B
	Italic font	Ctrl + I
	Left alignment	Ctrl + L
	Center	Ctrl + E
Insert	Right	Ctrl + R
	Page Break	Ctrl + Enter
	Symbol	Ctrl + Y
	Picture	Ctrl + M
	Page number	Ctrl + K

TELEPHONE BOOK

This activity helps you keep track of personal information about your friends and relatives. The **Telephone Book** starts by showing the index (sorted alphabetically by first names). Click on any letter to see entries starting with that letter. Click on the **Eye** icon to the right side of the entry to see details for that entry. You can click on icons at the top of the screen to create a **New** entry, **Search** for an entry using name or telephone number, and **Edit**, **Save** or **Delete** an entry.

SCHEDULER

This activity keeps a full schedule for you and includes an alarm which can be turned **ON/OFF**. Click the circle on the left side of the time entry to activate the alarm.

Delete 

Choose the **Delete** icon when you want to delete all the records of a particular date.

Delete All 

Choose the **Delete All** icon when you want to delete all the records in **Scheduler**.

Text Search 

This command lets you search an existing record using a specific word.

Date Search 

This command lets you search for an existing record by date.

SPELL CHECKER

This activity is used to check the correct spelling of words. Type a word you want to check and press the **Enter** key to confirm. If the word is spelled correctly, the unit will advise you that the word is correct. If the word is not in the **Spell Checker** database, it will advise you that the word cannot be found or offer you a list of suggested words.

CALENDAR

This activity gives a calendar between the year 1900 and 2099. The screen will show a monthly calendar. You can go directly to any month between 1900 to 2099 by clicking on the arrow icons to either side of the month and the year at the top of the screen.

The  icon searches for a specific date. The icon  is used to mark any day as a holiday. The  icon is used to print out the current calendar. There are also two tiny icons next to each day of the calendar. The bottom icon will show you if there are any birthdays that day. The top icon takes you to the Scheduler page for that day. To get back to the Calendar once you have saved data in the Scheduler, press the **Esc** key.

CONVERSION PAD

This activity offers you some basic unit conversions. First the screen will display the categories of the unit for you to choose such as: 1. **Speed** 2. **Volume** 3. **Energy** 4. **Weight** 5. **Time** 6. **Length** 7. **Area** 8. **Temperature** 9. **Pressure** 10. **Power**. In the next screen, input the value you know and press **Enter** to see it converted.

CALCULATOR

This is an eight-digit, fully functional calculator for addition, subtraction, multiplication and division. You can move the pointer to click on the calculator buttons or use the keys from the keyboard to perform a calculation. Be sure to press the **AC** icon or key to clear the Calculator before each calculation.

LOGO

This activity lets you experience Logo programming, which is a computer programming language. In Turtle Graphics you can program the **VTECH® SILVERSTREAK™** to draw. The **Logo** activity has seven menu icons along the right side of the screen. Each of these icons has a list of functions.

Load 

Load a saved file from a RAM cartridge or the main unit.

Edit 

Edit the commands. This is where you can work on your routines. There are seven functional icons along the top of the screen in edit mode.

New		Create a new file
Open		Open a saved file
Save		Save the current working file
Save as		Save the file with a specific name
Delete		Delete a file
Print		Print the current file
Return		Escape to previous page

Text Window 

View the Logo commands. These are the commands that were entered beneath the turtle screen. This is not the routine text.

Pause 

Pause the Logo program.

Stop

Stop running the Logo program.

Step

This freezes the program so you can run it step by step. Press the step icon before running the routine, then start the routine. Press the directional keys to see each step performed.

Print

Print the graphic.

COMMANDS

In the home position, the Turtle is represented by a arrow and sits at the center of the screen pointing straight up. This location is indicated with the pair of numbers (0,0). The first number of this pair indicates how far left or right the Turtle is from the center of the screen; it is called the x-coordinate. The second number indicates how far up or down the Turtle is from the center of the screen; it is also called the y-coordinate. For example, the pair (10, -5) indicates that the Turtle is 10 steps to the right and 5 steps below the center of the screen.

Instructions to the Turtle are called commands. Each command begins with a key word telling the Turtle what to do. For example, “forward” is a command that tells the Turtle to move forward; “right” is a command that tells the Turtle to turn to the right. Often, commands will require additional information such as how far forward the Turtle should go. For example, “forward 10” tells the Turtle to move forward 10 steps; “right 90” is a command that tells the Turtle to turn 90 degrees (a quarter turn) to the right. If additional information is required for a command, it must appear immediately after the command, separated from the command by a space.

