VTECH ®

Power Zone™

USER'S MANUAL

Dear Parent:

*At **VTech**® we know that children have 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**® **POWER ZONE**™ learning unit! **VTECH**® is 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.

POWER ZONE™ is a talking, electronic learning aid with a color enhanced display. It offers a wide range of exciting and educational activities for fun learning! The unit's 48 built-in activities encourage learning through fun play. Included in this package are **READING COMPREHENSION** and **FOREIGN LANGUAGE** expansion cartridges.

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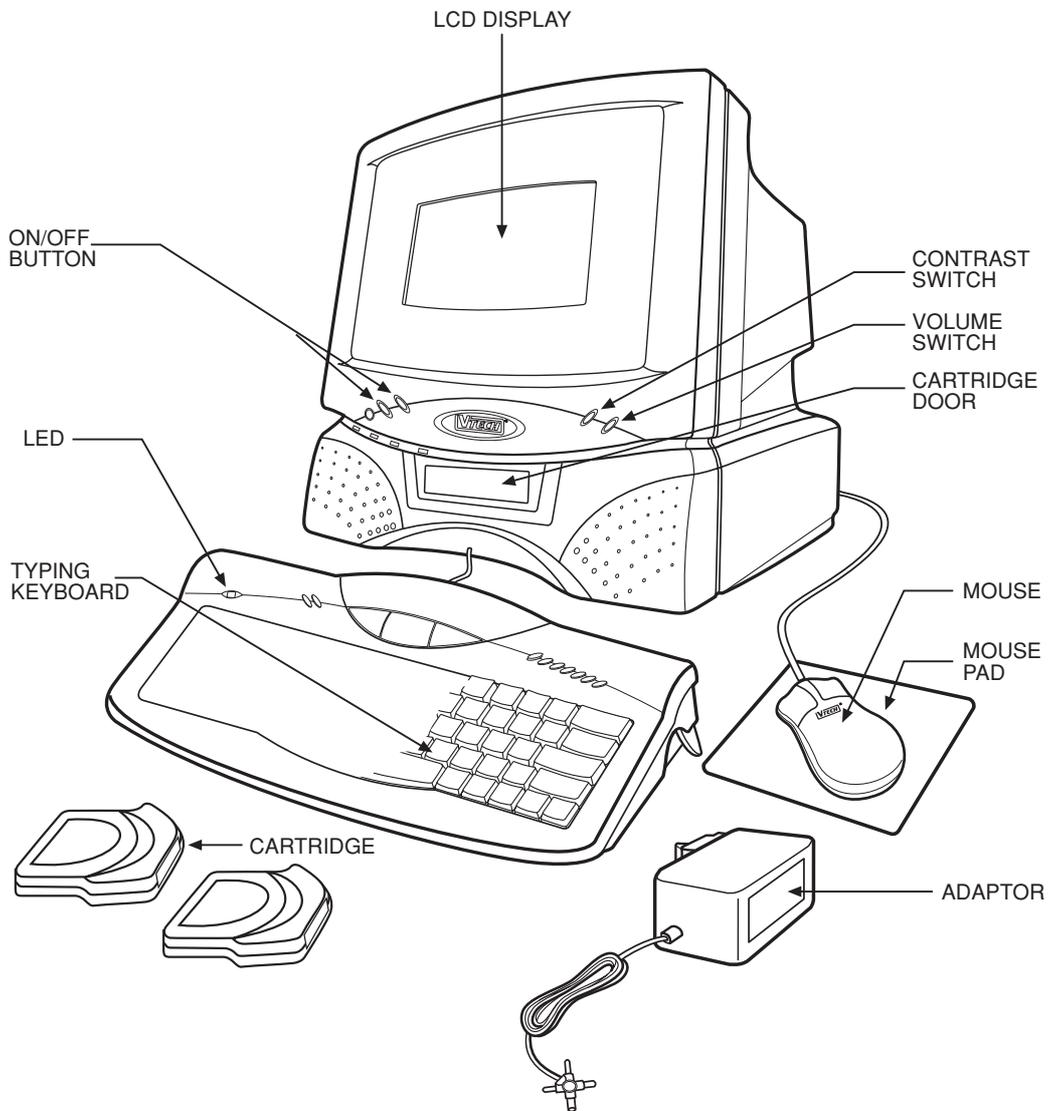
PREPARATION

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 **POWER ZONE™** learning product and the printer are **OFF**.

2. Locate the printer port on the back of the **POWER ZONE™** learning toy.

3. Insert the printer plug into the printer port.

4. Turn **ON** the **POWER ZONE™** unit, then turn **ON** the printer.

Please refer to the printer list included in the packaging for the print drivers that **POWER ZONE™** supports.

VTECH POWER LINK™ CONNECTION

1. Make sure the **POWER ZONE™** learning product is **OFF**.

2. Locate the printer port on the back of the **POWER ZONE™** learning product.

3. Insert the **VTECH POWER LINK™** connector into the printer port.

4. Connect the **VTECH Power Link™** unit to the personal computer. Please refer to the user's manual of the **VTECH POWER LINK™** for information regarding connection to the personal computer.

5. Turn **ON** the computer.

6. Turn **ON** the **POWER ZONE™** learning product.

NOTE: The **Power Link™** is sold seperately.

POWER SOURCE

The **POWER ZONE™** learning product can be operated by using 4 "C" size batteries or the standard 9V ▬▬▬ 300mA AC center-positive ✚ ◉ ▬ adaptor.

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.

2. Locate the battery cover on the back of the unit.

3. Open the battery cover.

4. Insert 4 "C" batteries, as illustrated.

    DO NOT USE RECHARGEABLE BATTERIES in this unit.

5. Close the battery cover.
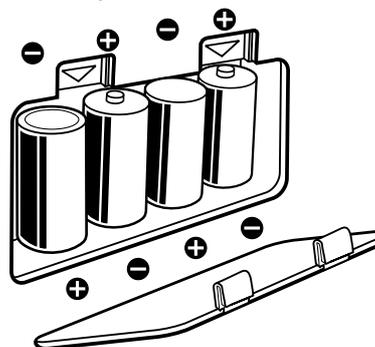
BATTERY NOTICE

- When installing batteries observe 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 short-circuit supply terminals.
- Do not attempt to recharge ordinary batteries.

