

vtech

User's Manual

Knights of Knowledge™



Dear Parent:

At **VTech**[®], we know that children have many different learning styles. While some children respond to more structured instruction, others learn best through imaginative role-play. That's why we created **Learning Adventures**[™] – a line of entertaining learning products where fun-filled play comes first, and learning comes to life in thematic, 3D environments.

Learning Adventures[™] is a revolutionary way for children to learn, immersing them in an imaginative hands-on adventure. Children can direct the play and control the learning, creating a motivating environment. In all products, fundamental curriculum is seamlessly integrated into the play. Children will be having so much fun, they won't even notice that these toys are teaching too! As they expand their imaginations, children will develop age-appropriate skills ranging from language development and problem solving to communication and social skills — all while building strong self-confidence.

Products in the **Learning Adventures**[™] line also have charming characters that act as coaches, helping your child explore the exciting world of learning. These characters encourage children to take on new learning challenges, guide them through activities and provide positive reinforcement for a job well done.

Learning Adventures[™] products also incorporate advanced technologies that bring these characters to life, while encouraging a hands-on, multi-sensory approach to learning.

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

Sincerely,

Your Friends at **VTech**[®]

*To learn more about **Learning Adventures**[™] and other **VTech**[®] toys, visit www.vtechkids.com*

INTRODUCTION

Thank you for purchasing the **Knights of Knowledge™** learning toy. 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.

Are you brave enough to enter Dirk the Dragon's Castle? Join our three champions - King Ed Word, Lady Logic and Sir Counts-a-lot - in their magical quest for hidden treasure and higher learning. Be wary of fun surprises and challenges along the way. You must train well to succeed in your quest, as only the most clever will advance in the adventure. Enjoy the **Knights of Knowledge™!**

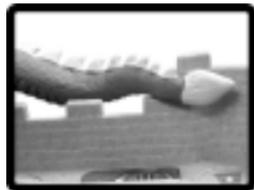
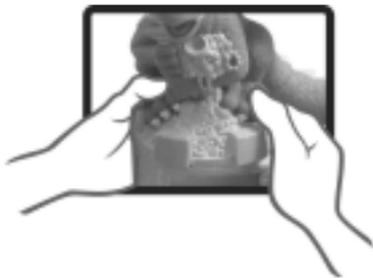


INCLUDED IN THIS PACKAGE

- One **VTech® Knights of Knowledge™** learning toy
- One instruction manual
- Three figurines: King Ed Word, Lady Logic, Sir Counts-a-lot
- One detachable dragon

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

ATTACHING DIRK THE DRAGON:



BATTERY INSTALLATION

The **Knights of Knowledge™** learning product operates on 3 "AA" batteries. (UM-3/LR6).

1. Make sure the unit is turned **OFF**.
2. Open the battery cover on the back of the unit.
3. Insert 3 "AA" batteries (UM-3/LR6) as illustrated.



DO NOT RECOMMEND RECHARGEABLE BATTERIES in this unit.

4. Close the battery cover.

BATTERY NOTICE

- Install batteries observing the correct 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.

- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.

ONLY BATTERIES OF THE SAME AND EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.

If the **Knights of Knowledge™** learning toy stops working or doesn't turn on:

- Check your batteries. Make sure the batteries are fresh and installed properly.
- Insert the tip of a paperclip (or a similar object without a sharp tip) into the small hole labeled "RESET" on unit.

NOTE: If the 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 again.

AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Knights of Knowledge™** learning toy will automatically turn off after several minutes without input. It can be turned on again by pressing the ON/OFF button.

TO BEGIN PLAY

Press the **On/Off** key to turn the unit on. Press it again to turn the unit off.



Dirk the Dragon:

Dirk the Dragon is the host of this castle. By entering Dirk's castle you are challenging him!

CHOOSE YOUR CHAMPION!



King Ed Word:

King Ed Word leads reading and language games, teaching skills such as alphabetizing, spelling and vocabulary.



Sir Counts-a-lot:

Sir Counts-a-lot teaches early math concepts and provides addition and subtraction practice.



Lady Logic:

Lady Logic teaches critical thinking and reasoning with similarities/differences, sequencing and patterning activities.

DESCRIPTION OF KEYBOARD

The **Knights of Knowledge™** learning toy has a keyboard with special function keys described below.



Press the MODE button to choose from Training or Adventure.



Press the KING button to meet King Ed Word.



Press the KNIGHT button to meet Sir Counts-a-lot.



Press the ARCHER button to meet Lady Logic.



Press the DELETE button to delete one character.



Press the HELP button to get hints. You will not lose a turn when answering a question.



Press the LEVEL button to select a level of difficulty in Adventure Mode.



Press the ENTER button to confirm the answer you have selected.



Move the SWORD up, down, left or right to move the cursor.



Press the REPEAT button to replay the question or instructions.



Press the ANSWER button to get the answer.

THREE WAYS TO PLAY!

The **Knights of Knowledge™** learning toy offers three unique play modes: Training, Adventure and Free Play



To select a mode of play, press the “MODE” button and move the sword joystick to the left or right. Then press the Enter button to confirm.

TRAINING MODE:

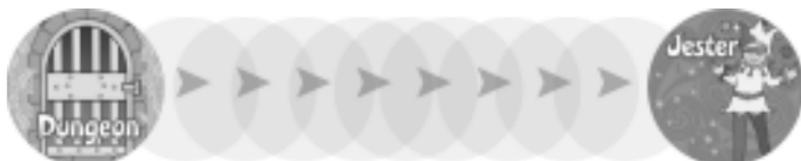
The Training mode provides practice in skills specifically required to advance in the quest. You may use this mode to practice skills you may find difficult. You can also skip this mode and go straight to the Adventure!

