

E-POWER™

USER'S MANUAL



VTech

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.

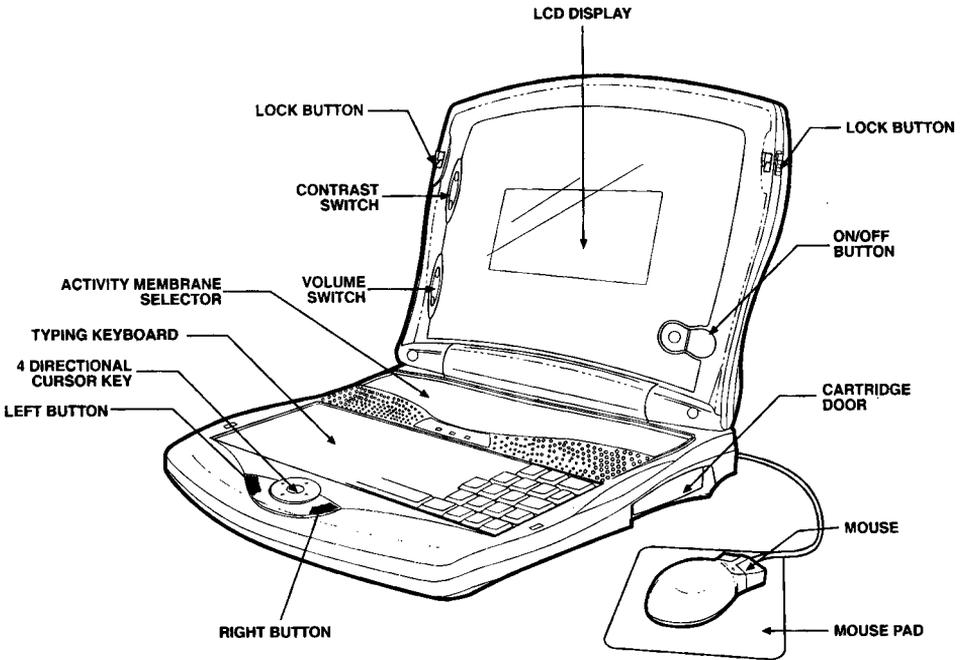
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INTRODUCTION

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

The **E-Power™** learning product is a talking, electronic learning aid with an enhanced display. It offers a wide range of exciting and educational activities for fun learning! The unit's 60 activities encourage learning through fun play and the use of technology.



PREPARATION

MOUSE CONNECTION

1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the back of the unit.
3. Plug the mouse into the unit's mouse jack.
4. Turn the unit **ON**.

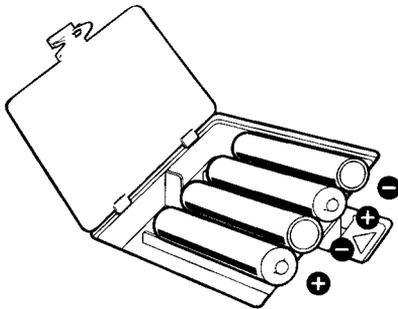
PRINTER CONNECTION

1. Make sure both the **E-Power™** learning product and the printer are **OFF**.
2. Locate the printer port on the back of the **E-Power™** learning toy.
3. Insert the printer plug into the printer port.
4. Turn **ON** the **E-Power™** unit, then turn **ON** the printer.

Please refer to the printer list included in the packaging for the print drivers that the **E-Power™** learning product supports.

POWER SOURCE

The **E-Power™** learning product operates on 4 "AA" size batteries (UM-3/LR6) or a standard 9V  300mA AC center-positive  adaptor.



BATTERY INSTALLATION

Make sure the unit is **OFF**.

1. Locate the battery cover on the bottom of the unit and open it.
2. Insert 4 "AA" batteries, as illustrated.

DO NOT USE RECHARGEABLE BATTERIES IN THIS UNIT.

3. 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 different types of batteries.
- 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.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the unit before being charged.
- Rechargeable batteries are only to be charged under adult supervision.