BACKUP BATTERY INSTALLATION

- Make sure the unit is **OFF**.
- Locate the backup battery cover on the bottom of the unit and open it.
- Insert 1 CR 2025 lithium battery as illustrated.
- Replace the battery cover.
- Turn the unit **ON**.
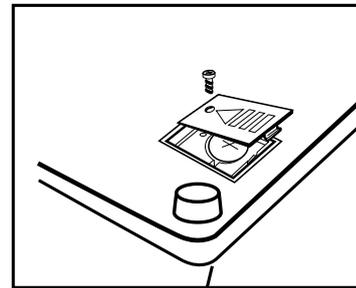
NOTE: While replacing the backup battery, the 4 "C" size batteries must be kept in the unit or the unit must be connected to the 9V adaptor while the adaptor is plugged in. If not, you will lose all the information stored in the following activities:

- Word Processor
- Calendar
- Day Planner
- Telephone Book
- Music Maker
- Homework Lab™
- Memory Bank

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

NOTE: If the unit suddenly stops working or the sound becomes weak, 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.

AC ADAPTOR CONNECTION

Use the standard **9V** $\overline{}$ **300mA AC - DC** adaptor with polarity $+\!-\!\!\bullet\!\!)\!-\!-$ that comes with the **POWER ZONE**™ learning unit.

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the back of 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**.

NOTE: Do not leave the adaptor plugged in for long periods of time if the unit is not in use.

If your AC adaptor is lost many retailers carry this type of adaptor. You can also order a replacement by calling our Consumer Services Department at 1-800-521-2010 or send $15.00 (includes shipping and handling) to:

ADAPTOR OFFER

c/o **VTECH**® Industries, **LLC**.

101 E. Palatine Road

Wheeling, IL 60090-6500

(Illinois residents please add 8.25% sales tax.   Please do not send cash.)

ON/OFF SWITCH

Turn **ON** your **POWER ZONE**™ by pressing the button located on the base unit below and to the left of the screen. The unit will play an opening animation and then you can select an activity. Turn the unit **OFF** by pressing the button located next to the **ON** button.

AUTOMATIC SHUT-OFF

If there is no input into the **POWER ZONE**™ learning product for about 8 minutes, the unit will automatically shut off to save power. After the auto power off is activated, you need to press the **ON** button again.   We recommend that you turn the unit **OFF** when not playing with it.   If the **POWER ZONE**™ 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** to the upper right for higher contrast and to the lower left for lower contrast.

VOLUME SWITCH

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

MOUSE
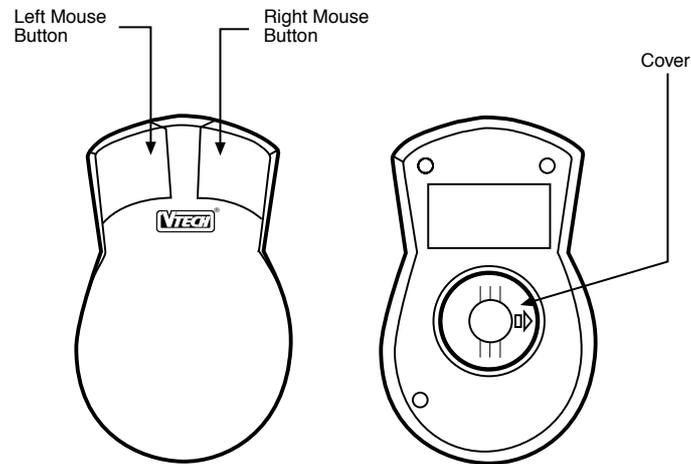
To use the mouse, push it in the direction that you would like the pointer ▷ on the screen to move. To move the pointer to the right side of the screen push the mouse to the right. To move the pointer to the left side of the screen, push the mouse to the left. To move the pointer to the top of the screen push the mouse away from you. To move the pointer to the bottom of the screen pull the mouse towards you.

Pressing the left mouse button will have the same effect as pressing **Enter** . In the Shape Puzzle and Word Search activities, the right mouse button serves as a flip key.

To clean the mouse, you need to open the cover on the bottom of the mouse. The arrow indicator on the cover shows the unlocking 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, place the cover back on the mouse and lock the cover by pushing the cover in the opposite direction of the arrow indicator.

EARPHONE JACK

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

KEYBOARD
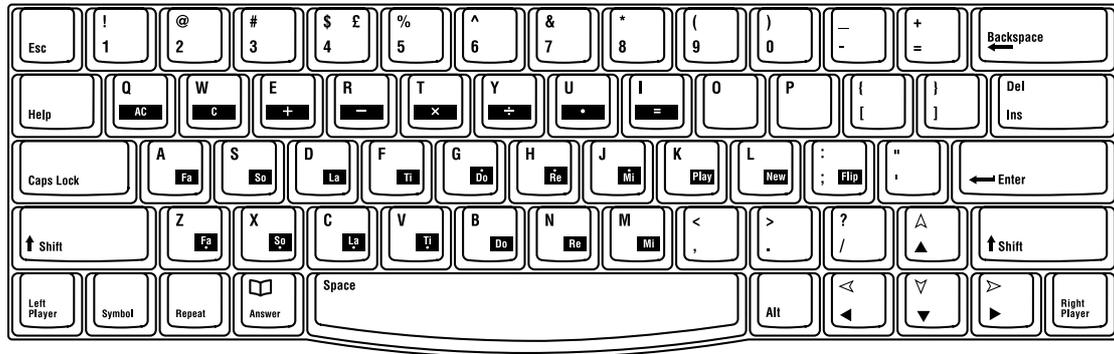
The **POWER ZONE**^{TM} learning product has a QWERTY keyboard with 64 keys.

SPECIAL KEYS

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

Esc 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.

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 a question. Press this key to receive hints in some of the activities. For multiple choice activities, it will reveal one of the incorrect answers. In activities like Synonyms, it will show one of the letters in the answers as a hint. The key has slight variations among different activities, so for detailed usage, please refer to the description of the activities.

Caps Lock key:

Press this key to make everything you type appear in capital letters.