ROUTINES

Additional commands can be created by defining new **LOGO** routines, For example, here is a **LOGO** routine to tell your **VTECH® SILVERSTREAK™** how to make a square: The title “to square” – should be indented this way as well as the final line “end”. The command lines should be single spaced. For example:

```
to square
  forward 10
  right 90
  forward 10
  right 90
  forward 10
  right 90
  forward 10
  right 90
end
```

Drawing a square consists of going forward and turning right four times. This can be written quicker by using a repeat command:

```
to square
    repeat 4 [forward 10 right 90]
end
```

The repeat command has two sets of additional information or input - a number indicating the number of times to repeat the command ("4") and the list of commands to be repeated "(forward 10 right 90)". Once this routine is defined, one need only to write "square" and **LOGO** will draw a 10-step square at the current Turtle location. This routine can draw squares of only one size. To enable it to draw squares of varying sizes, define the command with an input:

```
to square :n
    repeat 4 [forward :n right 90]
end
```

This command contains additional information or input ":n" which indicates the variable size of the square. Once this routine is defined, one can write "square 25" to have **LOGO** draw a 25-step square at the current Turtle location. "Square 50" will make **LOGO** draw a 50-step square, "square 100" will **LOGO** draw a 100-step square, and so on. A routine to draw an equilateral triangle is as follows:

```
to triangle :n
    right 30
    repeat 3 [forward :n right 120]
    left 30
end
```

After the routines for a square and a triangle have been defined, a routine to draw a simple house can be made from a square with a triangle on the top:

```
to house :n
    square :n
    forward :n
    triangle :n
    back :n
end
```

VARIABLES

LOGO can interpret a string of characters in four ways:

1. Numeric value

The strings "123" and "25.6" are recognized as numeric values.

2. Command

The strings "square" and "triangle", when created in the routines defined above, are recognized as commands.

3. Text

To print the word "house", if you write:

```
print house
```

LOGO sees the word "house" as a command. To enable **LOGO** to treat the word "house" as text, there must be double quote marks placed immediately before and after it. It should be written as

```
print "house"
```

4. Variable name

Placing a colon ":" before a word enables **LOGO** to read the word as a variable. In the example above, "forward :n" enables **LOGO** to read ":n" as a variable and use it as input to the command "forward."

1. Drawing Commands

forward	(fd)	n	turtle goes forward N steps.
back	(bk)	n	turtle goes back N steps.
left	(lt)	n	rotate the turtle left (counterclockwise) N degrees.
right	(rt)	n	rotate the turtle right (clockwise) N degrees.
setx		n	turtle goes to X = N coordinate.
sety		n	turtle goes to Y = N coordinate.
setxy		x y	turtle goes to (x,y) coordinate.
setheading	(seth)	n	turn the turtle N degrees (clockwise) from the straight up position.
setpc		n	set pen colour to N(N = 0~3). (0=white, 1=lightgrey, 2=dark grey, 3=black).
setbg		n	set background colour to N(N = 0~3). (0=white, 1=lightgrey, 2=dark grey, 3=black).
pencolour	(pc)		get current colour N of pen(N=0~3). (0=white,1=lightgrey, 2=dark grey, 3=black).
background	(bg)		get current background colour N (N=0~3).(0=white, 1=lightgrey, 2=dark grey, 3=black).
penup	(pu)		put the turtle's pen up. When the turtle moves, it does not draw a line.
pendown	(pd)		put the turtle's pen down and draws a line when the turtle moves.(default status)
showturtle	(st)		make the turtle shape visible.(default status)
hideturtle	(ht)		make the turtle shape invisible.
home			move the turtle to the center of the screen, points the turtle straight up (HEADING 0), but does not clear the graphics screen or alter the pen state.
clearscreen	(cs)		erase the graphics screen, returns the turtle to the center of the screen, and sets the turtle's heading to 0. CLEARSCREEN does not affect the pen state or screen colours.
xcor			output the X coordinate of the turtle.
ycor			output the Y coordinate of the turtle.
heading			output the turtle's degree.

turtlestate	(ts)	output 4 turtle properties: pen down? turtle visible? background colour pen colour
wrap		make the turtle remain inside the graphics window no matter how large a movement command is given. Any time the turtle moves off the window borders, it wraps around the window and reappears on the opposite edge.
window		remove the boundaries from the turtle's field of movement. If the turtle moves beyond the borders of the graphics window, it continues to move, but cannot be seen.
fence		prevent the turtle from moving beyond the edge of the graphics window. If you try to move the turtle off the window, it does not move and Logo displays a message.

