

# vtech®

## User's Manual

# Power Vision™



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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.*

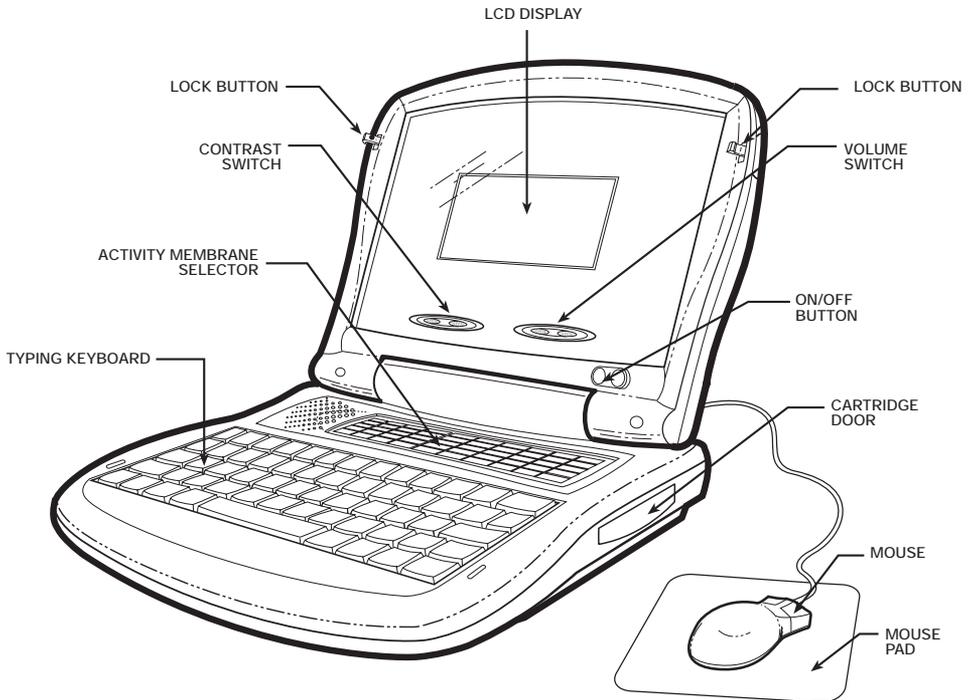
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# INTRODUCTION

Thank you for purchasing the **VTECH® Power Vision** 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.

The **VTECH® Power Vision** learning aid offers a sharp, viewing screen that displays hundreds of animated pictures. 51 different activities include spelling, grammar, mathematics, trivia, games, a friendly voice and an easy-to-use computer-like keyboard. Get ready for hours of learning fun!

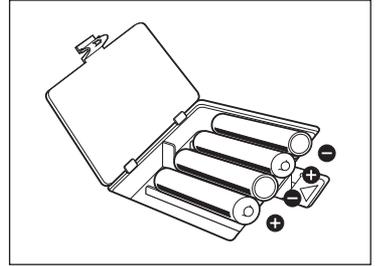


# POWER SOURCE

The **VTECH® Power Vision** learning product operates on 4"AA" size batteries (UM-3/LR6) or a standard 9V  300mA AC centre-positive +  - adaptor.

## HOW TO INSTALL BATTERIES

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 4 “AA “ batteries (UM-3/LR6) as illustrated. **DO NOT USE RECHARGEABLE BATTERIES** in this unit. (The use of alkaline batteries is recommended for best performance.)
4. Close the battery cover.



## BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from equipment 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.
- The supply terminals are not to be short-circuited.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the unit before being charged.
- Rechargeable batteries are only to be charged under adult supervision.

**NOTE:** If the sound becomes weak or the unit suddenly stops working, turn the unit off for 2 minutes, then turn it back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

While replacing the batteries, follow one of the following rules. If not, you will lose all information stored.

- Change the batteries within 1 minute.
- Connect the unit to the 9V adaptor while the adaptor is plugged in.

The 9V adaptor must be plugged in while connection the unit to the adaptor. Make sure the unit is turned **OFF**. Otherwise, all information stored will be lost.

## AC ADAPTOR CONNECTION

Use a standard 9V  $\text{---}$  300mA AC center-positive  $+\text{---}$  adaptor.