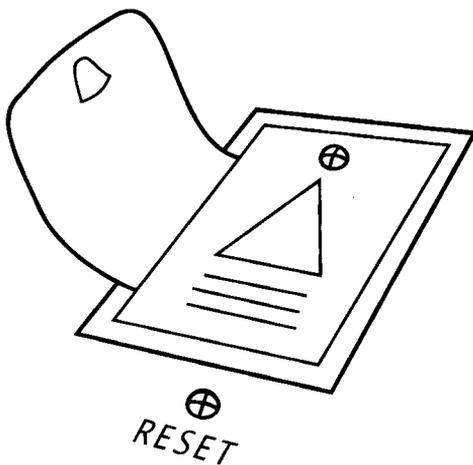
NOTE: If sound becomes weak or the unit suddenly stops working, turn the unit off for 15 seconds, then turn it back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

BACKUP BATTERY ACTIVATION

IMPORTANT: THE MAIN BATTERIES MUST BE INSTALLED BEFORE THE BACKUP BATTERY IS ACTIVATED.

1. Make sure the unit is **OFF**.
2. After installing the main batteries, pull and remove the plastic strip that covers the backup battery.
3. Turn the unit **ON**.

NOTE: If for some reason the plastic strip is removed before the main batteries are installed, the unit may fail to work. If this occurs, press the reset button on the base of the unit.



AC ADAPTOR CONNECTION

Use the standard **9V 300mA AC - DC** center-positive  with the **E-Power™** learning product. (sold separately)

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

ON/OFF SWITCH

Turn **ON** your **E-Power™** learning product by pressing the **ON** button located below and to the right of the screen. The unit will play an opening animation and then you can select a mode to play. Turn the unit **OFF** by pressing the **OFF** button located next to the **ON** button. If the **ON** key is unable to turn on the unit, or if the unit suddenly stops working, press **RESET** on the bottom of the unit to restart.

AUTOMATIC SHUT-OFF

If there is no input into the **E-Power™** learning product for more than approximately 8 minutes, the unit will automatically shut off to save power. After the auto power off is activated, 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 **E-Power™** learning product is not going to be used for a long period of time, remove the batteries and unplug the adaptor.

CONTRAST SWITCH



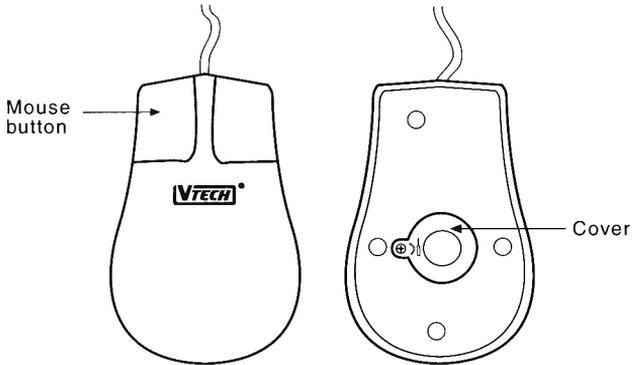
Adjust the image on the screen by sliding the **Contrast Switch** for higher contrast and lower contrast.

VOLUME SWITCH



Adjust the volume by sliding the **Volume Switch** to raise the volume and to lower the volume.

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 right. To move the pointer to the left side of the screen, push the mouse to the left. 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.

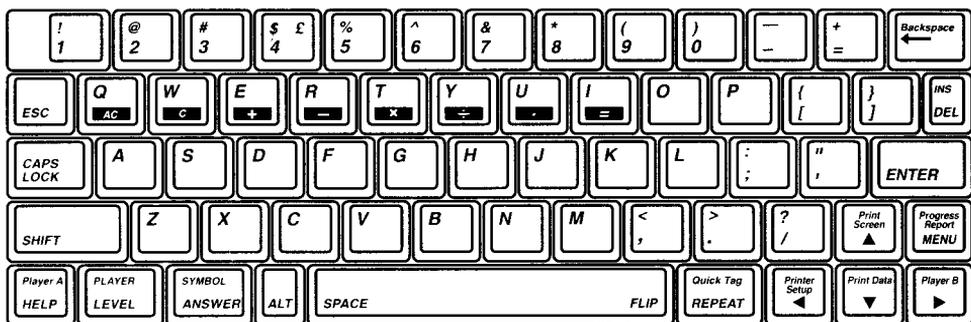


To clean the mouse, you need to open the cover on the bottom of the mouse by using a screwdriver. Twisting in the direction of the arrows will release the cover. Once the cover is removed, the mouse ball should be taken out and the contents inside the mouse should be cleaned with a dry cloth. The mouse ball should also be cleaned with a dry cloth. Once you have finished cleaning the mouse, place the mouse ball back into the mouse, place the cover back on the mouse and screw the cover back onto the mouse.