2. Mathematics Commands

abs	n	output the absolute value of its input.
arctan	n	output the arctangent of its input.
cos	n	output the cosine of its input.
expn	n	calculate the natural base e (2.71828. . .) raised to the power specified by its input.
int	n	output the integer portion of its input by removing the decimal portion, if any. No rounding occurs.
log	n	output the natural logarithm of its input.
log10	n	output the base 10 logarithm of its input.
product	m n	output the product of its inputs. PRODUCT expects two inputs, but will accept more if it and all its inputs are enclosed in parentheses.
quotient	m n	output the result of dividing the first input by the second input.
random	n	output a randomly selected number from 1 through its input.
remainder	m n	output an integer which is the remainder of dividing the first input by the second.
round	n	output the number rounded to the nearest integer.
sin	n	output the sine of its input.
sqrt	n	output the square root of its input.
sum	m n	output the result of adding its inputs. SUM expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.

3. Word & List Commands

first		n	output the first element of its input.
last		n	output the last element of its input.
butfirst	(bf)	n	output all but the first element of its input
butlast	(bl)	n	output all but the last element of its input
word		m n	output a word made up of its inputs. WORD expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.

sentence	(se)	m n	output a list made up of its inputs. SENTENCE expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.
list		m n	output a list composed of its inputs. LIST expects two inputs, but can accept more if it and its inputs are enclosed in parentheses.
firstput	(fput)	m n	output an object which is created by putting the first input at the beginning of the second input.
lastput	(lput)	m n	output a new object which is created by placing the first input at the end of the second input.

4. Logical Commands

and		m n	accept one or more inputs which must be either TRUE or FALSE . Output TRUE if inputs true; otherwise, output FALSE .
not		n	output TRUE if input false; otherwise, output FALSE .
or		m n	output FALSE if all of its inputs are false; otherwise, it outputs TRUE . OR accepts one or more inputs which must be either TRUE or FALSE .

5. Other Commands

edit		n	enter the Logo editor and open an edit window.
load		n	transfers the contents of the file specified by its input from the disk to the workspace.
save		n	save the contents of the workspace to a file on the disk.
open		n	open a device. If the specified file or device does not exist, OPEN outputs FALSE .
close		n	close a device.
print		n	print its inputs to the output stream.
type		n	print its inputs on the screen, and the prompt appears after the last character printed.
thing		n	output the value associated with the variable named in the input.
pause		n	temporarily halt the execution of a procedure.
wait		n	insert a pause before the next instruction is run. The length of the pause is the input to WAIT times 1/30 of a second.
readchar	(rc)		output the first character from the input stream. If no character is waiting to be read, READCHAR waits for input from the keyboard.
readword	(rw)		output in the form of a word from the input stream. If no line is waiting to be read, READWORD waits for input from the keyboard.
readlist	(rl)		output in the form of a list from the input stream. If no line is waiting to be read, READLIST waits for input from the keyboard.
cleartext	(ct)		clear output window content.
pots			print the titles of all user-defined procedures. POTS stands for "Print Out Titles".

erase	(er) n	remove the definition of its input from the workspace. The input to ERASE must be a procedure name.
eraseall	(erall)	remove all procedures and variables from the workspace.

6. Flow control Commands

if <condition> then [commands]	The <condition> must result in a value of either TRUE or FALSE . If the <condition> is TRUE then the commands in [commands] are executed.
if <condition> then [commands1] else [commands2]	If <condition> is TRUE then the commands in [commands1] are executed. Otherwise the commands in [commands2] are executed.
label <label>	This command marks a location in the program so execution of LOGO commands can be started or resumed at this point with a GO command.
go <label>	<label> must be a label defined elsewhere in the program with a LABEL command. The GO command causes command execution to jump to the location of the LABEL command with the corresponding <label>.
repeat <count> [commands]	<count> must be an integer. The commands in [commands] are executed <count> times. REPEAT commands can be nested (i.e.: the [commands] part may contain REPEAT commands).
while <condition> [commands]	<condition> must be TRUE or FALSE . If it is TRUE , the commands in [commands] are executed. If it is still TRUE , the [commands] are executed again and again until <condition> is FALSE .
to <name> <inputs>	This is the command to create a new command in LOGO . For example " TO SQUARE :N " would create a new command called SQUARE with one input.
end	This must be the last line in any new command description.
make	MAKE defines a variable using the name of the first input and assigns the second input as the value of that variable. Once you have created the variable, you can get its contents by using :name. Think of the colon (:) as "the value of name".
stop	STOP makes Logo halt execution of the current procedure and return to the calling procedure.
output (op)	make its input the output of the procedure. OUTPUT can only be used within a procedure. After the object of OUTPUT is run, control returns to the calling procedure or to toplevel.