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

3. Insert the adaptor plug into the unit's adaptor jack.
4. Plug the adaptor into a wall outlet.
5. Turn the unit **ON**.

**NOTE:** If the unit suddenly stops working or the sound seems weak, it may be the result of the adaptor connection. Turn the unit off and unplug the adaptor from the unit for 15 seconds. Next, plug the adaptor back in and turn the unit on. If the problem continues, it may be the result of the adaptor's wiring or the unit. Please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

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

## **EARPHONE CONNECTION**

Use earphones with an appropriate earphone plug.

1. Make sure the unit is **OFF**.
2. Locate the earphone jack on the left side of the unit.
3. Insert the earphone plug into the unit's earphone jack.
4. Turn the unit **ON**.

After finishing the above procedure, check if the earphones are working. If not, repeat the above procedure.

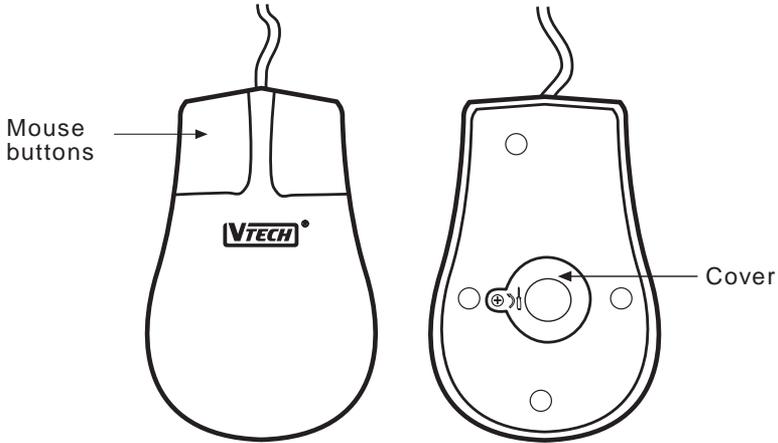
**NOTE:** If the sound becomes weak or the unit suddenly stops working, turn the unit off for 2 minutes, then turn it back on. If the problem persists it may be caused by weak batteries. Please install new set of batteries and try the unit again.

## **MOUSE CONNECTION**

### ***TO CONNECT THE MOUSE***

1. Turn **OFF** your VTECH® **Power Vision** unit.
2. Plug the connector at the end of the mouse cable into the mouse jack at the back of the unit.
3. Turn **ON** the VTECH® **Power Vision** unit. After the opening animation, select a mode to play. You can choose either Adventure Mode or Normal Mode. When the activity starts, you may use the keyboard and/or the mouse to play the game.

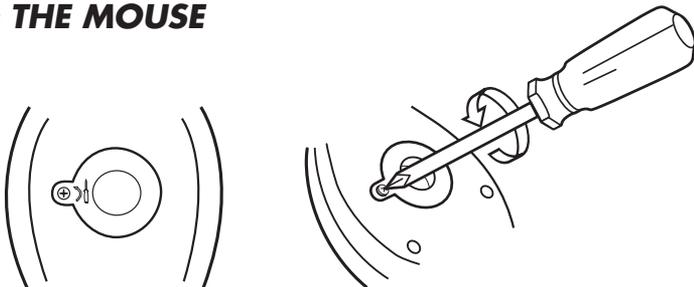
## MOUSE OVERVIEW



Once the mouse is installed you may move the mouse cursor around the screen freely. The mouse has a roller ball in it and therefore it should be used on a flat surface. A mouse pad provided is ideal, but you may also try a piece of paper, notebook or magazine. A clean flat surface is important to be able to use your mouse effectively.

Your mouse is very easy to use. 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.

## CLEANING THE MOUSE



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

# PRINTER CONNECTION

1. Turn **OFF** your **VTECH® Power Vision** learning unit.
2. Plug the connector at the end of the printer cable into the printer port on the rear of the unit.
3. Turn **ON** the **VTECH® Power Vision** learning unit and the printer. After the opening animation, select an activity. If you are using another printer, press **SHIFT** and the **PRINTER SETUP** keys together to access a list of compatible printers. We recommend using the **VTECH®** Canon BJC-255, made specifically for **VTECH®**.
4. Scroll through the list using your mouse or the directional arrow keys. When you have highlighted the appropriate printer, press **ENTER**.
5. Press **SHIFT** and **PRINT DATA / PRINT SCREEN** keys together to perform the printing function when the option is available.