EARPHONE JACK

The **E-Power™** learning product has an earphone jack. By plugging any set of standard earphones (sold separately) into the earphone jack, you can play with the **E-Power™** product without disturbing others.

KEYBOARD



The E-Power™ learning product has a QWERTY keyboard with 62 keys.

SPECIAL KEYS

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



The **ESC** key allows you to go back to previous screen. By repeatedly pressing the **ESC** key you can go back to the main menu.



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.



Press the **SHIFT** and the **PLAYER** keys together, and the screen window will allow a player to choose the 1-player or 2-player mode in the activities that have a 2-player mode.



Press this key and the screen will allow a player to change the 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.



Press the **SHIFT** key and the **SYMBOL** key together to see a symbol menu that contains several pages of symbols. Press the arrow keys to select a symbol. Then press the ENTER key or the left mouse button to confirm the selection.



Press this key to find the correct answer to a question.

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



To correct an answer before it has been confirmed, press the **BACKSPACE** key to delete the last inputted character.



Press the **SHIFT** key together with this key to alternate the key input between the insert mode and overwrite mode.



Delete the inputted letter or number at the current cursor position.



Press this key to confirm the answer.



Press the **SHIFT** key and the **Progress Report** key together to report the last 5 rounds of results from the 4 chosen activities from the following categories: Mathematics, Language Arts, and Trivia. The Column chart of the results will be shown.



When pressing the **MENU** key in the Normal Mode, the following menu will be shown:

- Continue
- Quit

When pressing the **MENU** key in the Adventure Mode, the following menu will be shown:

- Save
- Load
- Continue
- Go To Home Base
- Quit



Press **SHIFT** key and **Print Screen** to print the current screen. The text or graphic that is shown on the screen will be printed.



Press **SHIFT** key and **Print Data** to print the data.



Press **SHIFT** key and **Printer Setup** key to display the printer selection menu. Use the arrow keys to highlight the printer that you want to connect and then press **ENTER** to confirm your selection. You can also change the paper size (A4 or Letter) here.



Quick Tag is a function that allows the player to tag questions which they are interested in. Activities in Language Arts, Mathematics and Trivia are applicable. The player can access the Quick Tag function by pressing the **SHIFT** and **Quick Tag** keys. When the keys are pressed, the following items are available for the player to choose from:

1)DELETE 2)SAVE 3)LOAD

1) DELETE:

- only available when one or more Quick Tag positions have been used
- delete the saved question by selecting the Quick Tag position and then press **DELETE** icon

2) SAVE:

- only available when answering a question and pressing the **SHIFT** and **Quick Tag** keys.
- the saved question will be put in the first available Quick Tag position, that is, the saved question will be put into a file

3) LOAD:

- only available when one or more Quick Tag positions have been used
- recall the saved question by selecting the Quick Tag position and then press the **RECALL** icon

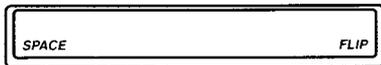


REPEAT key: (Quick Tag / REPEAT)

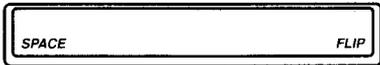
Press this key to repeat the instructions and the question (the unit will repeat the question if the question on the screen is only partially visible.)



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



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



Flip the horizontal or vertical highlight in the activity WORD PUZZLE.

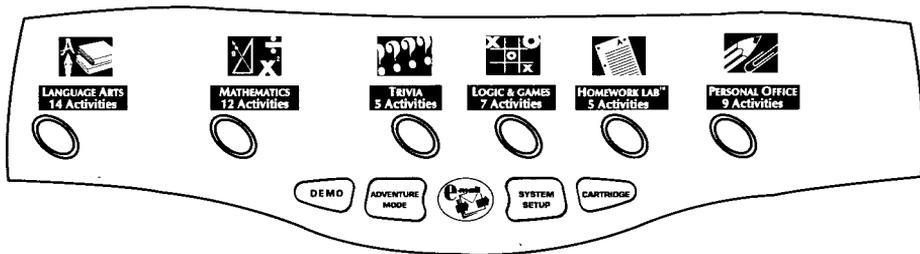


In the 2-player mode of some activities, the players are in head-to-head competition. When a question is asked, the first person to press his or her player button will get the opportunity to answer the question first.



Press the ALT key and the  key to type the £ symbol.

