

# vtech<sup>®</sup>

TALKING

# MINI WIZARD<sup>®</sup>

USER'S MANUAL



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Dear Parent:

At **VTECH**<sup>®</sup> we believe that our children are our future. That's why all our electronic learning products are uniquely designed to develop a child's mind while reinforcing his or her desire for knowledge. Whether it's learning about letters, numbers, geography or algebra, all **VTECH**<sup>®</sup> learning products incorporate advanced technologies and extensive curriculum to provide children of all ages with the necessary building blocks to open the door to the future. When it comes to providing interactive products that enlighten, entertain and develop minds, at **VTECH**<sup>®</sup> the future is now.

## **The Electronic Game for One to Four Players**

### **8 CHALLENGING GAMES**

#### **Game No. 1 - MATCH ME**

A memory game for one player

#### **Game No. 2 - HAMMERING HANDS**

An action game for one player

#### **Game No. 3 - FLASHING THREE**

A mind building game for one player

#### **Game No. 4 - FOLLOW THIS**

A strategy and memory game for one to four players

#### **Game No. 5 - CRUCIAL CORNERS**

An action game for one to four players

#### **Game No. 6 - CENTER SHOT**

A fast action game for one to four players

#### **Game No. 7 - COMMON LIGHT**

A memory and logical thinking game for one to four players

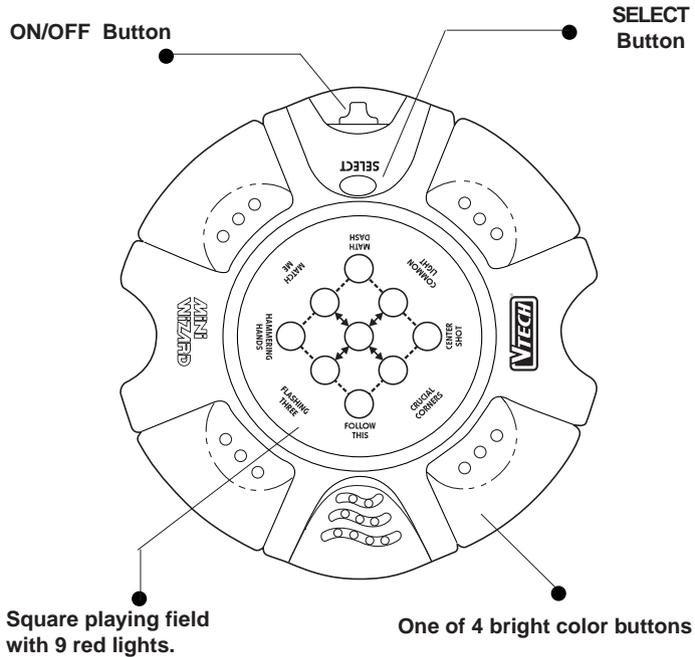
#### **Game No. 8 - MATH DASH**

An addition game for one to four players

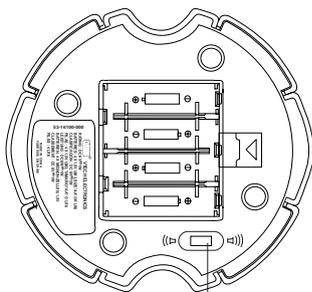
**General Description:**

The **MINI WIZARD®** is a compact electronic game machine capable of playing 8 different games. The games can be played by one to four players.

The **MINI WIZARD®** consists of 4 bright color buttons and a square playing field with 9 red lights.



**NOTE:** High/low volume switch is located on the bottom of **MINI WIZARD®**.



Volume control

#### Proper care:

- Never take the **MINI WIZARD®** apart.
- Be careful not to drop the **MINI WIZARD®**.
- Do not let the **MINI WIZARD®** become wet or damp.
- Clean the playing surface with a clean soft cloth only.
- Keep the unit out of direct sunlight and away from heat.

#### Batteries:

The **Mini Wizard®** requires 4 - 1.5 volt "AA" size batteries.

#### BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not use NiCd rechargeable batteries. The use of Renewable Alkaline

batteries is encouraged.

- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from equipment when it will not be in use for a long time.
- Do not dispose of batteries in fire.

**WE DO NOT RECOMMEND THE USE OF NiCd RECHARGEABLE BATTERIES.**

#### 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.

#### Caution:

Be sure the power switch is turned to OFF before inserting batteries.