Before selecting a printer, make sure the printer is correctly connected to the **VTECH® Power Vision** learning unit using the printer cables. After setting up the printer, you can print where the option is available.

Should you have any questions, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

## ON/OFF SWITCH

Turn on your **VTECH® Power Vision** learning product by pressing the **ON** button located on the base unit below and to the right of the screen. The unit will display an opening animation and ask you to select a mode to play. Turn the unit **OFF** by pressing the **OFF** button located next to the **ON** button.

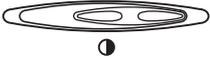
## RESET FUNCTION

If the unit suddenly stops working, press **RESET** on the bottom of the unit to restart.

## AUTOMATIC SHUT-OFF

If there is no input into the **VTECH® Power Vision** learning unit for approximately 8 minutes, the unit will automatically shut off to save power. After the unit has automatically shut off, you will need to press the **ON** button again to restart the unit. We recommend that you turn the unit **OFF** when not playing with it. If the **VTECH® Power Vision** learning unit is not going to be used for a long period of time, remove the batteries and unplug the adaptor.

# CONTRAST SWITCH



Use this switch to change the light/dark **CONTRAST** on the screen.

# VOLUME SWITCH



Use **VOLUME** switch on the unit allows you to raise or lower the level of sound.

# KEYBOARD DESCRIPTION AND FUNCTIONS

## THE ACTIVITY SELECTOR

The **VTECH® Power Vision** learning unit features a convenient one-touch activity selector. You can press the membrane selector at any time to select an activity.

Spelling	Synonyms	Word Puzzle	Secret Sequences	Geometry	Block Breakout	Science	Typing Challenge	Card Maker	Cartridge
Tenses	Sound Alikes	Guide Words	Fractions	Magic Grid	Magic Key	Geography	Time Tutor	Private Pad	<b>Adventure Mode</b>
Singulars	Grammar Quiz	Analogy Attack	Graph Problems	3D Tic Tac Toe	Spanish Translator Spanish Tester	Extinct or Rare	Smart Alarm	Art Studio	System Setup
Plurals	Word Munch	Mathematics + - × ÷	Big Buyer	Treasure Hunt	German Translator German Tester	Inventions	Calculator	Calendar	Quick Tag
Antonyms	Sentence Builder	Math Quiz	Tick Tock Clock	Rumbling Tanks	French Translator French Tester	Word Recall	Notepad	Day Planner	Demo

The **CARTRIDGE** button is for accessing the expansion cartridges and will not work unless an expansion cartridge has been inserted into the unit. Cartridges should be inserted when the unit is **OFF**.

## **ADVENTURE MODE**

The **ADVENTURE MODE** button is for accessing the activities through a challenging adventure. The goal of the Adventure Mode is to help the famous adventurer, Douglas Daring, return safely home by gathering treasured jewels. These jewels are needed to successfully operate the time machine so Douglas Daring can have a safe adventure back. The player has to pass a round of questions and then finish a game before one jewel will be granted. A timer will be set in the Adventure Mode.

### **Access:**

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

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

### **Goal:**

To reach the **END GAME** or destination by collecting a total of at least 3 jewels from the checkpoints on the map. You can gather only one jewel from each checkpoint on the map.

### **General:**

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

The player has to complete the adventure by visiting checkpoints where questions will be asked. For each check point, 10 questions will be asked. The player has to obtain the pass mark and then finish a game before one jewel will be granted. A timer will be set in the Adventure Mode.