SELECTOR BUTTONS



There are 60 activities in the **E-Power™** learning product and they are divided into six activity groups. Press the additional activity selection buttons on the membrane keyboard to go directly to the groups of activities or other special buttons to manipulate functions on the unit.

Category buttons:

Category buttons are available to go directly to the selected group activities for Language Arts, Mathematics, Trivia, Logic & Games, Homework Lab™ and Personal Office.

Demo key:

Demo mode in category menu

1. Show all activities in the category one by one.
2. Show once without repeating. Return to menu after it's done.
3. Press any key to escape to category menu.
4. Alarm will also escape from demo mode.

Demo mode in Adventure Mode

1. Demo starts at the very beginning of the Adventure Mode (choose checkpoint).
2. Show the shortest possible path to reach the END GAME.
3. Press any key to escape.
4. Alarm will also escape from the demo mode.

ADVENTURE MODE

Access:

The Adventure Mode can be accessed by the following two ways:

1. After turning on the unit, choose between "Normal Mode" and "Adventure Mode".
2. Press the "Adventure" key any time after the unit is turned on.

Goal:

To reach the END GAME (destination) by collecting at least 3 disks of energy . Disks of energy can be obtained at each checkpoint on the maze.

General:

1. Starting point and Ending point do not contain any learning activities.
2. Player must answer 10 questions in the chosen checkpoint.
3. Player has to answer 6 out of 10 questions correctly in order to get the pass mark.
4. A pass mark indicator will be shown on the status bar.
5. Pass mark bar will be reset if 5 questions are over.
6. END GAME (destination) cannot be entered if not enough energy is collected.
7. There are 4 difficulty levels and levels can be changed at any time during an activity.
8. The game flow will be the same as the activity in the Normal Mode.
9. One category for each checkpoint.



Press this key and the system setup screen will appear.



In the "System Setup", player can select his or her own setting for the following features:

1. Date and Date Format - set the current date - change the date format to either DD/MM/YY or MM/DD/YY
2. Clock and Clock Setting - set the current time - change the time format to either 12HR or 24HR
3. Math input direction - Right to Left or Left to Right

4. Background Melody - ON / OFF
5. Screen Saver - Enable / Disable
6. Auto Messenger - Enable / Disable
7. Printer Setup - select a printer

Auto Messenger - ON/OFF

Enable or disable the auto Messenger. This function displays random messages during play.

Background Melody - ON/OFF

Enable or disable the background melody. This function allows you to hear background music during games.

Screen Saver - ON / OFF

When the unit is on with no input for 5 minutes, screen saver will appear for 3 minutes. Press any key to resume. If the unit is on for more than 8 minutes, the unit will automatically turn off. Turn the function ON/OFF here. (Auto Messenger will be temporarily disabled if Screen Saver is activated).

Math input direction - Right to Left or Left to Right

Choose to answer the problem from right to left or from left to right in the math related activities:

Sum It Up
Minus Madness
Math Quiz

Date and Date Format - DD/MM/YY or MM/DD/YY

Adjust the date and date format here.

Clock and Clock Setting - 12HR or 24HR

Adjust the clock and time format here.

Printer Setup

Select a printer.

Cartridge key

When the **Cartridge** key is pressed, the unit will run the activity(ies) on the cartridge. If there is no cartridge in the door, the unit will show an error message.

NOTE: When inserting or taking out a cartridge, or plugging in or removing the mouse, please make sure the unit is turned **OFF**.

DESCRIPTION OF ACTIVITIES

After turning the power **ON**, you will see the opening animation and select the Normal Mode to go into the main activity menus. Activities are grouped into six categories. Select a category first and then select an activity by using the directional keys or the mouse to move the pointer onto the desired activity. Press **ENTER** or the left mouse button to start the activity. The following is a description of levels and modes of play.

Level and 2-Player Mode

ACTIVITY	LEVEL	2-PLAYER MODE
All Language activities except:	1-4	YES
• Sound Alikes	1-4	NO
• Word Puzzle	NO	NO
• Grammar Quiz	1-4	NO
All Math activities	1-4	YES
All Trivia activities	1-4	YES
All Logic activities except:	1-4	NO
• Rumbling Ranks	1-4	YES
• Pattern Match	1-4	YES
All Personal Office activities	NO	NO
All Homework Lab™ activities except:	NO	NO
• Time Tutor	1-4	YES
• Test Trainer	NO	YES

GENERAL DISPLAY

There are two status bars in all the activities. The one on the top of the screen shows the status of the activity, including time left, number of chances remaining, scoring and level. The one on the bottom shows today's date and current time which must be set in System Setup. You can move the mouse pointer to the top or bottom row of the screen to see the top or bottom status bar.