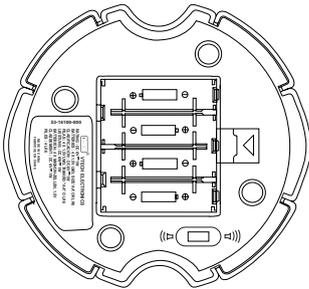
#### Signs of weak batteries:

Your **MINI WIZARD®** will let you know when the batteries are weak by operating erratically. The lights will dim or you will hear strange sounds from the speaker. Do not be alarmed, a

new set of batteries will quickly put your **MINI WIZARD®** back in operating order.

**To install batteries:**

1. Turn the **MINI WIZARD®** OFF.
2. Turn the **MINI WIZARD®** upside down and remove the battery case cover.
3. Place 4 "AA" cell batteries as indicated into the battery case.
4. Snap the battery cover back into place.



**To operate:**

1. To operate your **MINI WIZARD®** turn the switch on the top to **ON**. ☀️

When the **MINI WIZARD®** is turned on, a fun light pattern

will display with music.

2. The **MINI WIZARD®** is now ready for you to select a game (ready mode).

On the playing screen a light will show by the activity **MATCH ME**. Touch your color button to move the light to the other activity names.

After choosing an activity with the light, press the **SELECT** button to begin the game.

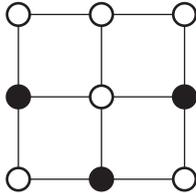
3. At this time, you will hear a voice say "Ready, press a button." Press one of the color buttons to hear a voice say "Go." This will signal the beginning of the selected game.
4. To select another game, press the **SELECT** key again. The **MINI WIZARD®** will restart and you can select another activity by repeating the steps in number 2.

**Auto Power Off**

The **MINI WIZARD®** will turn off automatically if there is no input for about 5 minutes.

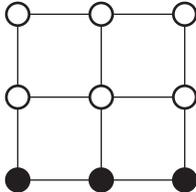
### Description of Game Responses:

1. After finishing a multi-player game, the unit will show the winner by displaying a "V" for "victory" on the side of the winner. The point of the "V"



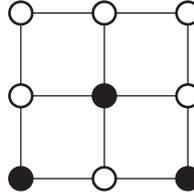
will be facing the winner. If there is more than one winner, the "V" shape will display by the winners one by one.

2. If a player loses a game, a straight line will display on the losing side.



3. In some activities, a level-up

pattern will be shown if a player passes the requirements of a game. The level-up pattern represents the player's chance to advance to a higher level of difficulty.



The following two activities offer multiple levels:

#### **Hammering Hands Common Light**

4. After the level-up pattern is shown, the **MINI WIZARD®** will enter the ready mode. The player will need to press one of the color buttons to enter the next level.

### **Game Descriptions - 8 Games in 1:**

**MATCH ME** — a single player memory game

#### **Objective:**

The objective of this game is to

successfully remember and repeat the lights.

**To play:**

The **MINI WIZARD®** will give you the first light. After the **MINI WIZARD®** gives you the first light, you must repeat this light by pressing the same corresponding color button. If you are correct, the **MINI WIZARD®** will repeat the first light and add one more light. Then you must repeat both lights in the correct order. Each time you correctly match the **MINI WIZARD®** one more light will be added. This will continue until you make a mistake or you have successfully matched 20 lights.

**To win:**

To win the game you must successfully match a total of 20 steps.

If you can repeat all of the lights the **MINI WIZARD®** will reward you with a winning sound effect!

**HAMMERING HANDS** — a single player fast action game

**Objective:**

The objective of this game is to successfully press the corre-

sponding color buttons when the lights appear at each side. A quick response is required in this game.

**To play:**

When a light appears at a side, press the corresponding color button immediately. If you can press the button in time, you can continue the game and another light will appear. Then you should press the corresponding button and so on.

**To win:**

If you can successfully punch the corresponding buttons of 20 lights within the given time constraints, you will get a chance to advance a level. The amount of time given to press the correct button decreases as the level of difficulty increases. There is a total of 5 levels. You can win the entire game by punching the correct color buttons 100 times!

**FLASHING THREE** — a single player logic game

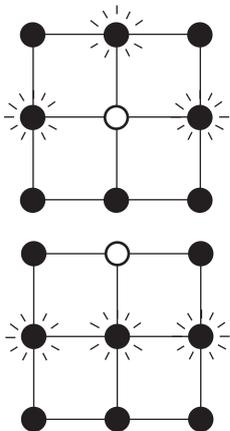
**Objective:**

The objective of this game is to place three flashing lights in a row, either horizontally or vertically.