LOGO BEGINNER

This activity contains sample programs for beginners.

LOGO INTERMEDIATE

This activity contains intermediate level sample programs.

LOGO ADVANCED

This activity contains advanced level sample programs.

MONEY MANAGER

This activity teaches the basics of money management. Money Manager has three menu icons (**New**, **Edit** and **Delete**)  along the left-top corner of the screen.

To start using the Money Manager click on the **New** icon to set up a new data sheet.

The current date will automatically appear. To change the date, simply type over it. Press **Enter** to confirm. Under 'Content' type in where the money has come from, and press **Enter** to confirm.

Under the '\$' sign, type in the amount of money you receive. You must remember to change the symbol by using the keyboard: '+' if you receive money, and '-' if you spend money. The net total at the bottom of the screen will keep track of exactly how much money you have.

HOMEWORK LAB™

DATA PAIRS 1

In this activity you can enter pairs of data you would like to be quizzed on.

DATA PAIRS 2

In this activity you can quiz yourself on the stored data pairs from Data Pairs 1.

TEST TRAINER 1

In this activity you are allowed to input your own questions and answers. Once you have entered the data you have to save it by clicking on the **Save** icon at the top of the screen.

TEST TRAINER 2

In this activity you can quiz yourself on the stored questions you input in Test Trainer 1.

The Language activities that are part of the **Homework Lab™** can be found on one of the two bonus cartridges. For details on operating the bonus cartridges please refer to the Cartridge section of the manual.

SYSTEM SETUP

FILE CABINET

File Manager allows you to view memory status of files on the **Main Unit** or **RAM Cartridge**. The **File Manager** allows you to move and copy files between the main unit and a **RAM Cartridge** (sold separately). You can also rename files and delete files. If you decide to format either the **Main Unit** or the **RAM Cartridge**, you will lose all the data that is stored in them. Make sure you have printed copies of your work if you do not want to lose it.

QUICK TAG

Quick Tag allows you to manually mark and retrieve any question so you can review it later. To save a question to **Quick Tag** you have to click on the **Quick Tag** icon, or press **Shift** and **Quick Tag** together. You can mark questions from almost all the activities. When you enter the **Quick Tag** menu you can click on questions to replay them. When you have finished with a question you can erase it by highlighting it and clicking on the **Delete** icon.

SOUND EFFECT

Sound Effect allows you to turn sound effects **ON** or **OFF** as well as select a sound effect for different events.

BACKGROUND MUSIC

The music in the unit may be turned **ON** or **OFF** by selecting the **ON/OFF** icon in the **Background Music** window.

DATE & TIME

Date & Time allows you to set the time or set the alarm **ON** or **OFF** by selecting the **ON/OFF** icon in the **Alarm** window.

SCORING STATISTICS

This setting provides a **Scoring Statistics** report for you to review in graphics. To setup the **Scoring Statistics** function, you have to select the activities that you want to record before playing in them. In **Scoring Statistics** you can highlight the activities you want by clicking on the small circle next to the activity name. You can highlight up to five activities to record scores for. These will then be stored on the unit so when you enter any of the selected activities, the unit will record your score. You can view it as a graph by re-entering the **Scoring Statistics** and selecting **Report** and clicking on the **Graph** icon. Your **VTECH® SILVERSTREAK™** can save up to five graphs for each activity so you can see your improvement.

PRINTER SETUP

There are a number of printers that the **VTECH® SILVERSTREAK™** learning aid is compatible with. For the latest updates on compatible printers, please visit our website: www.vtechkids.com or call our Consumer Services Department at 1-800-521-2010.

- NOTE:**
- 1) The **VTECH® SILVERSTREAK™** learning aid may also work with other models from the manufacturers listed in the **Printer Setup** list by selecting one of the Generic printers, but the unit has not been tested with these printers.
 - 2) Many printers can be configured to work like a different model. The **VTECH® SILVERSTREAK™** learning aid can also be used with printers that are set up to work like the printers listed in the **Printer Setup** list by selecting one of the Generic printers. Please refer to your printer manual for different configurations.