- Select Training Mode in Mode Selection.
- Place your champion on the shield. This is the starting position.
- Your champion will be greeted and given a challenge.
- Answer questions to advance in location and level. Complete all four levels to graduate from your training!

ADVENTURE MODE:

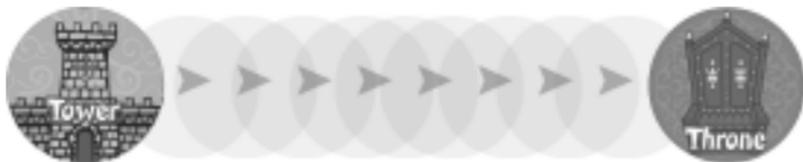
You are now ready to start your adventure! Select Adventure Mode in Mode Selection. You must pass three quests to succeed in your adventure: 1) Escape the dungeon, 2) Find the treasure, and 3) Sneak past the dragon.

Quest One: Escape the dungeon



- You will be asked to place your champion on your first challenge, the Dungeon. You will be presented with a question. You must answer it correctly to advance. Make it to the Jester to win the game. Watch out for the trap door, which will end your quest!

Quest Two: Find the treasure



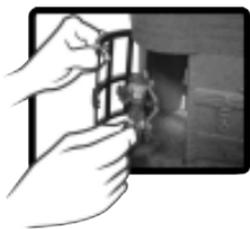
- You will be asked to place your champion at the Tower. You will be presented with a question. You will be rewarded with a treasure for each correct answer. Make it all the way to the Throne to collect the big prize!

Quest Three: Sneak past the dragon



You will be asked to place your champion at the Jester. You will be presented with a question. Answer questions correctly to advance past the dragon. Make it to the Tower without falling through the traps and you are a brave noble champion. Good luck!

NOTE:



Please take the champion out from the gate at the back of the castle manually when it falls into the Dungeon.



Please manually push the alligator back inside when it pops out.

FREE PLAY MODE:

Play on your own by moving one or more champions around the castle. Note: The game will default to the Free Play mode if you do not select a mode during the mode selection option.

ACTIVITIES

KING ED WORD'S GAMES

LETTER ALCHEMY



Spell a word from the letters that appear within the dragon's flaming breath. Move the sword joystick left or right to select the letters and then press the Enter button to confirm your response.

ED WORD'S ODD WORD



King Ed Word will show you three words on the screen. Move the sword joystick up or down to select a word that is different from the other two, then press the Enter button to confirm your response.

LETTER HERO



Two words will be displayed on the screen with the same letter missing in each word. Choose the correct letter on your keyboard, then press the Enter button to confirm your response.

ALPHABET HUNT



Three words will appear on the screen. Move the order of the words by pushing the sword until they are in alphabetical order. Press the Enter button to confirm your response.

SIR COUNTS-A-LOT'S GAMES

ADDITION ARMORY



An addition problem will appear on the screen. Type in the correct answer by using the number keys, and then press the Enter button to confirm your response.

SUBTRACTION QUEST



A subtraction problem will appear on the screen. Type in the correct answer by using the number keys, and then press the Enter button to confirm your response.

SIGN SEEKER



An arithmetic problem will appear on the screen without the appropriate sign (+ or -). Choose the correct response by moving the sword to the left or right. Press the Enter button to confirm your response.

MATH MOAT



Distinguish between “less than” and “more than” equations (<, >). Two equations will appear on the screen. Then move the sword to the left or right to select your answer and press the Enter button to confirm your response.

LADY LOGIC’S GAMES

PONY MAZE



Help Lady Logic escape the maze! As she rides her horse into the maze she is trapped by blocks. Move the sword to the left, right, up or down to choose a block, and then press the Enter key to select it. Use the sword to move the block to the desired location and press Enter again.

APPLE ARCHERY



Lady Logic is an accomplished archer. You can help her shoot apples by pressing the Enter key when the apple is overhead. Protect her from the jester pelting balls by using the sword to move her out of harm's way.

MEMORY MAGIC



This classic memory game is tricky! When selecting a shield displayed on the screen, a sound effect will be heard. Select the pairs of matching sounds to complete the game.

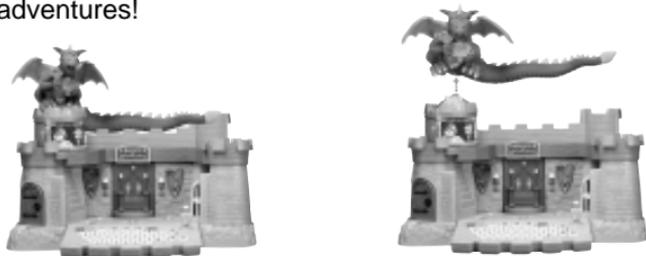
PRINCELY POTION



A spell has turned the dragon into a monster. Choose the correct potion to release the spell. Move the sword to select the potion and press the Enter key.

THERE'S MORE! REMOVABLE DRAGON FIGURINE

Dirk the Dragon can be removed from the playset so you can create your own medieval adventures!



STORAGE OF THREE CHAMPIONS



After playing the game, please place all three champions in the gate at the back of the castle.

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 **Learning Adventures™** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

FCC NOTICE:

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

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

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

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

ADDRESS : 2350 Ravine Way, Glenview, IL 60025 USA

TEL NO.: (847) 400-3600

NOTICE TO PARENTS:

We would like to point out that any safety isolating transformer or charging unit to be used with the toy should be regularly examined for potential hazards, enclosure or other parts, and that, in the event of such damage, the toy must not be used until damage has been properly removed.