LANGUAGE ARTS

SPELLING

There will be pyramids that represent 5 questions. After a pyramid has been chosen, a question will be popped up with the corresponding word for you to spell. Type in the correct spelling of the word and press the **ENTER** key to confirm.

TENSES

This activity focuses on the three major tenses: present, past and past participle. A verb will appear on the screen and the unit will ask you a question. Type in the correct tense of the verb according to the question and then press the **ENTER** key to confirm.

SINGULARS

Three words will appear on the screen and the unit will ask player to choose the plural word. Once the player chooses the plural word, they must type in the word in the singular form and then press the **ENTER** key to confirm.

PLURALS

Three words will be shown and the unit will ask player to choose the singular word. Once the player chooses the singular word, they must type in the word in the plural form and then press the **ENTER** key to confirm.

ANTONYMS

This activity improves the understanding of words that have opposite meanings. A word will display on the top of the screen and the first letter of its antonym below. Some letters are scrambled in the middle of the screen. The player must complete the antonym of the given word by filling in the rest of the letters and then press the **ENTER** key to confirm.

SYNONYMS

This activity improves the understanding of words that have similar meanings. The operation will be the same as **ANTONYMS** with a synonym word being questioned.

SOUND ALIKES

There will be a sentence shown on the screen with a word missing. Answer choices will pop up in the middle of the screen. The player must choose the correct word to complete the sentence.

GRAMMAR QUIZ

This activity provides the opportunity to practice grammar skills. The screen will display a sentence with a mistake. Press the **ENTER** key will show 2 multiple choice answers. Choose the answer that will make the sentence grammatically correct and press **ENTER**.

WORD MUNCH

A word with an extra letter will appear on the screen. Find the extra letter by pressing the arrow keys, and then press the **ENTER** key to delete the extra letter.

ALPHABETIZING

Some words will appear on the screen. There is a switch connected between each adjacent pair. The switch is used for swapping the pair. Rearrange the words in alphabetical order by pressing these switches and confirm by pressing the ✓ icon.

SENTENCE BUILDER

This activity provides the opportunity to practice combining two sentences. The screen will show two short sentences, and the answer choices are scrolling in the middle part of the screen to join the sentences. Select the answer choices by clicking the arrow keys and then press the **ENTER** key to confirm.

WORD PUZZLE

Program will show 5 missing words in the puzzle. The child will be given one clue for each word in the puzzle. The child must guess the mystery words to complete the puzzle.

GUIDE WORDS

A word will be displayed on the screen. Then 3 answer choices will be given as alphabetical ranges. There are 2 words in each range. The player must select where the word alphabetically fits.

ANALOGY ATTACK

The screen will display the first pair of words on the top part of the screen. Another pair of words will appear in the same way as the top pair of words, but the second word is missing. The player should try to find the correct missing word from the 3 scrolling choices.

MATHEMATICS

SUM IT UP

An addition problem will appear on the screen. Type in the correct answer using the number keys on the keyboard, then press **ENTER** to confirm. You can click the “change” icons to alternate between vertical or horizontal formats of the questions.

MINUS MADNESS

A subtraction problem will appear on the screen. Type in the correct answer using the number keys on the keyboard, then press **ENTER** to confirm. You can click the “change” icons to alternate between vertical or horizontal formats of the questions.

MULTIPLICATION

A multiplication problem will appear on the screen. Type in the correct answer using the number keys on the keyboard, then press **ENTER** to confirm. You can click the “change” icons to alternate between vertical or horizontal formats of the questions.

DIVISION

A division problem will appear on the screen. Type in the correct answer using the number keys on the keyboard, then press **ENTER** to confirm. You can click the “change” icons to alternate between vertical or horizontal formats of the questions.

MATH QUIZ

Addition, subtraction, multiplication and division problems will appear randomly on the screen. Input the correct answer using the number keys and press **ENTER**. You can click the “change” icons to alternate between vertical or horizontal formats of the questions.

NUMBER BALANCE

In this activity, you will see numbered blocks and a balance with two trays. You have to balance the blocks on the trays within the time limit.

