

vtech[®]

User's Manual

Knowledge Key™ PC



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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.

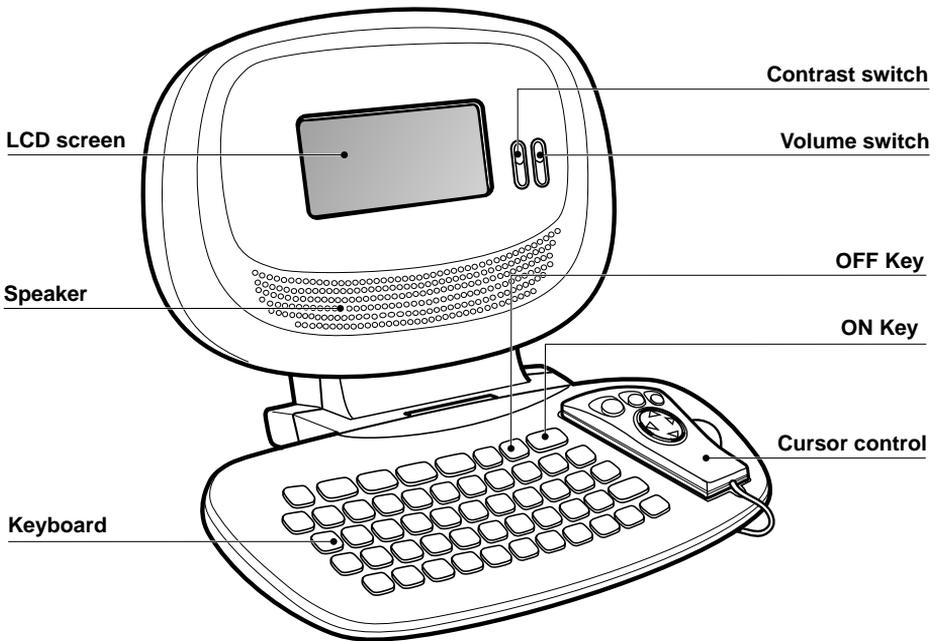
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INTRODUCTION

Thank you for purchasing the **VTech® Knowledge Key™ PC** learning toy! We at **VTech®** are committed to providing the highest quality 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., 1-800-267-7377 in Canada.

Knowledge Key™ PC features a large, clear LCD screen that displays hundreds of friendly animated pictures and vivid sound that actively encourages children. With 24 different activities to choose from, children can spend countless enjoyable hours learning.

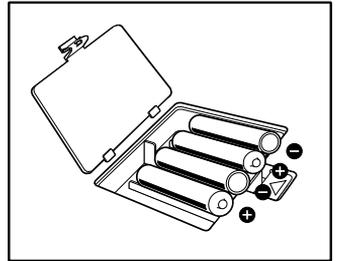


POWER SOURCE

Knowledge Key™ PC operates on 4 “AA” size batteries (UM-3/LR6).

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the back of the unit and open it.
3. Insert 4 "AA" batteries (UM-3/LR6) as illustrated.
(The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the correct polarity (+, -) signs to avoid leakage.
- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove the batteries from the unit when it will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not short-circuit the supply terminals.
- Do not attempt to recharge ordinary batteries.

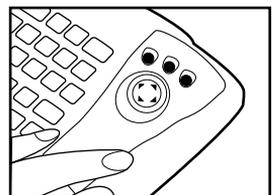
NOTE: If for some reason the unit stops working, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Press and hold the **ON** button for 3 minutes.
4. Replace the batteries.
5. Turn the unit **ON**. The unit will now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada.

CURSOR CONTROL

The cursor control is designed especially for the **Knowledge Key™ PC** learning toy. To remove the cursor control from the keyboard, lift the front end. To attach it to the keyboard, click the mouse securely back into the storage area.

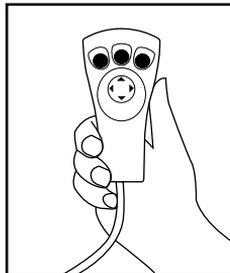


CURSOR CONTROL OVERVIEW

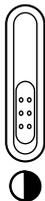
Cursor Buttons: Use the arrow keys on the cursor control to move the cursor left, right, up or down. The cursor buttons are also used as color-coded answer keys in the Matchbook activity (sold separately).