The **SYSTEM SETUP** button is for adjusting the settings for the following:

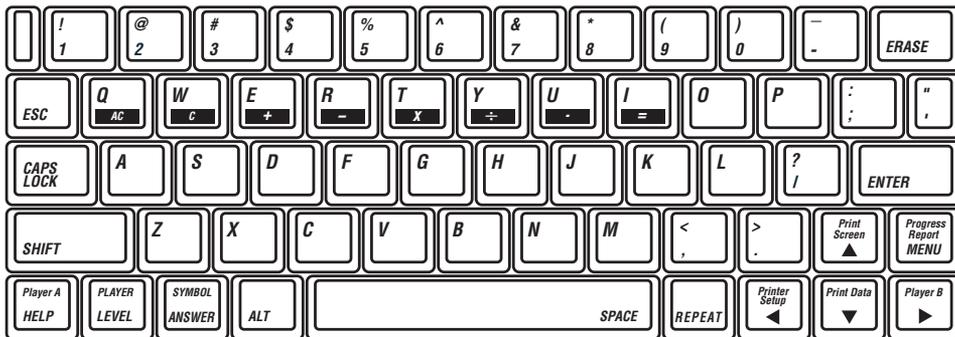
Background Music	ON / OFF
Math Input Direction	Left-Right / Right-Left
Date Format	DD-MM / MM-DD
Screen Saver	ON / OFF
Status Bar Auto Pop Up	ON / OFF
Auto Messenger	ON / OFF
Time Format	AM / PM / 24HR

The **QUICK TAG** button is a function that allows the player to tag questions which they are interested in. The **VTECH® Power Vision** learning toy provides you with 10 Quick Tags for saving specific questions you want to play again later. Click the Save Quick Tag icon to store a question in the Quick Tag and click the Delete Quick Tag icon to delete a Quick Tag. If you want to load a saved question, click the Load Quick Tag icon.

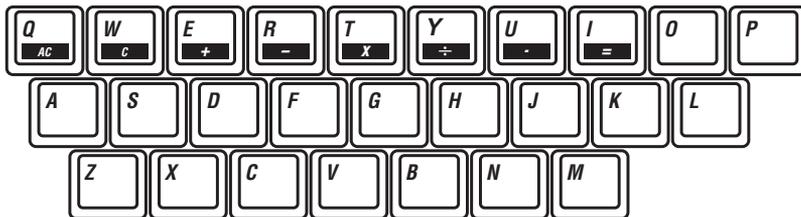
The **DEMO** button is for accessing the demo function in the activities. If you press **DEMO** while you are in the beginning screen, the unit will demonstrate selecting either the Adventure Mode or the Normal Mode to play. If you press **DEMO** in a category menu, all the activities within that category will be demonstrated. If you press **DEMO** while you are in an activity, that particular activity will be demonstrated. During the demo function, just press any key to go back to where you started.

## THE KEYBOARD

The **VTECH® Power Vision** learning product has a full **QWERTY** keyboard with 58 keys. It combines the operation of a standard computer keyboard with several other functions.



## LETTER KEYS



Use these letter keys when inputting answer for word-related activities. The keys follow the same pattern as a standard computer keyboard.

## FUNCTION KEYS



Press this key to delete a letter or number already inputted.



Press this key to confirm your answer.



Press **SHIFT** and the **Print Screen** keys together to print the question on screen.



Press **SHIFT** and the **Progress Report** keys together to have the statistical reports of your scores for the activities.

Press **MENU** key in the **Normal Mode** will have the activity menu shown on the screen.

Press **MENU** key in the **Adventure Mode** will pop up a screen with the following options:

<b>SAVE</b>	save the current status
<b>LOAD</b>	load a previous saved file
<b>CONTINUE</b>	continue the game play
<b>GO TO MAP</b>	go to the map to select the check points
<b>QUIT</b>	quit the adventure mode



Press the **REPEAT** key to repeat the voice instruction, a question or word.



Press the **SHIFT** and **Printer Setup** keys together for a list of compatible printers.



Press the **SHIFT** and **Print Data** keys to print the question and answer on the screen.



Press these keys in activities with a 2-player mode. The first person to hit his or her Player button gets to answer the question.

If the unit is not in 2-player mode, press the **HELP** key to receive a hint for a question.



The **ESC** key allows the player to exit the current activity and go to the previous screen.



Press this key to generate a continuous series of capital letters without having to press the **SHIFT** key each time. Press once to activate this key. Press it again to cancel this function.