Symbol key:

Press the symbol key to see a symbol menu which contains several pages of symbols . Use the keys to select a symbol. Then press the **Enter** key or the left mouse button to confirm the selection.

Repeat key:

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).

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Add to Memory bank:

Press Shift key and the answer key together in Synonyms, Antonyms, Spelling, Word Correction, Tenses, Part of Speech, Grammar, Word Search, Crossword, Addition, Subtraction, Multiplication, Division, Story Problems, World Customs trivia, Science and Technology Trivia, Entertainment Trivia, Animal Trivia and Sports Trivia to store questions and problems in Memory Bank activity to review later.

Answer key:

If a player is not able to answer a question, the player should press the key and it will reveal the answer.

NOTE: In the two-player mode, the key cannot be used during the first player's turn.

Enter key:

Press this key after typing each answer so the unit registers your input. In activities like Word Processor, Telephone Book and Day Planner, this key will place the cursor at the beginning of the next line for information input.

Backspace key:

To correct an answer before it has been confirmed, press the key to delete the last character typed in.

Alt key:

Press this key together with an alphanumeric key to have the character on top right hand corner shown on keys.

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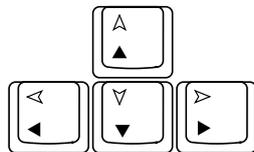
These four keys will move the cursor up, down, left, and right.

Press the key and any of arrow keys together to move the cursor pointer in the same manner as the mouse.

To move the pointer up the screen, press key and key.

To move the pointer to the bottom of the screen, press key and key.

To move the pointer to the left side of the screen, press key and key.

To move the pointer to the right side of the screen, press key and key.

The ⌨ key and the ◁ key can be used to simulate the left mouse button.

The ⌨ key and the ▷ .; key can be used to simulate the right mouse button.

Space key:

In normal text editing, the space key acts as a character but when the repeat function is in use, the space key is able to pause the display while the timer is still running. This pause function gives readers more time to read the whole question before the answer appears.

Left Player/Right Player keys:

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 appropriate left or right player button will get the opportunity to answer the question first.

SELECTION BUTTONS
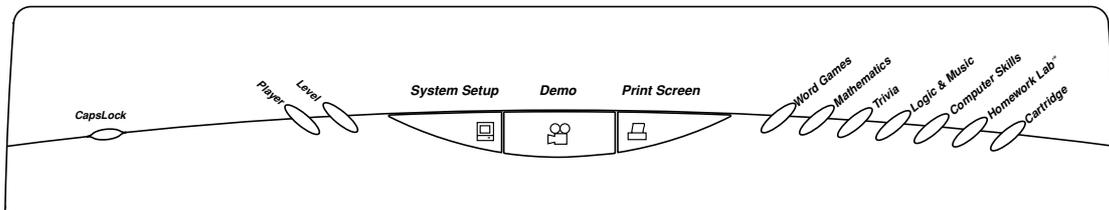
There are 48 activities in the **POWER ZONE™** and they are divided into five activity groups. Press the additional activity selection buttons on the keyboard to go directly to the groups of activities or other special buttons to manipulate functions on the unit.

Group activity selection buttons:
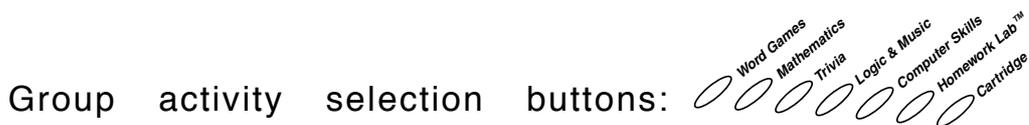
Activity selection buttons are available to go directly to the selected group activities for Word Games, Mathematics, Trivia, Logic & Music and Computer Skills.

Homework Lab™ button:
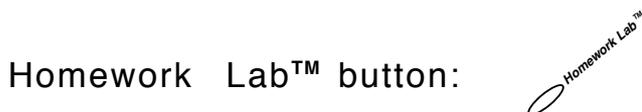
When the Homework Lab™ button is pressed the unit will go directly to the Homework Lab™ activity.

Cartridge button:

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**.

Player button:

Press this button and the status window will pop up which allows a player to choose the 1-player or 2-player mode in the activities that have a 2-player mode.

Level button:

Press this button and the status window will pop up which allows a player to change the level of difficulty in some of the activities. There are six levels, with the first level being the easiest and sixth level being the most difficult.

SYSTEM SETUP

System setup key:

Press this key and the system setup screen will pop up. For details in setting, please refer to SYSTEM SETUP pages 22-25.

Demo key:

The demo key is available at any time to demonstrate the activity(ies) to the user. The demo key will demonstrate five randomly selected activities and then return to the main menu. When the demo key is pressed again, another five activities will be demonstrated randomly. If the demo key is pressed when a player is in an activity, it will demonstrate that particular activity. Once the demonstration is done, it will return to either the menu or the activity.

Print Screen key:

This key is used to print anything that appears on the screen. Press the print screen key to send the current screen to printer (when connected to a printer) or a personal computer (when **VTECH POWER LINK™** is connected). If the unit is connected to a personal computer (using the **VTECH POWER LINK™** unit), a preview will be printed on the connected personal computer monitor. Please refer to the **VTECH POWER LINK™** utilities section for further details.

DESCRIPTION OF ACTIVITIES

POWER ZONE^{TM} Activities

After turning the power ON, you will see the opening animation and the main activity menus. Activities are grouped into five 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 Two-Player Mode

ACTIVITY	LEVEL	TWO-PLAYER MODE
Word Games	1-6	YES
Mathematics Games	1-6	YES
Trivia Games	1-6	YES
Music Maker	NO	NO
Fences	1-6	YES
Shape Puzzle	1-6	YES
3-D Match	1-6	YES
Treasure Hunt	1-6	YES
Balance	1-6	YES
Tic Tac Box	NO	YES
Chart Maker	NO	NO
Typing Challenge	NO	YES
Calendar	NO	NO
Day Planner	NO	NO
Telephone Book	NO	NO
Calculator	NO	NO
Spell Checker	NO	NO
Word Processor	NO	NO
Foreign Language Cartridge	NO	YES
Comprehension Cartridge	1-6	YES
Homework Lab^{TM}	NO	YES