Enter Buttons: Press any of the three buttons on the top to confirm your answer. This is the same as pressing the **ENTER** key.

Shaking Sensor: Shake the cursor control and see silly animations on the screen! You can trigger the sensor inside the cursor control by holding it firmly and shaking it.

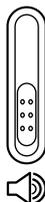


CONTRAST SWITCH



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

VOLUME SWITCH

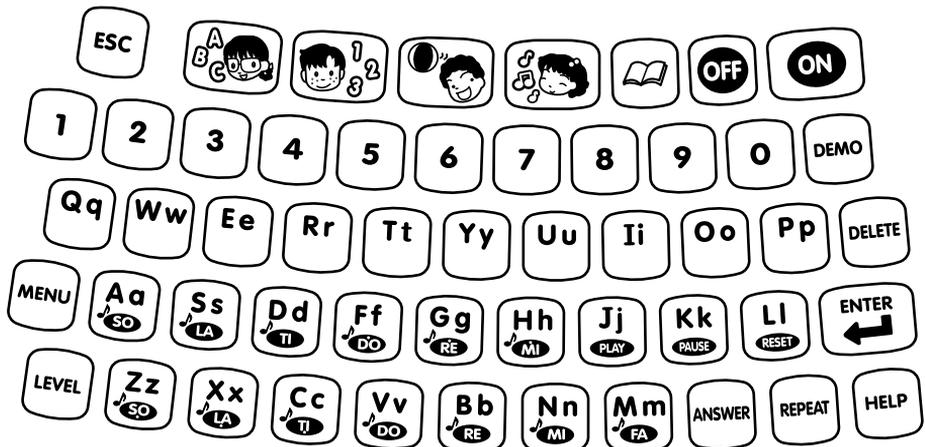


Adjust the volume by sliding the **Volume Switch** upward to raise the volume and downward to lower the volume.

AUTOMATIC SHUT-OFF

If there is no input into the **VTech® Knowledge Key™ PC** learning toy for about 5 minutes, it will automatically shut itself off to save power. If no button is pressed after turning the unit **ON**, it will automatically shut off in about 30 seconds. To turn the unit back **ON** after an automatic shut off, press the **ON** button. If the **VTech® Knowledge Key™ PC** learning toy is not going to be used for a long period of time, we recommend that you remove the batteries.

KEYBOARD DESCRIPTION AND FUNCTIONS



The Knowledge Key™ PC learning toy has a full alphanumeric keyboard.

ON BUTTON



Press the **ON button** to turn the unit on and start the 24 fun activities in Knowledge Key™ PC.

OFF BUTTON



When you've had enough learning for one sitting, press the **OFF button**.

LANGUAGE ARTS BUTTON



There are 7 language activities built in Knowledge Key™ PC. To get them started, press the **LANGUAGE ARTS button** when the unit is **ON**.

MATHEMATICS BUTTON



7 math activities teach you to count, add, subtract and solve problems. To get them started, press the **MATHEMATICS button** when the unit is **ON**.

LOGIC & GAMES BUTTON



Have fun while training your mind to think logically! Press the **LOGIC & GAMES button** when the unit is **ON** and let the games begin.

MUSIC BUTTON



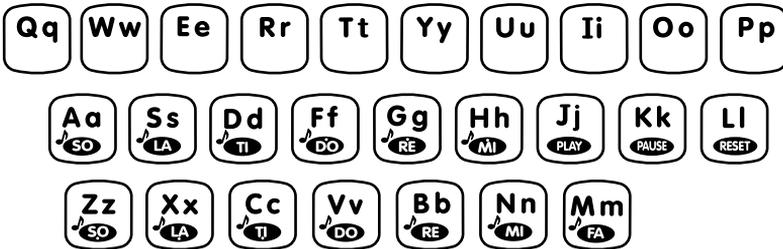
Here you can create your own tunes as well as listen to your favorite melodies! Press the **MUSIC button** when the unit is **ON**.