Hold down the **SHIFT** key to type uppercase letters and the symbols located on the number keys. The **SHIFT** key should be held down when the required symbol or letter key is typed.



Press the **SHIFT** and **PLAYER** keys together at any time to change from the 1-player mode to the 2-player mode.

The **LEVEL** key is used to change the level of difficulty in multi-level activities. Levels can be changed at any time during an activity.



Press the **SHIFT** and **SYMBOL** keys together to show the special symbols table.

Press the **ANSWER** key to get the answer to the question.



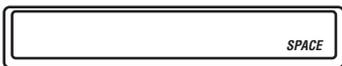
Press this key together with the four directional keys to control the mouse pointer on the screen.



The **AC** key is used to cancel all numbers in the calculator mode.



The **C** key is used to cancel the last number entered in the calculator mode.



Use this key to insert a space between words or numbers in many activities. Each time you press the **SPACE BAR**, a space will be added.

## KEYS FOR MATHEMATICS ACTIVITIES



Use the number keys when inputting answers in all mathematics activities, as well as using them during the calculator function.



Use these keys to perform mathematical operations in the **CALCULATOR** activity.

## TO BEGIN PLAY

- Press the **ON** button located on the base unit below and to the right of the screen.
- Choose which mode to play - Adventure Mode or Normal Mode - and click on that icon.
- If the Adventure Mode is selected, choose a checkpoint on the map and start gathering the treasured jewels needed for the **END GAME**.
- If the Normal Mode is selected, choose a category from the main menu and then select an activity.
- Press the **LEVEL** key to change the level of difficulty in any of the applicable activities. All activities begin in Level 1 unless you change the level.
- Press the **SHIFT** and **PLAYER** keys together to set either the 1 or 2-player mode where applicable. Activities always begin in the 1-player mode.
- To change activities, simply choose a new activity on the **ACTIVITY MEMBRANE SELECTOR** or press the **MENU** key to call out the category menu.

**NOTE:** If there is no response for a while, the unit will randomly select an activity.

# LEVELS

The **VTECH® Power Vision** learning product provides 4 levels of difficulty for added challenge and learning. When you have entered an activity you can change the level at any time by pressing the **LEVEL** key and typing in the level number that you want.

**NOTE:** Because of their nature, the following activities do not have different levels:

Word Puzzle	Word Recall
Big Buyer	Smart Alarm
3D Tic Tac Toe	Calculator
Spanish Translator	Notepad
Spanish Tester	Card Maker
German Translator	Private Pad
German Tester	Art Studio
French Translator	Calendar
French Tester	Day Planner

# 2-PLAYER MODE

The **VTECH® Power Vision** unit provides an exciting head to head competition for many activities.

When a question is displayed, the two players need to press their corresponding player keys, **PLAYER A** or **PLAYER B**, as quickly as possible in order to answer. The first person to press his/her player key gets to answer first. If the first player answers incorrectly, the other player receives a chance to answer. If the second player does not want to try answering the question that player can press the **ANSWER** key to see the correct answer. To be fair, the **HELP** key does not work in the 2-player mode.

A timer will also be set for the other player. If there is no input from the other player before time's up, no score will be given or deducted. The answer will be shown automatically. If the **PLAYER A/B** key is not pressed, **ANSWER** key will be available for both players.

**NOTE:** Because of their nature, there is no two-player mode for the following activities:

Sound Alikes	Typing Challenge
Word Puzzle	Smart Alarm
Big Buyer	Calculator
Treasure Hunt	Notepad
Block Breakout	Card Maker
Magic Key	Private Pad
Spanish Translator	Art Studio
German Translator	Calendar
French Translator	Day Planner
Word Recall	

# SCORING

## 1-PLAYER MODE

In the 1-player mode, there are 5 questions per round in most of the activities. The scoring is calculated in the following way:

Correct answer on the first try	20 points
Correct answer on the second try	10 points
Correct answer on the third try	5 points
Incorrect answer / ANSWER key pressed	0 point
Total possible points	100 points

For Typing Challenge, the scoring is calculated in the following way:

Level 1 - 3: for each correct typed letter	1 point
Level 4: for each correct typed word	4 points
Total possible points	100 points