GENERAL DISPLAY

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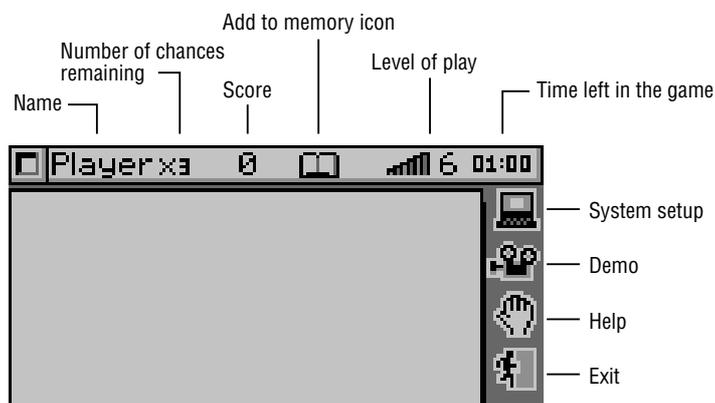
WORD GAMES

SYNONYMS

A word is displayed on the screen. Type in a word with the same meaning and press the **Enter** key. The unit provides the first letter of the word and the number of letters in the word to help you answer the question.

ANTONYMS

This activity functions in the same way as **SYNONYMS** except you need to enter a word with the opposite meaning of the word shown on the screen.

SPELLING

This activity helps you to practice your spelling. An animation will appear and the **POWER ZONE**™ will ask for the spelling of the word. Type in the correct spelling of the word and press the **Enter** key.

WORD CORRECTION

The unit shows a misspelled word and the **POWER ZONE**™ will ask for the correct word. Type in the correct word and press the **Enter** key.

TENSES

This activity teaches three basic tenses. They are present, past and past participle. Two of the three tenses of the word are given and one tense is missing. Type in the missing tense and press the **Enter** key.

PARTS OF SPEECH

A sentence is displayed with a highlighted word. Choose what the correct part of speech is for the highlighted word. You are given three parts of speech to choose from. Type 1, 2, or 3 for the answer or move the pointer to answer. Then press the **Enter** key or the left mouse button.

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GRAMMAR

First a sentence with one word missing is shown, then word choices will appear. You can select the answer by typing 1, 2, or 3 or you can move the pointer to answer. Then press the [Enter] key or the left mouse button for the answer that will make the sentence grammatically correct.

SENTENCE SHUFFLE

First you are shown the correct sentence, then the words of the sentence are put into random order. You are expected to reconstruct the original sentence.

To select a word, move the cursor or the pointer on to the desired word and then press the left mouse button. If you make a mistake select the [←] icon and the word return to the top line. Once you have completed the sentence, press the [icon] icon.

WORD SEARCH

This activity shows a 16 x 7 letter matrix with 10 words hidden. You have to locate all 10 words in the puzzle.

To locate a word use the arrow keys or the pointer to highlight the word that you want, and then press the [Enter] key or the left mouse button. You can select a word from a horizontal, or vertical direction. To change the direction of the cursor from vertical to horizontal use the [icon] flip icon. The [icon] enables you to switch back and forth between the horizontal and vertical position.

CROSSWORD

In this activity, you have to solve a crossword puzzle by guessing all 10 words based on the clues given.

First, choose a highlighted area where a word is missing, and then press the [Enter] key or the left mouse button. The clue will then be provided. Input the correct word, and then press the [Enter] key or the left mouse button. To proceed repeat the steps stated above.

MATHEMATICS

ADDITION

An addition problem will appear on the screen. Input the correct answer using the number keys or number pad and then press the [Enter] key or press the [icon] icon.

SUBTRACTION

A subtraction problem will appear on the screen. Input the correct answer using the number keys or number pad and then press the [Enter] key or press the [icon] icon.

MULTIPLICATION

A multiplication problem will be displayed on the screen. Answer the problem using the number keys or number pad and then press the [Enter] key or press the [icon] icon.

DIVISION

A division problem will be displayed on the screen. Answer the problem using the number keys or number pad and then press the **Enter** key or press the ⬛ icon.

ALGEBRA

An algebra question will appear on the screen. Input the correct answer using the number keys or number pad to find the unknown X and then press the **Enter** key.

If you want the tool for calculation, press the ⬛ icon. The calculator will allow you to perform mathematical functions that will help you solve the value of X. To switch backto the algebra screen, press the ⬛ icon. For further information about the calculator, refer to the calculatorsection. If you need additional help, press the ⬛ icon, but it will cost you one turn.

FRACTIONS

In this activity, you will see a question involving fractions and you are expected to find the missing numbers. Answer the problem using the number keys or number pad and then press the **Enter** key.

If you want the tool for calculation, press the ⬛ icon. The calculator will allow you to perform mathematical functions that will help you to solve the value of the fraction. To switch backto the fraction screen press the ⬛ icon. For further information about the calculator refer to the calculator section.

COORDINATES

This activity shows a coordinate plane and you will be asked to give the coordinates of a point, plot a point, find a slope of 2 points or plot 2 points by using the slope that is given. To input the coordinates of each point use the arrow keys or the pointer ⬛ . Then press the **Enter** key or press the ⬛ icon.

To plot a point use the cursor pointer or the mouse to move the point to the area which you would like to select and then press the **Enter** key. To plot two points with a given slope, plot the two points one at a time. If you need additional help, press the ⬛ icon, but it will cost you one turn.

GEOMETRY

A 2-D or 3-D object appears and you will be asked to find the area, perimeter, volume or surface area of the object. Input the correct answer by using the number keys and then press the **Enter** key.

If you need additional help, press the ⬛ icon. This will display the formula you need fo solve the problem, but it will also cost you one turn.

STORY PROBLEMS

A mathematical question with multiple choices will appear. Find the answer by typing in 1, 2 or 3 or you can move the pointer to the correct answer. Then press the **Enter** key or the left mouse button.

GRAPHS

A graph appears first and then the unit will ask you a question related to the graph with multiple choices. You can type in 1, 2 or 3 or you can move the pointer to the correct answer. Press the $\boxed{\text{Enter}}$ key or the left mouse button.

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 on to the tray that you want, and then press the left mouse button. Select the $\boxed{\text{icon}}$ icon when you are done balancing.

