

# vtech®

# User's Manual

# Nitro Jr. Notebook™



2007 VTech  
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*Dear Parent,*

*At VTech® we know that in order to effectively reach kids, today's learning tools have to be plugged into the fast-paced world around them. That's why we created the **Grade School Learning Series** – an engaging set of stylized, interactive computers specially designed to get grade-school kids up to speed with their fast-paced, tech-savvy world.*

*Every product in the **Grade School Learning Series** covers a wide range of school basics – math, language, logic, music, and even computer skills. Activities are presented in a fast-paced, arcade-game style that kids will recognize and enjoy. Each learning machine is loaded with hi-tech features such as a music composer, a computer tutorial, challenging games, and a real cursor mouse—tools that go hand-in-hand with the way kids learn, play and use information. And of course, each laptop is designed to travel easily along with a busy grade-schooler.*

*With the **Grade School Learning Series**, kids can access a way to learn that closely matches the way they already live and play. We thank you for trusting VTech® with the important job of helping your child learn and succeed.*

*Sincerely,*

*Your Friends at VTech®*

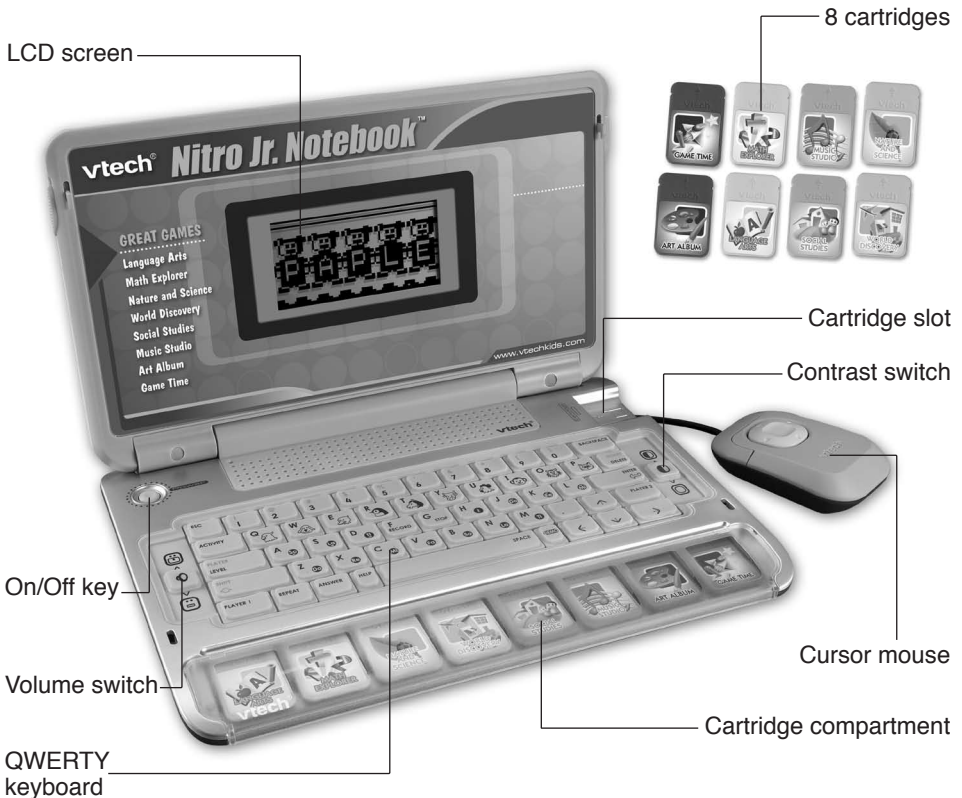
*To learn more about the Grade School Learning Series and other VTech® toys, visit [www.vtechkids.com](http://www.vtechkids.com)*

# INTRODUCTION

Thank you for purchasing the **VTech® Nitro Jr. Notebook™**.