## 2-PLAYER MODE

Starting score	100 points
Correct answer from the first player	20 points
Wrong answer from the first player	-20 points
Correct answer from the second player	10 points
Wrong answer from the second player	-10 points
Total possible points	200 points

**NOTE:** Because of their nature, there is no scoring in the following activities:

Big Buyer	Smart Alarm
3D Tic Tac Toe	Calculator
Treasure Hunt	Notepad
Rumbling Ranks	Card Maker
Block Breakout	Private Pad
Spanish Translator	Art Studio
German Translator	Calendar
French Translator	Day Planner
Word Recall	

# DESCRIPTION OF ACTIVITIES

## LANGUAGE

### 1. SPELLING

There will be 5 treasure boxes that represent 5 questions. After a treasure box has been chosen, a picture will appear on the screen and the learning unit will say the corresponding word for you to spell. Type in the correct spelling of the word and press the **ENTER** key to confirm.

### 2. TENSES

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

### 3. SINGULARS

Three words will appear on the screen and the unit will then ask to select the plural one. Once the plural word is chosen, type in the singular form of the word and then press the **ENTER** key to confirm.

### 4. PLURALS

Three words will appear on the screen and the unit will then ask to select the singular one. Once the singular word is chosen, type in the plural form of the word and then press the **ENTER** key to confirm.

### 5. ANTONYMS

A word will appear on the screen. Find the word with the opposite meaning. Spell out the antonym by typing in the correct letters or use the mouse to click on the moving letters. Press the **ENTER** key to confirm.

### 6. SYNONYMS

A word will appear on the screen. Find the word with the same meaning. Spell out the synonym by typing in the correct letters or use the mouse to click on the moving letters. Press the **ENTER** key to confirm.

### 7. SOUND ALIKES

There will be a sentence shown on the screen with a word missing. Answer choices are scrolling on the bottom part of the screen. Choose the most suitable one to complete the sentence.

### 8. GRAMMAR QUIZ

This activity provides the opportunity to practice grammar skills. The screen will display a sentence with a mistake. Find the error in the sentence by using the  keys or the mouse and then press **ENTER** key to confirm the error. If you are correct, 2 multiple choice answers will appear. Choose the correct answer that will make the sentence grammatically correct and press the **ENTER** key to confirm.

## 9. WORD MUNCH

A word will appear on the screen. Pick out the extra letter in the word that does not belong. Move the cursor to the left or right by using the  and  keys and position it under the letter. Press the **ENTER** key to confirm.

## 10. SENTENCE BUILDER

This activity is about building a sentence by joining two sentences into one sentence. The screen will show two short sentences. Click on the arrow keys to select the correct word that combines the two sentences. Press the **ENTER** key to confirm.

## 11. WORD PUZZLE

The screen will show 5 missing words in the puzzle. One clue will be given for each word in the puzzle. Try to guess the mystery words to complete the puzzle.

## 12. GUIDE WORDS

A word will be displayed on the screen. The player must select where the word alphabetically fits. Look at the 3 answer ranges and choose the correct word range which the word fits in.

## 13. ANALOGY ATTACK

The screen will display the first pair of words on the top part of the screen. Another pair of words appear that are related in the same way as the top pair of words, but the second word is missing. Choose the word to make a similar pair.

# MATHEMATICS

## 14. SUM IT UP

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

## 15. MINUS MADNESS

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

## 16. MULTIPLICATION

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

## 17. DIVISION

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

## 18. MATH QUIZ

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

## 19. SECRET SEQUENCES

A series of numbers with one missing will appear on the screen. The numbers are displayed in a logical sequence. Try to find out the sequence and fill in the missing number. Three answer choices are shown on the bottom of the screen. Use the  and  keys or click on the answer to select the correct answer. Press the **ENTER** key to confirm.

## 20. FRACTIONS

This activity improves mathematical skills using fractions. The screen will show shapes with some shaded areas. Three answer choices are shown on the bottom part of the screen. Choose the correct fraction for the shaded area.

## 21. GRAPH PROBLEMS

A graph will appear on the screen. Then a question with 3 possible answers related to the graph will show on the following screen. Choose the correct answer and press the **ENTER** key to confirm. You can go back to view the graph by clicking on the graph icon. You can go to the question by clicking on the question icon.