CALCULATOR

The **POWER ZONE™** has an eight digit fully functional calculator for addition, subtraction, multiplication and division. You can move the cursor 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 carrying out each calculation.

TRIVIA

WORLD CUSTOMS

This challenging trivia game tests your knowledge of World Customs. You are asked a question, and you are given three answers to choose from. You can select your answer by typing in 1, 2 or 3 or you can move the pointer to the correct answer and press the $\boxed{\text{Enter}}$ key or the left mouse button.

SCIENCE AND TECHNOLOGY

This game functions the same way as World Customs Trivia, except it tests your knowledge of Science and Technology. Multiple choices are given and you can select the answer by typing in 1, 2, or 3 or you can move the pointer to the correct answer and press the $\boxed{\text{Enter}}$ key or the left mouse button.

ENTERTAINMENT

This game tests your knowledge of TV shows, movies and music and functions the same way as World Customs Trivia. Multiple choices are given and you can select the answer by typing in 1, 2, or 3 or you can move the pointer to the correct answer and press the $\boxed{\text{Enter}}$ key or the left mouse button.

ANIMAL

This game tests your knowledge of Animals and functions the same as World Customs Trivia. Multiple choices are given and you can select the answer by typing in 1, 2, or 3 or you can move the pointer to the correct answer and press the $\boxed{\text{Enter}}$ key or the left mouse button.

SPORTS

This game functions the same way as World Customs Trivia, except it tests your knowledge in Sports. Multiple choices are given and you can select the answer by typing in 1,2, or 3 or you can move the pointer to the correct answer and press the [Enter] key or the left mouse button.

LOGIC & MUSIC

MUSIC MAKER

There are six built-in songs to play or you can create your own songs to edit and save. You are also able to recall a song you created from the selection menu.

To select a type of music, select any of the musical icons displayed and then press the left mouse button. You can choose Musical Instruments, Pop Music, Rock 'n Roll, Musicals, Classicals, Composers, or a personal song. The unit will then play the music that you have selected.

To select a different instrument to play the song, select any one of the musical instrument icons and then press the left mouse button. You can choose any one of the following musical instruments: trumpet, drum, guitar, or piano. Once you have selected the instrument, select the [▶] icon to hear the song played by the chosen musical instrument.

To change the pitch of the music or a specific note, you can select one of the icons from a sharp [♯] , a natural [♮] , or a flat [♭] . Point to selected not and press the [Enter] key. To hear the song in the new pitch select [▶].

To save one of your edited songs, select the [💾] icon. To undo any of your editing select the [↶] icon. To delete any of your editing select the [🗑] icon. To rewind the music select the [◀◀] icon. To advance the music select the [▶▶] icon. To stop the music select the [■] icon. To pause the music select the [❚❚] icon.

FENCES

The unit will display a grid with two different colors, each color representing a player. This is a 2-player game, you can either play with a partner or the with the computer. Each player takes turns connecting pairs of dots in their respective colors in an attempt to build a fence from one side of the board to the other. To connect pairs of dots, first determine the two dots that you want to connect. Once the cursor is in the middle of the two dots, press the left mouse button.

SHAPE PUZZLE

The unit will display a figure and you have to use the 7 shapes to fill in the figure. To select a shape, choose one of the shapes provided in the shape box using the mouse. Once you have selected the shape move the shape to the area that you think it should be located and press the left mouse button.

You can use the [↺] icon or right mouse button to change the direction of the shape in order to fit properly within the picture. To use this icon, move the selected object to the [↺] and hit the left mouse buttons. You can also use [←] icon to undo placement of shapes. Once you have completed the shape puzzle, place the pointer on the [✓] icon and press the left mouse button.

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3D MATCH

The unit will display 3-D objects and you will need to select the one that differs from the other two objects. Type in 1, 2 or 3 or select one of the graphics with the mouse and press the Enter key or the left mouse button.

TREASURE HUNT

The unit will display a grid. The mission of this game is to find all of the treasure in the grid. The grid also contains enemies and bonus points. Select a tile on the grid to look for the treasure and then press the left mouse button.

To find clues on how many treasures there are in a selected row or column, press the

[?] icon, and then press the left mouse button.

TIC TAC BOX

In this game you can either play with a partner or the computer. The object of this game is to complete as many boxes as possible by connecting the dots.

To connect the dots, first select the two dots that you want to connect by using mouse. Once the pointer is in the middle of the two dots you would like to select, press the left mouse button.

COMPUTER SKILLS

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, but if the word is not in the dictionary, it will advise you that the word cannot be found, and the unit will offer you a suggested list of words.

WORD PROCESSOR

The **POWER ZONE**[TM] offers you one of the most important applications found in computers— processing. With the word processor documents can be created, edited, saved and printed.

The word processor activity has three menu icons [icon] [icon] [icon] along the top left corner of the screen. They will give you a clear understanding of the primary functions of the word processor activity.

FILE [icon]

> Load   load a file from the optional **RAM** cartridge or the **VTECH POWER LINK**[TM]*
>
> New   create a new file
>
> Save   save the file onto the optional **RAM** cartridge or the **VTECH POWER LINK**[TM]*
>
> Delete   delete a file from the optional **RAM** cartridge or the **VTECH POWER LINK**[TM]*
>
> Print   print the current file
>
> • This command is available when the **RAM** cartridge is inserted or the **VTECH POWER LINK**[TM] is hooked up to a personal computer.

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Note: For information on how to order the optional **RAM** cartridge or the **VTECH POWER LINK™** please consult your retailers or our Consumer Services Department.

Load

Load is the command used to retrieve an existing file from the optional **RAM** cartridge or personal computer. Select **Load** from the **FILE** menu and it will show a loading menu. Then select the icon to load a file from the **RAM** cartridge or the icon to load a file from the personal computer (please refer to the **VTECH POWER LINK**^{TM} utilities section for further details). After you select the source, it will list all the files. Select the file you want to retrieve and press the **Enter** key, or the left mouse button. The chosen file will then appear on the screen.

New

Every time you enter the Word Processor activity, it will show the last file you worked on. New is the command to create a new file. Select **New** from the **FILE** menu and it will ask whether you want to quit the current document. If you type "Y", it will clear the memory. If you type "N", it will return you to the document.