MATCHBOOK BUTTON



Press the **MATCHBOOK** button when you want to play with the **SMART START® Matchbooks** (sold separately). Please read more about the Matchbooks in the section of this manual entitled **HOW TO PLAY WITH THE MATCHBOOKS**.

LETTER KEYS



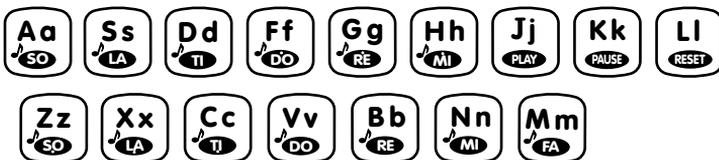
Use the **Letter keys** when inputting answers for word-related activities. The QWERTY layout will familiarize your child with standard computer keyboards.

NUMBER KEYS



Use the **Number keys** when inputting the answers in number-related activities. The number keys may also be used to select a level when the Level key is pressed or to select a song when Music Box is activated.

MUSIC KEYS



Use the **Music keys** to create a song in **Melody Maker**. Three additional function keys are: **PLAY** (allows you to listen to the song you have created), **PAUSE** (inserts a pause or rest into the music), and **RESET** (clears the song that you have created so you can start a new one).

FUNCTION KEYS



Press the **DEMO** key while in the main menu to see a short demonstration of all the activities in every category before returning to the category selection screen. Press the **DEMO** key during activity selection to see a demonstration of all the activities within the selected category before returning to the activity selection screen. If the **DEMO** key is pressed when a player is in an activity, it will only demonstrate that particular activity. Once the demonstration is done, it will return to that activity.



Press the **DELETE** key to erase letters or numbers before you press the **ENTER** key.



Press the **ENTER** key to confirm your answer after you have typed or selected the answer to a question.



The **HELP** key is available within certain activities. Press this key to see a hint that will aid you in answering a question.



Press the **REPEAT** key to repeat the instructions or the question.



Press the **ANSWER** key, when you are stuck, to learn the correct answer to any question.



Press the **LEVEL** key to change the difficulty level within an activity. There are three levels of play within some of the activities. The level 1 is the easiest and the level 3 is the most challenging. Levels can be changed at any time during an activity.



Press the **MENU** key to go back to the main menu screen where you can choose to enter a new category.



Press the **ESC** key to quit the present game and go back to the activity selection screen and choose a new activity. Press **ESC** again will bring you back to the main menu screen.

TO BEGIN PLAY

- Turn on your **Knowledge Key™ PC** learning toy by pressing the **ON** key.
- Press the Language Arts, Mathematics, Logic & Games or Music button to select the category you wish to play. Or you can use the cursor buttons to select the category on the screen and press the **ENTER** key to confirm. Once in your chosen category, you can select an activity within the category and press the **ENTER** key to get ready to play.
- Set the level of play by pressing the **LEVEL** key. The default is Level 1.

		LEVEL	HELP	SCORING
LANGUAGE ARTS	Learning Letters			
	Alphabet Order		✓	✓
	Letter Pairs			✓
	Odd One Out	✓		✓
	Letter Hunt	✓	✓	✓
	Word Search		✓	✓
	Type in Time	✓		✓
MATHEMATICS	Counting			✓
	Addition	✓		✓
	Subtraction	✓		✓
	Math Quiz	✓		✓
	More or Less			✓
	Fish the Number			✓
	Learn the Shape			✓
LOGIC & GAMES	Picture Parts			✓
	Carrot Jump			✓
	Build-a-Burger			
	Direction Match			✓
	Black & White			✓
	Pair Up			✓
	Front & Back			✓
MUSIC	Music Box			
	Melody Maker			
	Music Video			

ACTIVITY DIRECTIONS

LANGUAGE ARTS

1. LEARNING LETTERS



Designed to introduce the alphabet, Learning Letters is easy and fun. Type press any letter key and you'll learn the letter's name and see it appear in both upper and lower case. You'll even see a fun animation of a word starting with that letter.

2. ALPHABET ORDER



Do you already know the alphabet? This activity helps you master how one letter follows the other. Four letters will appear on the screen but one of them is missing. Press the letter key to input the missing letter. If you need some help, press the **HELP** key and a bubble help will pop up with three multiple choices to choose from.