**To play:**

Eight lights are displayed on the screen and three of the lights will be flashing. Using the corresponding color buttons, move the lights to place the three flashing lights in a row.

There will be only one open space for you to move the



lights. For example, when you want to move an upper light down a space, press the bottom color button.

**To win:**

If you can successfully move the three flashing lights into a row, you win the game!

**FOLLOW THIS** — a multi-player memory game

**Objective:**

The objective of this game is to repeat the lights generated by the other players.

**To play:**

The first player should press a color button to light-up a row of lights. The second player must repeat the first player's move and then press another color button. Each player must continue to repeat the previous moves and add another move. Game play will continue until one of the players makes a mistake or the players have successfully matched up to 20 moves.

**To win:**

For the whole group to win the game, the players must successfully match 20 steps. If anyone makes a mistake, the **MINI WIZARD**<sup>®</sup> will give you the "RAZZ" sound effect and that player will be out of the game.

**CRUCIAL CORNERS**— a multi-player action game

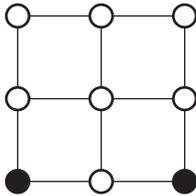
**Objective:**

The objective of the game is to rebound the light when it enters your corners. Your goal is to earn the most points.

**To play:**

To play the game you must defend either side of your color button from the approaching red light. This means that you must "bat" away the red light by pressing your color button at the exact moment the light arrives at the corner closest to either the left or right side of your button.

If you press too early or too late you will hear the "RAZZ" sound effect and lose a point.

**To win:**

If you can successfully "bat" away the red light, you will gain a point, a rewarding musical note will be heard and the light will move to the next corner or

will reverse in direction. If you fail to "bat" away the red light, you will lose a point. The game will end when a player has lost 4 points. The winner is determined by the player with the highest score.

**Note:** The initial score of each player is zero.

**CENTER SHOT** — a multi-player hand and eye coordination action game

**Objective:**

The objective of this game is to shoot all the lights that enter the center of the playing screen.

**To play:**

A light will be moving around the playing screen. You should press your color button when the red light enters the center circle of the playing screen. Hitting your color button will make your red light "shoot" the center of the playing screen.

**To win:**

If you can successfully shoot the light at the center, a reward sound will be heard and a point will be awarded. If you fail to shoot the light in the center,

you will lose a point. The game will last for 50 seconds. The winner will be determined by the player with the highest score within the time period.

**Note:** The initial score of each player is zero.

**COMMON LIGHT** — a multi-player observation and memory game

**Objective:**

The objective of this game is to locate the common light that appears in all of the patterns.

**To play:**

Two light patterns will be shown one by one. One light will appear twice - once in each pattern. Use your observation and memory skills to choose the light that appeared in both patterns. After the patterns have been shown, the lights will light up one by one and you should press your color button when the common light is lit up.

**To win:**

If you can successfully choose the correct light, you will win the game. If you can answer 5 questions correctly, a level-up

pattern will be shown and you can then advance to a higher level by pressing your color button.

In level two, 3 patterns will be displayed and you should find the light which appeared in all three patterns. In level three, 4 patterns will be displayed.

**MATH DASH** — a multi-player addition game

**Objective:**

The objective of this game is to count the number of lights that appear and then press your color button when the sum of the lights is a multiple of ten.

**To play:**

A light pattern will appear and you should count how many lights are in this pattern. Next, another light pattern will appear and you should count how many lights are in this pattern. If, by adding the first total to the second total gives you a multiple of 10, you should press your color button to win the game. If the sum is not a multiple of ten, a third light pattern will be shown and you should then add up the total number of lights in this pattern to the first and

second patterns. Press your color button if the sum is a multiple of ten. During a round, continue to press your color button whenever the new pattern, when added to the old pattern, equals a multiple of 10.

For example: The first light pattern shown contains 3 lights. The second light pattern shown contains 8 lights. You would not press your button because 11 is not a multiple of 10. Then the next light pattern contains 9 lights. You would press your button because 20 is a multiple of 10.

**NOTE:**

After a button is pushed, either correctly or incorrectly, a new round will begin.

**To win:**

You will win the game if you press your color button when the total sum of the patterns is a multiple of ten. You will lose the game if either you press your button when the sum is not a multiple of ten or if you do not press your button when the sum is a multiple of ten.

**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 manufacturers instructions, it may cause interference to radio and television reception. It has been type tested and found to comply with 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 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