Save

Saving a file is a very important option in Word Processing because if you forget to save the file, you will not have the ability to retrieve the file and continue to work on it.

In order to save a file, select **Save** from the **FILE** menu and it will show a save menu. Then select the icon to save a file to the **RAM** cartridge or select the icon to save a file to the personal computer (please refer to the **VTECH POWER LINK**^{TM} utilities section for further details). After you select the source, it will prompt you with the file name. You need to type in a name, and then press the **Enter** key to save the file or revise the name before pressing the **Enter** key to confirm. Please note that the filename can be a maximum of eight characters long.

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 menu. Then select the icon to delete a file from the **RAM** cartridge or the icon to delete a file from the PC (please refer to the **VTECH POWER LINK**^{TM} utilities section for further details). After you select the source, it will list all the files. Select the file you want to delete and press the **Enter** key or the left mouse button to confirm. A message will ask you for confirmation. **Alert!** When files are deleted, they will be gone permanently.

Print

In order to use the print feature, you must connect the unit to one of the printers which works with the **POWER ZONE**^{TM}. Please see the Printer Setup section within System Setup. It is wise to save your file before printing. Select Print from the **FILE** menu icon and it will print the file.

If the unit is connected to a personal computer (**using the VTECH POWER LINK^{TM} unit)**, a preview of your file will be shown on the connected personal computer monitor. Please refer to the **VTECH POWER LINK^{TM}** utilities section for further details.

EDIT

Cut   cut a block of text

Copy   copy a block of text

Paste   paste a block of text

Most simple editing can be accomplished by using the Backspace and the Del/Ins keys. When you need to manipulate 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 left mouse button. When the pointer is at the end of the area you want to mark as a block, release the left mouse button. After a block of text is defined, use one of the three block editing tools, cut block, copy block or paste block.

Cutting a Block

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

Copying a Block

To copy a block of text, first define the block and select the 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.

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 icon from the menu and the block of text you defined will be pasted to the selected location.

Tools

Spell check   Spell check of a word
Symbol   Insert symbols

Spell Check

The spell check feature checks a word to see if it is spelled correctly. To check the spelling of a word, move the cursor to the beginning of the word and select **Spelling** from the **TOOLS** menu. If the word does not exist in the dictionary, it will give you a list of possible words for reference. You are also able to select one of the suggested words for replacement.

Press the Esc key to return to the document.

Symbol ▨ ▧

Symbol gives you a list of useful characters which you can use in your documents. Select **Symbol** from the **TOOLS** menu icon to get a list of characters and symbols for input. Press the ⊞ ⊞ ⊞ ⊞ keys to locate a symbol and press the **Enter** key or the left mouse button to confirm. Press the **Esc** key to return to the document.

SHORTCUT KEYS

In order to provide a better user interface, shortcut keys are introduced in Word Processor. The shortcut keys are used to access a function quickly without moving the mouse around to select the function. Functions and their corresponding shortcut keys are listed below.

To access a function you must first access the menu. Please see the table below on how to access these menus.

Menu	Function	Shortcut Keys
File		Alt-F
	Load	Alt-L
	New	Alt-N
	Save	Alt-S
	Delete	Alt-D
	Print	Alt-P
Edit		Alt-E
	Cut	Alt-U
	Copy	Alt-C
	Paste	Alt-P
Tools		Alt-T
	Spelling	Alt-S
	Symbol	Alt-B

(For example: to use shortcut keys to Print, you must press **Alt-F** to get the **FILE** menu and then press Alt-P to print).

CHART MAKER

The unit will ask you to input some information in order to make your own chart. First, select one of the chart icons and then press the left mouse button. You can make a pie chart ◓ , bar chart ▥ or pictograph ▦ .

Next, select how many sections you want in your chart and then press the left mouse button. You can have up to five sections in a chart.

To change the values of a section of the chart use the ▼ and ▲ . Select the ✋ once you have completed your chart .

HOMEWORK LAB™

Homework Lab™ allows you to input information and have the unit test you on it. This will be helpful if you are trying to learn a list of words from a foreign language, states and their capitals or even chemical symbols. Since you can input any information you want, the uses are unlimited.

When you start the activity you will be given two choices: Input Data or Knowledge Challenge .

INPUT DATA

When entering this activity you will first be asked to "Input the original word or phrase." Type in the first part of the word or phrase that you want to be tested on. Then press [Enter] . For example you could input "Hello". The unit will then ask you to "Input the corresponding word or phrase." Type in the second part of the word or phrase that you want to be tested on. Then press [Enter] . For example you could input "Hola" as the corresponding phrase to "Hello."

You have now inputted the first set of data. The unit will display the original screen and ask you to "Input the original word or phrase." for the second set of data. Follow the directions as described above. Continue this process until you have entered the entire list.

EDITING DATA

Adding Records

Choose the icon when you want to add another set of data into your existing list. The record will be added at the end of the list.

Deleting Records

Choose the icon when you want to delete records from your existing list. Before you choose this icon be sure that you are on the correct record, because you will not be able to retrieve the information once it has been deleted.

Finding Records

Choose the icon when you want to find a record to review, delete or edit. The unit will only search for the words or phrases which have been set-up as original words or phrases. Choose the icon and type in the word or phrase you want to find. Then press [Enter] . If the unit locates the record it will display it on the screen. If the record cannot be found the first record of the list will display.

Editing Records

Use the icon to find the record you want to edit then choose the icon. Choose the word you want to edit. When you are done editing, press the [Enter] key to confirm.

KNOWLEDGE CHALLENGE

In Knowledge Challenge the unit will test you on the information you entered. When entering this activity, you will be given the option to test yourself on either the original word/phrase list or the corresponding word/phrase list. After the unit displays the word/phrase, type in the correct answer and press [Enter] to confirm.

TYPING CHALLENGE

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

To print a report of your results, select the ⊟ icon. To start a new typing challenge, select the ▤ icon.

CALENDAR

This activity is a calendar which goes from the year 1900 up to the year 2099. You can view any monthly calendar between 1900 to 2099.