3. LETTER PAIRS



Each letter has two forms - upper and lower case. Your mission in this activity is to help match up the upper and lower case letter pairs. A letter will appear in either upper or lower case and then disappear. Three possible matches will appear on the screen. From the three answer choices given, select the letter that completes the pair.

4. ODD ONE OUT



This activity will help sharpen your skills in detecting upper and lower case letters. A few letters will appear on the screen. Either they will be all lowercase with one upper case letter or they will all be uppercase with one lower case. Use the left and right cursor buttons (**←**, **→**) to choose the odd one out and press the **ENTER** key to confirm your answer.

5. LETTER HUNT



Test your spelling skills! A picture will appear on the screen followed by it's spelling. However, a letter will be missing from the word. You can hunt for the correct answer by typing the missing letter. Three choices will be given to you if press the **HELP** key.

6. WORD SEARCH



First you will see an animation of a word. A word search grid will appear with the word hidden somewhere among the letters. Find the word vertically or horizontally by using the cursor buttons to highlight it and press the **ENTER** key to confirm.

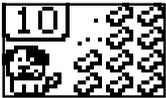
7. TYPE IN TIME



This activity will help you learn the letters and learn to type faster! Letters will appear on the screen by the dog house and you must find and type that letter on the keyboard. Level 1 only has keys from the middle row of keys: "ASDFGHJKL". Level 2 includes the middle row plus the top row - "QWERTYUIOP". Level 3 has all the letter of the alphabet including the bottom row "ZXCVBNM". The timer is shown in the plant on the left - which grows automatically. The plant on the right shows your progress. Type faster to make your plant reach the top first!

MATHEMATICS

8. COUNTING



Learn and practice counting! Several objects will appear on the screen. Count the number of the objects carefully, and type your answer using the number keys. Press the **ENTER** key to confirm.

9. ADDITION



Addition is the basic skill in mathematics. In this activity, you will learn how to add. An addition problem will appear on the screen. In level 1 it will appear in objects and in level 2 and 3 it will appear in numbers. You must find the sum of the problem and type your answer by pressing the number keys. Press the **ENTER** key to confirm.

10. SUBTRACTION



Just like addition, subtraction is another important skill when a child begins to learn mathematics. In this game, you will learn how to subtract. A subtraction problem will appear on the screen. In level 1 it will appear in objects. In Level 2 and 3 it will appear in numbers. You must find the difference of the problem by typing the correct answer and then pressing the **ENTER** key to confirm.

11. MATH QUIZ



This is a comprehensive activity that tests both addition and subtraction. An addition or subtraction problem will appear on screen. Three multiple choices will appear. Select the correct one using the cursor buttons, and press the **ENTER** key to confirm.

12. MORE OR LESS



This activity is to develop the sense of more or less. Two different sets of footprints will be marked on each side of the screen. You will see "Which one has more?", or "Which one has less?" appear on the screen. Use the cursor buttons to highlight the correct side, and press the **ENTER** key to confirm.

13. FISH THE NUMBER



Have you ever been fishing? Here's your chance! First you will see a question "Which is the largest?" or "Which is the smallest?". Three fish with numbers on them will appear on screen. Select the correct answer and move the fishing hook to the correct fish by using the cursor buttons, and press the **ENTER** key to confirm.

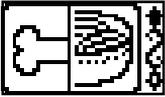
14. LEARN THE SHAPE



In this activity, you can match grocery items with their shape. First, an object will appear above the shopping cart. Then, three geometric shapes will scroll onto the screen. Choose the shape that matches the object by using the cursor buttons and press the **ENTER** key to confirm.

LOGIC & GAMES

15. PICTURE PARTS



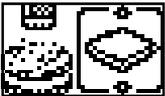
Do you think you can help to find the missing piece? Half of an object will appear on the screen with three choices for the missing half. Select the one that will complete the picture by using the cursor buttons. Press the **ENTER** key to confirm your selection.

16. CARROT JUMP



Help the bunny catch the carrots! In the lower left corner you will see the number of carrots that you need to catch. All you have to do is to collect the carrots by pressing the **ENTER** key or the up cursor button (↑) when a carrot appears. Try not to catch the wrong food!