TROUBLESHOOTING PRINTER ERRORS

When a Printer Error message appears, you may have encountered one or more of the following errors:

1. The power cable is not plugged into the electrical outlet properly.
2. The printer cable is not securely connected between the printer and the unit.
3. The printer is not turned **ON**.
4. The paper has jammed in the printer.
5. The printer has run out of paper.
6. The paper did not feed in time.

Please check for these faults. Once you have solved the problem, reset the printer, or follow the Printer Connection instructions in the Getting Started section of this manual to try printing again. If you have any other problems with your printer, please refer to your printer's manual for details.

HOW TO USE AN EXPANSION CARTRIDGE

The **VTECH® SILVERSTREAK™** learning aid offers optional expansion cartridges. To use a cartridge, follow these steps:

1. Turn the unit **OFF**.
2. Insert a cartridge into the slot located on the side of the unit with the label facing up. You should feel the cartridge click into place.
3. Turn the unit **ON**.
4. Press the cartridge button on the keyboard and the cartridge activities can be accessed.

NOTE: For information on purchasing cartridges, call our Consumer Services Department at 1-800-521-2010 in the U.S. or at 1-800-267-7377 in Canada. A service representative will be happy to help you.

ACTIVITY CARTRIDGES

FOREIGN LANGUAGES

GERMAN TRANSLATOR

This activity will help you learn German phrases and vocabulary. You will be introduced to simple German words and phrases.

GERMAN TESTER

In this activity, you will be tested on the German words and phrases that you've learned in the German Translator activity.

FRENCH TRANSLATOR

This activity will help you learn French phrases and vocabulary. You will be introduced to simple French words and phrases.

FRENCH TESTER

In this activity, you will be tested on the French words and phrases that you've learned in the French Translator activity.

SPANISH TRANSLATOR

This activity will help you learn about Spanish phrases and vocabulary. You will be introduced to simple Spanish words and phrases.

SPANISH TESTER

In this activity, you will be tested on the Spanish words and phrases that you've learned in the Spanish Translator activity.

TYPING CHALLENGE

The unit will display a paragraph. Begin typing the letters displayed in the paragraph and a timer will start counting at the same time. Once you have finished typing the paragraph, the unit will tell you the speed and accuracy of your typing.

SCORING

The following table lists how scoring is done for each of the activities that keep score in the **VTECH® SILVERSTREAK™**.

NOTE: The following activities do not have scoring or a 2-player mode.

Creative Writing	Conversion Pad
8-digit Calculator	3D Race Rally
LOGO	Dragon Challenge
LOGO Beginner	3D Maze
LOGO Intermediate	Card Maker
LOGO Advanced	Picture Maker
Money Manager	Word Processor
Data Pairs 1	Telephone Book
German Translator	Scheduler
Spanish Translator	Spell Checker
French Translator	Calendar
	Test Trainer 1

SCORING CODE

Code	1-Player Mode	2-Player Mode
1	Question per round 5 Correct answer on 1st try 20 Correct answer on 2nd try 10 Correct answer on 3rd try 5	Questions per round 5 Starting Score 100 Correct answer 1st player 20 2nd player 10 Wrong answer 1st player -20 2nd player -10
2	Words per round 10 Correct answer 10	
3	$\text{accuracy} = \frac{\text{correct}}{\text{total}} \times 100\%$ $\text{speed} = \frac{\text{letters}}{\text{time(seconds)}} \times \frac{60 \text{ seconds/minute}}{6 \text{ letters/word}}$	

VTECH® SILVERSTREAK™ ACTIVITIES:

Activities	Scoring Code
Word Challenge	1
Comprehension	1
Secret Word	1
Grammar Quiz	1
Parts of Speech	1
Crossword	2
Synonyms	1
Antonyms	1
Word Puzzle	2
Sound Alikes	1
Sentence Shuffle	1
Creative Writing	NO
All Mathematic Activities	1
All Trivia Challenge Activities	1
Dragon Challenge	NO
3D Race Rally	NO
3D Tic Tac Toe	NO
Disc Challenge	NO
3D Maze	NO
All Art Studio	NO
All Personal Office	NO
Data Pairs 1	NO
Data Pairs 2	1
Test Trainer 1	NO
Test Trainer 2	1
German Translator	NO
German Tester	1
French Translator	NO
French Tester	1
Spanish Translator	NO
Spanish Tester	1
Typing Challenge	3

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.
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 that forms the value of our products. However, errors sometimes can occur. It is important for us 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, not in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been 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