To select the month on the year that you want the calendar to display, press the box that displays the month year or the 👁 icon. A box will appear with the day, month, and year. To change the day, month, or the year use the ⬍ and the left mouse button. Select the 🖑 icon once you have completed your selection.

To select a specific date, move the cursor over the date that you want and press the left mouse button.

To mark a day as a holiday select the date and then select the ✳ icon.

To print your personalized calendar, select the 🖨 icon, and then press the left mouse button.

To input a schedule of a particular date, double click the date.

DAY PLANNER

This activity keeps track of your personal schedule. The Day Planner will start by showing you the first record (records are sorted in chronological order).

To select a specific day or month, select the 🗓 or 👁 icon.

To delete or edit any mistakes you make select the 🗑 or ✎ icon.

To search for your file once it has been saved select the ⬍ icon. To check and see if there is enough memory in the unit select the 🖩 icon. Once you have completed inputting your personal information select the 🖑 icon.

TELEPHONE BOOK

This activity helps you keep track of personal information on your friends and relatives. The Telephone Book starts by showing the first record (sorted alphabetically by names).

To begin, select the 🖐 icon and then type in the person's name, phone number, birthday, and home address in the specified rows.

To delete or edit any error that you have made, select the 🗑 icon for deleting, and select the ✎ icon to edit your mistakes. To check and see if the unit has enough memory select the 🖩 icon. Once you have completed inputting your personal information, select the 🖑 icon.

MEMORY BANK

You can use the memory bank to store questions from the following activities: Synonyms, Antonyms, Spelling, Word Correction, Tenses, Part of Speech, Grammar, Word Search, Crossword, Addition, Subtraction, Multiplication, Division, Story Problems, World Customs Trivia, Science and Technology Trivia, Entertainment Trivia, Animal Trivia, Sports Trivia. To store a question or problem in the memory bank choose the [icon] icon or press the [Shift] key and [Answer].

You are then asked if you want to add the question or problem into the memory bank. If you answer "Y" you need to assign a code to the question or problem.

When you enter the Memory bank activity you need to choose which stored question or problem you want to answer. Highlight the question you would like to answer and then press **Enter** key. If no question or problem has been stored in the Memory bank activity you can not operate this activity.

SYSTEM SETUP

System Setup is available during the use of any activity. Press the [icon] icon to enter System Setup. Inside the System Setup, you are able to choose the following items:

[icon]	**Printer Setup**
[icon]	**Icon Setup**
[icon]	**Power Link™ Setup**
[icon]	**Date Format**
[icon]	**Number Entry**
[icon]	**Screen Saver**

PRINTER SETUP

There are a number of printers which **POWER ZONE**™ is compatible with. Please refer to the printer list included in the packaging for more details on compatible printers. Printer Setup allows you to select any one of the printers that **POWER ZONE**™ supports.

After selecting a printer model, you can print a document from Word Processor or print a screen. Word Processor has a print command within the activity. When you want to print what you see on the **POWER ZONE**™ screen press the [button] button. When using a color printer the unit will print in color.

NOTE:

1.	When using a **COLOR PRINTER** that only holds one cartridge, using a black cartridge may result in a printing error. Please select the generic version of the printer model to avoid receiving an error message.

2.	The **POWER ZONE**™ may also work with other models from the manufacturers that where included on the printer list. The unit has not been tested with printers that are not listed.

3.   Many printers can be configured to work like a different model. Please refer to your printer manual for different configurations.

TROUBLESHOOTING FOR 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 and once you have solved the problem, reset the printer or follow the Printer Connection instructions in the Preparation section in this manual to try printing again. If you have any other problem with your printer, please refer to your printer's manual for details.

ICON SETUP

The **POWER ZONE**^{TM} learning unit has the ability to show you descriptions of different icons and functions. When the bubble function is **ON**, a bubble containing the name of the icon will pop up when you place the cursor over an icon. To select the bubble **ON** function, press the [icon] icon from the bubble setup menu. You can also turn **OFF** this function by selecting the [icon] icon.

NUMBER ENTRY

When answering addition or subtraction questions, different people have different methods for inputting their answers. Some people prefer to input from left to right, while others prefer from right to left. The unit lets you set the input direction to the way that you prefer. Just select the **Number Entry** [icon] icon from the System Setup menu. Press [icon] for inputting data from right to left or choose [icon] for inputting data from left to right.

DATE FORMAT

The **POWER ZONE**^{TM} learning toy is a product which is sold worldwide. Different places have different formats for writing the date. In order to accommodate this, the **POWER ZONE**^{TM} learning unit lets you set the date format that you are comfortable with. There are two types of formats setup in the unit:

U.S. Format   January 1, 1997
European Format   1 January 1997

SCREEN SAVER

The **POWER ZONE**TM learning unit offers you a feature that can be found on many personal computers, the screen saver function. When the unit is first turned on, the screen saver is **ON** and you can go into the System Setup to disable the screen saver function by selecting ⬚ . When screen saver is **ON** and the unit has been idle for two minutes, the cursor will change into one of five icons ⬚ ⬚ ⬚ ⬚ ⬚ . The icon will move around the screen to protect it from any permanent damage. The unit will resume if any key is pressed.

VTECH POWER LINKTM

The **POWER ZONE**TM learning unit offers you a feature called **VTECH POWER LINK**TM (sold separately). **VTECH POWER LINK**TM offers the following functions:

1. Save File to the personal computer from the Word Processor Activity. This function allows the user to save a currently editing Word Processor file to the connected personal computer.

2. Load File from the personal computer into the Word Processor Activity.

    This function allows the user to load a previously stored Word Processor file from the connected personal computer to the Word Processor activity.

3. Delete File stored on the personal computer in the Word Processor Activity.

    This function allows the user to delete a previously saved Word Processor file in the connected computer.

4. Print Preview your Word Processing file on your personal computer.

    When the unit is connected to a personal computer, this function previews a printout of the current word processor file on the computer screen.

5. File Upload/File Download ⬚

    The upload function allows the user to transfer a file between the **RAM** cartridge and the personal computer.

    To upload a file, click ⬚ .

    To download a file, click ⬚ .

6. Screen Dump

    This function allows the user to display the current **POWER ZONE**TM screen on the PC monitor. While connected to a personal computer, press the **SHIFT** key and the Print Screen key on the **POWER ZONE**TM keyboard to dump the current screen to the PC monitor.