To move a numbered block, select the block with the mouse, and then press the left mouse button. Next, move the numbered block with the mouse onto the tray that you want, and press the left mouse button. Press **ENTER** or click on ✓ when you have done balancing.

GRAPH PROBLEMS

A graph will appear on the screen. Then a question and multiple choices related to the graph will appear on the following screen. The player must choose the correct answer according to the question by moving the arrow keys, then press **ENTER** to confirm.

STORY PROBLEMS

A math question in a sentence format will be asked. Multiple choices answers will appear. Find the answer by typing in 1,2 or 3 or you can click on to the correct answer. Then press **ENTER** or the left mouse button.

TICK TOCK CLOCK

The player will see a time shown on the clock with three multiple choices for the player to choose from. The player must choose the correct time from three choices to match what is shown on the clock.

GEOMETRY

A geometric figure will appear on the screen followed by a question. The player must choose the correct answer according to the question.

MAGIC GRID

A magic grid with rows and columns will appear on the screen. The player must fill in the missing numbers to make both horizontal and vertical rows add up to the same number.

NUMBER CHALLENGE

A pattern of numbers will scroll from right to left. Choose the missing number from the numbers shown on the bottom of the screen by using the arrow keys or the mouse.

TRIVIA

SCIENCE

This challenging trivia game tests your knowledge of science. A question will scroll across the screen. Find the answer by typing in 1,2 or 3 or you can click on to the correct answer. Then press **ENTER** or the left mouse button. If you want to review the question again, you can click on the icons on the top right hand corner of the screen.

GEOGRAPHY

This challenging trivia game tests your knowledge of geography. A question will scroll across the screen. Find the answer by typing in 1,2 or 3 or you can click on to the correct answer. Then press **ENTER** or the left mouse button. If you want to review the question again, you can click on the icons on the top right hand corner of the screen.

EXTINCT OR RARE

This challenging trivia game tests your knowledge of extinct or rare animals. A question will scroll across the screen. Find the answer by typing in 1,2 or 3 or you can click on to the correct answer. Then press **ENTER** or the left mouse button. If you want to review the question again, you can click on the icons on the top right hand corner of the screen.

INVENTIONS

This challenging trivia game tests your knowledge of inventions. A question will scroll across the screen. Find the answer by typing in 1,2 or 3 or you can click on to the correct answer. Then press **ENTER** or the left mouse button. If you want to review the question again, you can click on the icons on the top right hand corner of the screen.

COMPUTER

This challenging trivia game tests your knowledge of computers. A question will scroll across the screen. Find the answer by typing in 1,2 or 3 or you can click on to the correct answer. Then press **ENTER** or the left mouse button. If you want to review the question again, you can click on the icons on the top right hand corner of the screen.

LOGIC & GAMES

DISK CHALLENGE

A computer will appear on the screen. Some disks labeled 1, 2, 3, 4,will appear on the following screen. The player must watch and find the one disk that works with the computer. The player can choose the correct disk by moving the RIGHT or LEFT arrow key and press **ENTER** to confirm. Entering the number of the disk or clicking on the disk will also work.

MATCHING SHAPES

The player must put the same shapes on the same row or column by moving the arrow keys to make the shapes disappear. The shapes will change to another shape before they disappear.

RUMBLING RANKS

The goal of this game is to eliminate all of the enemy's card. At the beginning of the game, a grid of covered cards will be displayed. Each player takes turns to uncover the cards. For each turn, the player can either uncover one card or move one uncovered card one step. Try to beat the other player by using cards of higher or same ranking and eliminate all your opponent's cards. Ranks are indicated with the number of bars shown on the cards. The one who has the last card wins the game.

HIDDEN PATHWAYS

The entrances and exits of a tunnel are represented by same shapes. The player must find the way out through tunnels by moving the arrow keys. If the character touches the shape, it will automatically enter the tunnel and exit from the other end of the tunnel.

PATTERN MATCH

A pattern of shapes will scroll out from right to left. Choose the missing shape from the shapes shown on the bottom of the screen by using the arrow keys or the mouse.

PAIR UP

The screen will show all cards face up and the number of chances left to pair the cards. Then all the cards will face down. Try to pair up the cards by matching the same shape. Click on two cards to turn them over. If they match, the cards will disappear. If they do not match, they will turn back over.