## 22. BIG BUYER

This is your chance to buy your favorite object. Choose one of your favorite objects and select the correct combination of coins to buy the object. Each object has a price. Click on the coin you want to use and click the hand to insert it into the machine. Click on the X icon to clear your coins.

## 23. TICK TOCK CLOCK

There will be a clock animation on the left and the three answer choices on the right of the screen. Look at the time on the clock and select the correct time for the clock by using the  and  keys or the mouse. Press the **ENTER** key to confirm.

## 24. GEOMETRY

A geometrical picture will display on the screen. Find the correct answer and press the **ENTER** key to confirm.

## 25. MAGIC GRID

An incomplete number grid will appear on the screen. Try to fill in the missing numbers to make the rows and columns add up to the target number.

## **LOGIC**

### **26. 3D TIC TAC TOE**

A three dimensional Tic Tac Toe will appear on the screen. The player can use the arrow keys or the mouse to choose the correct place and press the **ENTER** key to confirm. The one who fills in 3 of their balls to form a horizontal, vertical or diagonal straight line first wins the game.

### **27. TREASURE HUNT**

This activity combines luck and logical thinking. Program will display a grid and size depends on level. The mission of this game is to find all the treasures in the grid. In the grid, there are also enemy and bonus tiles. Click on a tile to find a treasure. If an enemy is in the tile, you will lose a chance, but if a bonus is in the tile, you will earn an extra chance. There are also some hint tiles on the side. You can hit the hint tile and it will tell you how many treasures are located in that column or row. When you click on any one of the hint tiles, you will lose a chance.

### **28. RUMBLING RANKS**

The goal of this game is to "eat" all the enemy's cards. At the beginning of the game, a grid of covered cards will be displayed. Each player takes turns to uncover the cards. For each turn, the player can either uncover one card or move one step with an uncovered card. Cards with higher or same ranks can eat cards with same or lower ranks. Ranks are indicated with the number of bars shown on the cards. The one with the last card wins the game.

### **29. BLOCK BREAKOUT**

The goal of this game is to move the large treasure block out of the grid by moving the other blocks around. The player can move the blocks by clicking the mouse or by using the arrow keys. The player will win the game if the target is out from the boundary through the exit within the time.

### **30. MAGIC KEY**

A door is shown on the screen. The keys labeled 1, 2, 3, 4, ..... will appear. Only one of the keys can open the door. The screen will first show a combination of possible keys that can open the door. The screen will then show a combination of keys that cannot open the door. The player must find the magic key by logical elimination to open the mystery door.

## **FOREIGN LANGUAGES**

### **31. SPANISH TRANSLATOR**

In this activity, you will learn the translation of Spanish phrases and words. Choose a word or phrase from the list and press **ENTER** to see the translation for the word. You can scroll up and down the list by using the arrow keys.

### **32. SPANISH TESTER**

In this activity, you will be tested on the translation of Spanish phrases and words. A word will appear on the screen. Try to find the correct Spanish translation for the word. Press the **ENTER** key to confirm.

### **33. GERMAN TRANSLATOR**

In this activity, you will learn the translation of German phrases and words. Choose a word or phrase from the list and press **ENTER** to see the translation for the word. You can scroll up and down the list by using the arrow keys.

### **34. GERMAN TESTER**

In this activity, you will be tested on the translation of German phrases and words. A word will appear on the screen. Try to find the correct German translation for the word. Press the **ENTER** key to confirm.

### **35. FRENCH TRANSLATOR**

In this activity, you will learn the translation of French phrases and words. Choose a word or phrase from the list and press **ENTER** to see the translation for the word. You can scroll up and down the list by using the arrow keys.

### **36. FRENCH TESTER**

In this activity, you will be tested on the translation of French phrases and words. A word will appear on the screen. Try to find the correct French translation for the word. Press the **ENTER** key to confirm.

## **TRIVIA**

### **37. SCIENCE**

This challenging trivia game tests your knowledge of science. A question will scroll across the screen with three multiple choice answers. Highlight the correct answer by using the arrow keys or the mouse and press the **ENTER** key to confirm.