The **Nitro Jr. Notebook™** is a diverse and fun learning toy specifically designed to capture children's imaginations! Enter a world of learning fun with 8 different cartridges packed with interactive games that teach school basics – the alphabet, vocabulary, math, nature and science, social studies, art, music and more!

With 50 activities, vivid animations, fun sound effects and upbeat melodies you'll be ready to take the learning world by storm!



## INCLUDED IN THIS PACKAGE

- **VTech® Nitro Jr. Notebook™**
- Cursor mouse
- User's manual
- 8 cartridges

## WARNING:

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

# GETTING STARTED

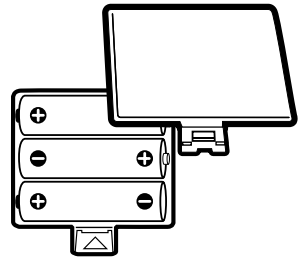
## POWER SOURCE

The **Nitro Jr. Notebook™** operates on 3 "AA" batteries (UM-3/LR6) or a **VTech® 9V** adaptor (sold separately).

## BATTERY INSTALLATION

**NOTE:** For best performance, remove all factory-installed batteries and use new, alkaline batteries.

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover at the bottom of the unit, open the battery door.
3. Install 3 new "AA" batteries (UM-3/LR6) as illustrated.
4. Close the battery cover.





**IMPORTANT:** Please replace the batteries in about 15 seconds or you will lose any saved information.

## BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

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

## AC-DC ADAPTOR

Use a standard 9V  300mA  AC/DC adaptor. We recommend the use of a **VTech®** 9V AC/DC adaptor.

### CONNECTING THE ADAPTOR

1. Make sure the unit is turned **OFF**.
2. Locate the adaptor jack on the back of the unit.
3. Insert the adaptor plug into the unit's adaptor jack.
4. Plug the adaptor into an electrical outlet.
5. Turn the unit **ON**.

**Note:** When the toy is not going to be in use for an extended period of time, unplug the adaptor.

### ADAPTOR NOTICE

- The toy is not intended for use by children under 3 years old
- Use only the recommended adaptor with the toy
- The adaptor is not a toy
- Never clean a plugged in toy with liquid
- Never use more than 1 adaptor
- Do not leave the toy plugged in for extended periods of time

### NOTICE TO PARENTS

Regularly examine the adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it. The demo tag should be removed automatically when the product is taken out of the packing. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

### CURSOR MOUSE

Use only a mouse that is compatible with **VTech®** products.

### CONNECTING THE MOUSE

1. Make sure the unit is turned **OFF**.
2. Locate the mouse jack on the back of the unit.
3. Plug the mouse into the mouse jack.



### USING THE MOUSE

1. Press the cursor key to select an activity from the main menu or to answer questions in individual activities.
2. Press Enter to confirm choice.

# PRODUCT FEATURES

## 8 SPECIFIC LEARNING CARTRIDGES



With the 8 cartridges, you can choose from different categories of learning and play:

- Language Arts
- Math Explorer
- Nature and Science
- World Discovery
- Social Studies
- Music Studio
- Art Album
- Game Time

## AUTO LEVEL UP AND DOWN

After continuously achieving 80-100 points for 3 rounds, the difficulty level will automatically increase. If the score is lower than 60 points for each round, after 3 rounds, it will decrease.

## AUTO POWER OFF

To preserve battery power, the **Nitro Jr. Notebook™** will automatically shut off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF** button.

# HOW TO PLAY

## TURNING THE UNIT ON AND OFF

Press  to turn the unit **ON**. Press  again to turn the unit **OFF**.

## ACTIVITY SELECTION

When the unit is turned **ON**, you will see a short opening scene before entering the Main Menu. Here, activities will cycle through automatically on the screen and you will hear the activity names.

You can choose one of the 50 activities in one of these ways:

1. Press the Enter key when you see an activity you like.
2. Use the direction keys on the mouse or keyboard to select the activity you like and press the Enter key to confirm.
3. Type the activity number and press the Enter key to confirm.
4. Press the Activity key at any time to enter the main menu. You can choose an activity using the above methods.
5. Inserting a cartridge into the slot will enter the submenu of that category. An activity can be chosen using the methods previously described.