SECRET NUMBER

In this activity, the player is asked to guess four secret numbers within thirteen trials. Press the four number keys of your choice and then press **ENTER** to confirm. These symbols will appear after each guess as a hint.



for a correct guess (both the number and its position)



means the number is guessed correctly but in the wrong position



for an incorrect guess means the number is correct but only used once

HOMework LAB™

WORD RECALL

A list of words is shown on the screen in alphabetical order. The player can choose a word by using the scroll bar and then press **ENTER** to confirm. After the selection, the unit will show the meaning of the word. There are 4 icons on the right side of the screen. You can click the voice icon to listen to the talking word and click on the picture icon to view an animation of the word.

MATHEMATICS CHALLENGE

Create your own formula and let the **E-Power™** learning aid to do the calculation for you. Simply choose operands and operators by clicking on the items or typing in and then press **ENTER**. Computer will compute the formula after **ENTER** is pressed. If the formula does not contain any errors, the formula will be shown. Key in numbers and then press **ENTER** key or click on ✓ to confirm. The calculation will be done automatically and the answer will be shown.

TEST TRAINER

You can take a quiz on the stored letters or words that have been entered in the DATABASE activity.

DATABASE

This activity stores the data that is used in the TEST TRAINER activity. Functions include:

ADD - add a blank record for typing

DELETE - delete the current record

SEARCH - input word and press **ENTER** to start searching

NEW - clear all existing records and create a new test file

TIME TUTOR

This activity teaches the player to tell time. There will be a clock that will display a certain time. The player must move the hands of the clock to match the time by using the arrow keys or mouse and press the **ENTER** key to confirm.

PERSONAL OFFICE

SMART ALARM

This is a tool that is similar to an alarm clock. The player can set the time for the alarm. The alarm bell will ring when the set time is reached. There is also a feature that repeats the alarm every 5 minutes. This feature can be turned **ON & OFF**.

CALCULATOR

The **E-Power™** learning product has an eight digit fully functional calculator for addition, subtraction, multiplication and division. You can use the mouse to click on the calculator buttons or use the keys from the keyboard to perform a calculation.

Please press the **AC** button to clear the calculator before starting a new calculation.

CALENDAR

This activity is a calendar that the player can view any date from 1990 to 2089. You can display the day, month, and the year that you want.

WORD PROCESSOR

This is a simple word processing function that allows the player to type in their own words, messages or stories. Menu icons are along the top left corner of the screen can give you a clear understanding of the primary functions of this activity. The word processor documents can be created, edited, saved and printed.

CARD MAKER

This is a simple card making function that allows the player to print a card with their own typed-in messages included. The screen will show a main menu on the screen with the tools bar on the right. The card can be printed if a compatible printer is connected.

ART STUDIO

This function allows the player to design their own pictures or type a message. The screen will show a main menu on the right side of the screen. The finished artwork can be printed if a compatible printer is connected.

DAY PLANNER

This activity will help the player keep a schedule. Any events that are entered will show in the Day Planner. These events can be deleted, saved or edited.

TELEPHONE BOOK

This activity helps the player keep track of personal information of their friends and relatives. There are menu icons along the top left corner of the screen that give you a clear understanding of the primary functions of this activity. The Telephone Book starts by showing the first record (sorted alphabetically by names.) If there's no record, the screen will show a blank sheet.

PRIVATE PAD

This activity will be the same as the Word Processor activity, except that the player must enter their password before he/she can begin writing. To reset the password, press 0000.

Activity Cartridges Included

Two activity cartridges are included with the **E-Power™** learning product. They are Foreign Languages and Typing activities.

SPANISH TESTER

In this activity, the player will be asked to find the translation of Spanish words. There will be a word on the first line of the testing screen. On the bottom part of the testing screen, three answers will appear. Choose the answer that has the same meaning as the word in the first line.

GERMAN TESTER

In this activity, the player will be asked to find the translation of German words. There will be a word on the first line of the testing screen. On the bottom part of the testing screen, three answers will appear. Choose the answer that has the same meaning as the word in the first line.

FRENCH TESTER

In this activity, the player will be asked to find the translation of French words. There will be a word on the first line of the testing screen. On the bottom part of the testing screen, three answers will appear. Choose the answer that has the same meaning as the word in the first line.

SPANISH TRANSLATOR

In this activity, the player will learn the translation of many Spanish phrases and words. First, choose a word or phrase that you want to be translated from the list by selecting it with the cursor. The player can scroll up and down the list to select a word. Click the speaker icon to hear the word or phrase.