17. BUILD-A-BURGER



Here you can build your own burger or sandwich! Choose your favorite ingredients shown on the right side by using the cursor buttons and press the **ENTER** key to confirm.

18. DIRECTION MATCH



See how well you can distinguish directions! Two objects are displayed on the screen. Turn the one on the right by pressing the cursor buttons until it matches the one on the left. Press the **ENTER** key to confirm your answer.

19. BLACK & WHITE



This visual game challenges you to match a positive image (black lines on white background) with a negative image (white lines on a black background). The positive image is shown on the left. Find its matching negative image from the three multiple choices given on the right side by using the cursor buttons. Press the **ENTER** key to confirm.

20. PAIR UP



It's your turn to do the laundry and match up the socks! One sock is shown, and you must find the other one that matches it. You can press up and down cursor buttons (**↑** **↓**) to select the matching sock and press the **ENTER** key to confirm your choice.

21. FRONT & BACK



This is a game of perspective where you must recognize an animal or object from behind. First, the front view of an object/animal is shown. Find the matching back view from the three choices given. You can press up and down cursor buttons (**↑** **↓**) to select and press the **ENTER** key to confirm your choice.

MUSIC

22. MUSIC BOX



There are 10 songs in the music box. You can select your favorite song by pressing the number keys or the cursor buttons on the keyboard. Then you can listen or sing along with the tune!

23. MELODY MAKER



Become a true musician! You can use the note keys to compose a song of your own. Press **PAUSE** to add a pause or rest into the music. Then, press **PLAY** to listen to the song that you have created. Pressing **PAUSE** during the **PLAY** mode will stop the song.

Press **PAUSE** again if you want to resume the song where you left off. If you're ready to create your next masterpiece, press the **RESET** key to clear the current song and start again from scratch.

24. MUSIC VIDEO



Create your own musical artwork! By using your cursor buttons, you can click on the arrows on the right side to find an image you like. (Each image has a different melody) Click on the picture to use it. You can place it where you want on the page by using the cursor buttons and pressing **ENTER**. When you click on the selected picture, you will hear your artwork come to life!

SCORING

Correct answer on the 1st try	: 20 points
Correct answer on the 2nd try	: 10 points
Correct answer on the 3rd try	: 5 points
No chance left or press the ANSWER key	: 0 points
Maximum score per round	: 100 points

(There are 5 questions per round.)

HOW TO PLAY WITH THE MATCHBOOKS

In addition to the 24 activities in the **Knowledge Key™ PC** learning aid, you can also use the **Smart Start® Matchbooks™** to expand your learning fun (sold separately).

Each Matchbook contains a set of multiple-choice questions that cover material appropriate for children aged 5 and more. There are 150 questions that are divided into five sections of 30 questions each. Each section becomes progressively more difficult. Section 6 is a review section with questions taken at random from the first five sections.

TO PLAY:

1. Press the **ON** button.
2. Press the **MATCHBOOK** button on the membrane keyboard.
3. Input the code number of the matchbook and then press the **ENTER** key.
4. Open the matchbook to the section you have entered.
5. A question number will appear on the screen. Refer to the matchbook to read the question and the possible answers. Each question has 4 multiple choice answers, which are represented by red, yellow, blue and green.
6. Answer by pressing red, yellow, blue, or green cursor buttons that corresponds to the correct answer.
7. At the end of each section, your score will be displayed.
8. To continue playing, enter the numbers for the next section.

SCORING SYSTEM IN THE MATCHBOOK ACTIVITY

Scoring appears after 30 consecutive questions. The scoring is as follows:

Correct answer on the 1st try	: 3 points
Correct answer on the 2nd try	: 2 points
Correct answer on the 3rd try	: 1 points
Incorrect answer or press the ANSWER key	: 0 points
Bonus points if all answers are correct	: 10 points
Maximum score per section	: 100 points

NOTE: The **HELP** key is disabled in this activity.

CARE AND MAINTENANCE

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

IMPORTANT NOTE:

Creating and developing electronic learning computers 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.

FCC NOTICE:

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