### **38. GEOGRAPHY**

This challenging trivia game tests your knowledge of geography. A question will scroll across the screen with three multiple choice answers. Highlight the correct answer by using the arrow keys or the mouse and press the **ENTER** key to confirm.

### **39. EXTINCT OR RARE**

This challenging trivia game tests your knowledge of extinct or rare animals. A question will scroll across the screen with three multiple choice answers. Highlight the correct answer by using the arrow keys or the mouse and press the **ENTER** key to confirm.

### **40. INVENTIONS**

This challenging trivia game tests your knowledge of inventions. A question will scroll across the screen with three multiple choice answers. Highlight the correct answer by using the arrow keys or the mouse and press the **ENTER** key to confirm.

# **HOMEWORK LAB™**

## **41. WORD RECALL**

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

## **42. TYPING CHALLENGE**

This activity will help to improve typing skills. Letters or words will fall from the top to the bottom of the screen. Timer will start timing when you start to type. Try to type as fast as you can.

## **43. TIME TUTOR**

There will be a clock animation on the left and a question showing the time on the right of the screen. Move the hands of the clock to match the time by using arrow keys or the mouse. Press the **ENTER** key to confirm.

# **TOOLS**

## **44. SMART ALARM**

This is a tool that is similar to an alarm clock. The alarm bell will ring when the set time is reached. Select a melody to use as the alarm. Set the time of the alarm. Select if the alarm should be repeated every 5 minutes.

## **45. CALCULATOR**

This function turns the learning unit into a fully operational 8-digit calculator for addition, subtraction, multiplication and division. Just enter your figures using the number keys, press the **ENTER** key or the = key and the learning unit will calculate for you.

## **46. NOTEPAD**

This is a simple word processing function that allows you to type in your own words, messages or stories. It has some menu icons along the top left corner of the screen which give you a clear understanding of the functions of this activity.

## **47. CARD MAKER**

This is a simple card making function that allows the children to print the card with their own typed-in messages included. The tools bar is located on the right side of the screen. Your card can be printed if a compatible printer is connected.

## **48. PRIVATE PAD**

This activity is like the Notepad except that the player must enter the password before he/she can begin writing. To reset the password, press **ANSWER** then **0** then **ENTER**.

## 49. ART STUDIO

This allows you to design your own pictures or type a message. Your finished work can be printed if a compatible printer is connected.

## 50. CALENDAR

A calendar will appear on the screen that goes from the year 1990 up to the year 2089. Select the month or the year that you want to see by clicking on the arrow keys. You can write a message for a certain day by clicking on that day.

## 51. DAY PLANNER

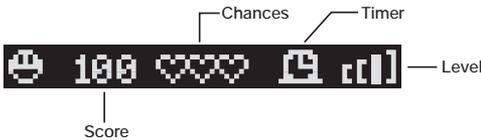
This activity will help to keep your own schedule. Input an event on a particular date and click on the **SAVE** icon to save your record. A mark will be shown on the calendar after a record is added. Press the **HELP** key to find out all the marked date one by one.

# HIDDEN BAR

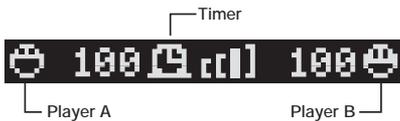
There are two hidden bars on the screen, Activity Status Bar and the Date & Time Bar. When the mouse pointer is at the top edge of the screen, the Activity Status Bar will pop up. When the mouse pointer is at the bottom edge of the screen, the Date & Time Bar will pop up.

## ACTIVITY STATUS BAR

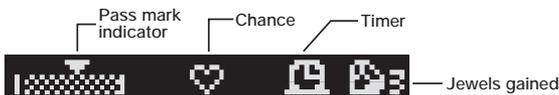
### NORMAL MODE: ONE-PLAYER MODE



### NORMAL MODE: TWO-PLAYER MODE



### ADVENTURE MODE



## DATE & TIME BAR



## CARE AND MAINTENANCE

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

### IMPORTANT NOTE:

Creating and developing electronic learning aids is accompanied by a responsibility that we at **VTECH®** take very seriously. We make every effort to ensure the accuracy of the information 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.

### 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 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