GERMAN TRANSLATOR

In this activity, the player will learn the translation of many German phrases and words. First, choose a word or phrase that you want to be translated from the list by selecting it with the cursor. The player can scroll up and down the list to select a word. Click the speaker icon to hear the word or phrase.

FRENCH TRANSLATOR

In this activity, the player will learn the translation of many French phrases and words. First, choose a word or phrase that you want to be translated from the list by selecting it with the cursor. The player can scroll up and down the list to select a word. Click the speaker icon to hear the word or phrase.

TYPE FASTER

This activity will teach the player how to type. The screen will show the keyboard and the finger positions. Type the letter and use the correct finger that is shaded. The screen will display the number of letters typed correctly, the number of letters typed incorrectly and the count down timer. We recommend that the player look at what they are typing on the screen and not look at the keys. This will improve the player's typing skills in the future.

TYPING CHALLENGE

This activity will help the player improve their typing skills. The screen will display letters or words falling from the top to the bottom of the screen while a timer will start when the player starts to type. When time is up, the unit will tell the speed and accuracy of the player's typing.

HOW TO USE AN EXPANSION CARTRIDGE

The **E-Power™** learning product offers optional expansion cartridges (sold separately).

To use a cartridge, follow these steps:

1. Turn the unit **OFF**.
2. Insert a cartridge into the slot located in the right 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 selector membrane 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 1-800-267-7377 in Canada. A service representative will be happy to help you.

SCORING

The following table lists the scoring for each of the activities that keeps score.

E-Power™ ACTIVITIES:

Category	Activity Name	Scoring Code
Language Arts	Spelling	A
	Tenses	A
	Singulars	A
	Plurals	A
	Antonyms	A
	Synonyms	A
	Sound Alikes	B
	Grammar Quiz	C
	Word Munch	A
	Alphabetizing	A
	Sentence Builder	C
	Word Puzzle	B
	Guide Words	C
	Analogy Attack	C
Mathematics	Sum It Up	A
	Minus Madness	A
	Multiplication	A
	Division	A
	Math Quiz	A
	Number Balance	A
	Graph Problems	C
	Story Problems	C
	Tick Tock Clock	C
	Geometry	C
	Magic Grid	A
Number Challenge	A	

Trivia	Science	C
	Geography	C
	Extinct or Rare	C
	Inventions	C
	Computer	C
Logic & Games	Disk Challenge	A
	Matching Shapes	F
	Rumbling Ranks	NO
	Hidden Pathways	NO
	Pattern Match	NO
	Pair Up	E
	Secret Number	G
Personal Office	Smart Alarm	NO
	Calculator	NO
	Calendar	NO
	Word Processor	NO
	Card Maker	NO
	Art Studio	NO
	Day Planner	NO
	Telephone Book	NO
Private Pad	NO	
Homework Lab™	Word Recall	NO
	Mathematics Challenge	NO
	Test Trainer	A
	Data Base	NO
	Time Tutor	A
Cartridge: Typing Activities	Type Faster	D
	Typing Challenge	D
Cartridge: Foreign Languages	Spanish Tester	C
	German Tester	C
	French Tester	C
	Spanish Translator	NO
	German Translator	NO
	French Translator	NO

SCORING CODE

Code	Description	
A	1-player Mode	
	• Questions per round	5
	• Correct answer on 1st try	20
	• Correct answer on 2nd try	10
	• Correct answer on 3rd try	5
	2-player mode	
	• Questions per round	5
	• Starting Score	100
	• Correct Answer 1st player	20
	2nd player	10
• Wrong Answer 1st player	-20	
2nd player	-10	
B	1-player Mode	
	• Questions/Words per round	5
	• Correct answer	20
C	1-player Mode	
	• Questions per round	5
	• Correct answer on 1st try	20
	• Correct answer on 2nd try	10
	2-player Mode	
	• Questions per round	5
	• Starting Score	100
	• Correct answer 1st player	20
	2nd player	10
	• Wrong answer 1st player	-20
2nd player	-10	
D	Count and show how many letters/words typed correctly within the time limit	
E	Pair Up	
	• All correct within 15 guesses	100
	• otherwise	
	Level 1 (6 pairs)	16 per pair
	Level 2 (8 pairs)	12 per pair
Level 3 (10 pairs)	10 per pair	
Level 4 (12 pairs)	8 per pair	
F	1 point will be added for each object matched.	
G	Secret Number	
	• 10 to 13 chances left	100
	• otherwise	-10 per pair

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 that 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