## PLAYER MODE SELECTION

Hold the Shift key and simultaneously press the Player key to switch between one-player and two-player modes.

**COMPETITION:** After a question is given, player one or player two should press the Player 1 or Player 2 key before inputting the answer. If the answer is not correct, the chance will be given to the other player.

Players can play two-player games in the following activities:

- 09 Word Maze
- 15 Complete the Addition
- 16 Subtraction Rescue
- 45 Memory Challenge
- 49 Animated Pairs

## LEVEL SELECTION

Pressing the Level key will take you to the level selection screen. Use the arrow keys, the number keys or mouse to select a level and then press the Enter key to confirm.

## CONTRAST CONTROL

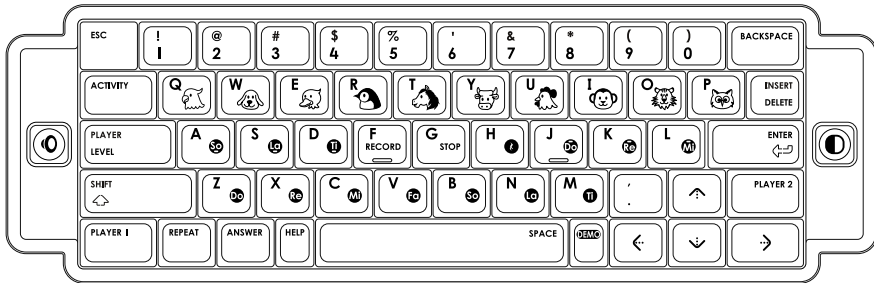
Slide the Contrast switch  to adjust the screen contrast.

## VOLUME CONTROL

Slide the Volume switch  to adjust the volume.

## KEYBOARD FUNCTION

Your **Nitro Jr. Notebook™** has a QWERTY keyboard that doubles as a music keyboard. It also features the function keys below.



## FUNCTION KEYS

- Number Keys:** Press these keys to input numbers during activities or in the activity menu.
- Symbol Keys:** Hold the Shift key and press the number keys to input symbols in Text Editor.
- Letter Keys:** Press these keys to input letters in related activities.
- Musical Note Keys:** Press these keys to input musical notes in related activities.
- Pause:** Press this key to insert a pause in your song in Melody Maker.
- Objects Keys:** Press these keys to add animal sounds into the song in Remix Circus.
- Esc:** Press this key to exit the current activity.
- Activity:** Press this key to show the main menu.
- Level:** Press this key to show a menu for setting the difficulty level.
- Player:** Hold down the Shift key and press this key to switch from one-player mode to two-player mode and vice versa.
- Player 1/Player 2:** When in two-player mode, press these keys to switch players when taking turns.
- Repeat:** Press this key to repeat an instruction or question.
- Answer:** Press this key to see the correct answer to a question.
- Help:** Press this key to hear an instruction or receive a hint in certain activities.
- Space Bar:** Press this key to insert a space between letters or numbers in Text Editor.
- Demo Button:** Press this key to watch an introductory animation that showcases your **Nitro Jr. Notebook™**.
- Arrow Keys:** Press the arrow keys to move the cursor up, down, left, and right.



- Backspace:** Press this key to erase the character to the left of the cursor or to undo the last action in certain activities.
- Delete:** Press this key to delete all input in Text Editor and Party Faces.
- Insert:** Hold the Shift key and press the Insert key to insert a picture in Text Editor and Stamp Fun.
- Enter:** Press this key to enter an activity or to confirm your answer.
- Record:** Press this key to start recording your song in Melody Maker.
- Stop:** Press this key to stop recording your song in Melody Maker.

## ACTIVITIES

Your **Nitro Jr. Notebook™** offers a total of 50 activities in 8 categories.