7. Trivia PC View ⬚

    This function allows the user to view activities on the personal computer monitor. The following is a list of activities that work with the PC View feature:

- World Customs Trivia
- Science and Technololgy Trivia
- Entertainment Trivia
- Animal Trivia
- Sports Trivia
- Foreign Language
- Parts of speech
- Grammar
- Story Problem
- Homework LabTM

8. Trivia PC Log ⬚

This function allows the user to create a trivia activity log record on the personal computer.

Note:* The file stored in the personal computer will be listed on the personal computer screen. Please use the following keys on the **POWER ZONE**™ keyboard to select a file.

Keyboard Operation	Computer Screen Response
Up	Move file selection cursor up
Down	Move file selection cursor down
Alt+Up	Move file list up one page
Alt+Down	Move file list down one page

HOW TO USE AN EXPANSION CARTRIDGE

The **POWER ZONE**™ learning unit offers optional expansion cartridges.

To use a cartridge, follow these steps:

1. Turn the unit **OFF**.

2. Insert a cartridge into the slot located in the front of the unit with the label facing up. You should feel the cartridge click into place.

3. Turn the unit **ON**.

4. Press the button on the keyboard and the cartridge activities will 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.

EXPANSION CARTRIDGE:

READING COMPREHENSION

A paragraph will appear first. Read the paragraph and remember the important facts. Questions related to the paragraph with multiple choice answers will be given. Type in 1, 2 or 3 for the answer or select the answer with the pointer. Then press the Enter key or the left mouse button. Please refer to HOW TO USE THE EXPANSION CARTRIDGES for further details.

FOREIGN LANGUAGE

In this activity you will learn foreign language phrases and vocabulary words. The three languages you will learn about are Spanish, French and German. In the Language Learning mode you will be introduced to simple foreign language words and phrases. In the Language Testing mode you will be tested on those words and phrases.

When you start the activity, the unit will ask you what language you want to use for the on screen text: This will determine the language for all the instructional phrases.

NOTE: You only need to select the instruction language when you first enter the cartridge mode. The language you select become the defalt language. If you want to reset the default language you need hit Esc key until you get back to the screen

The unit will then ask you to select either Learning Mode or Testing Mode .

LANGUAGE LEARNING MODE

In Language Learning mode you will learn the translation of many words and phrases. First, choose a word or phrase that you want translated from the list by selecting it with the cursor. You can scroll up and down the list to find the word you want. Next, choose one of the language icons [abc] to pick the language you want the word or phrase translated to.

NOTE: A speaker icon [icon] after the word or phrase means that the Power Zone will say that word or phrase. Click the speaker icon [icon] to hear the word or phrase.

LANGUAGE TESTING MODE

In the Language Testing mode you will be asked to find the translation of a word. The unit will put a word on the first line of the testing screen. In the bottom part of the testing screen, three answers will come up. Choose the answer which has the same meaning as the word in the first line.

SCORING

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

Note: The following activities do not have scoring or a two-player mode.

Music Maker	Telephone Book
Chart Maker	Calculator
Calendar	Spell Checker
Day Planner	Word Processor

SCORING CODE

Code	1-Player Mode		2-Player Mode	
1	Question per round	5	Question per round	5
	Correct answer on 1st try	20	Starting Score	100
	Correct answer on 2nd try	10	Correct answer	
	Correct answer on 3rd try	5	1st player	20
	2nd player	10		
2	Words per round		10	
	Correct answer		10	
3	Each second remaining is equivalent to one point.			
	(i.e. 1min 35 second left will earn 95 points)			

4	Starting Score	150	Enemy	-5
			Item	20
			Bonus	10
			Empty	0
			Hint	-5

5	
	$$accuracy = \frac{corrected}{total}\ x100\%$$
	$$speed = \frac{letters}{time\,(second)}\ x\ \frac{60\,seconds\,/\,min}{6\,letters\,/\,word}$$

6	For Tic Tac Box, every time a box is finished by the player, the player will receive 10 points.
7	For Shape Puzzle and Blance the score is based on the time it takes the player to solve the problem.

POWER ZONE^{TM} ACTIVITIES:

Activity	Scoring Code
Synonyms	1
Antonyms	1
Spelling	1
Word Correction	1
Tenses	1
Parts of Speech	1
Grammar	1
Sentence Shuffle	1
Word Search	2
Crossword	2
Mathematics Games	1
Trivia	1
Music Maker	NO
Fences	NO
Shape Puzzle	7
3-D Match	1
Treasure Hunt	4
Balance	7
Tic Tac Box	6

Chart Maker	NO
Typing Challenge	5
Homework lab™	1
Calendar	NO
Day Planner	NO
Telephone Book	NO
Calculator	NO
Spell Checker	NO
Word Processor	NO
Reading Comprehension	1
Foreign Language	NO

CARE AND MAINTENANCE

1. Keep the **POWER ZONE**™ clean by wiping it with a slightly damp cloth.

2. Keep the **POWER ZONE**™ unit out of direct sunlight and away from heat.

3. Do not drop the **POWER ZONE**™ unit on hard surfaces or try to dismantle it.

4. Unplug the AC adaptor when the unit is not in use.

5. Do not expose the unit to moisture or get it wet.

IMPORTANT NOTE :

Creating and developing learning aids is 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 can sometimes occur. It is important for you to know that we stand behind our products and we encourage you to call our Consumer Services Department at 1-800-267-7377 in the U.S. or 1-800-521-2010 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 Sub-part J of Part 15 **FCC** Rules, which are designed to provide reasonable protection from such interference in a residential installation. However, there is no guarantee that the interference will not occur in 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

CAUTION-ELECTRIC TOY FOR TOY TRANSFORMER

- Not recommended for children under 3 years of age. As with all electrical products, precautions should be observed during handling and use to reduce the risk of electric shock.

Input: AC120V 60Hz 6W

Output: DC9V 300mA 2.7VA

- The adaptor should be periodically examined for conditions that may result in the risk of fire, electric sock, or injury to persons (such as damage to the output cord, blades, housing, or other parts) and that, in an event such conditions, the transformer should not be used until proper repaired.