Index	Activity Names	Category Name
01	Follow Me	Language Arts
02	Alphabet Catch	
03	Capital and Small	
04	Word Show	
05	Word Spy	
06	Beginning Letter	
07	Missing Letter	
08	Word Fever	
09	Word Maze	
10	Text Editor	
11	Number Catch	Math Explorer
12	Follow Me	
13	Magic Counting	
14	Balance Fun	
15	Complete the Addition	
16	Subtraction Rescue	
17	What's Missing?	
18	What's Missing II?	
19	Ticktock Time	Nature And Science
20	Animal Show	
21	Find It	
22	Feed the Animal	
23	Odd One Out	
24	Where Is My Home?	

25	Town Visit	World Discovery
26	Town Rally	
27	Vehicle Show	
28	Sound Engine	
29	Follow Me	
30	Odd One Out	
31	Cake Maker	Social Studies
32	Odd One Out	
33	Magic Life	
34	Daily Wonder	
35	Before and After	
36	Musical Note Catch	Music Studio
37	Follow Me	
38	Melody Maker	
39	Remix Circus	
40	Ear Tuner	
41	Music Box	
42	Stamp Fun	Art Album
43	Party Faces	
44	Slide Puzzle	
45	What's wrong?	Game Time
46	Memory Challenge	
47	Space Blaster	
48	Push and Move	
49	Carrot Patch	
50	Animated Pairs	

## CARTRIDGE 1: LANGUAGE ARTS

### Activity 01. Follow Me

You will see several letter mushrooms on the screen. Press the corresponding letters as fast as you can before the leaves cover the screen!

### Activity 02. Alphabet Catch

You will see several clams that quickly open and close their shells, briefly showing a letter inside. Use the arrow keys or mouse to catch the letters in alphabetical order before the clam closes its shell!

### Activity 03. Capital and Small

Use the arrow keys or mouse to move the flashlight and find the lowercase letter that matches the displayed uppercase letter. Press Enter to confirm your answer.

**Activity 04. Word Show**

Choose a word to enjoy a short animation!

**Activity 05. Word Spy**

A short animation is shown on the screen. Can you guess which word matches it? Use the arrow keys or mouse to select your answer and press Enter to confirm.

**Activity 06. Beginning Letter**

A short movie showing a word will appear. Try to remember what the first letter of the word is, then choose a letter to complete the word! Press Enter to confirm.

**Activity 07. Missing Letter**

A short movie is shown with a word on the screen. Remember the word and replace the missing letter before time runs out! Press Enter to confirm.

**Activity 08. Word Fever**

A short movie showing a word is shown. Then several letter bears are shown on screen. Rearrange the letters of the word by using the arrow keys or mouse and press Enter to confirm.

**Activity 09. Word Maze**

A short movie depicting a word is shown. Then the letters for that word are hidden in a maze. Find the letters and spell the word by using the arrow keys or mouse. Press enter to confirm.

**Activity 10. Text Editor**

Use the insert, letter, and number keys to create your very own unique stories!

Bonus: If you type a word from one of the word-related activities, you'll be rewarded with a short movie!

**CARTRIDGE 2: MATH EXPLORER****Activity 11. Number Catch**

You will see several clams that quickly open and close their shells, briefly showing a number inside. Use the arrow keys or mouse to catch the numbers in numerical order before the clam closes its shell!

**Activity 12. Follow Me**

You will see several number mushrooms on the screen. Press the corresponding numbers as fast as you can before the leaves cover the screen!

**Activity 13. Magic Counting**

Count how many times the animal makes a sound and use the number keys, arrow keys, or mouse to answer. Press Enter to confirm.

**Activity 14. Balance Fun**

Two kids are playing seesaw on the screen. Each side of the seesaw has a number. Find out which number is bigger and use the arrow keys or mouse to answer. Press Enter to confirm.

**Activity 15. Complete the Addition**

A spaceship is flying in the sky and is suddenly blocked by two number obstacles! Remove the obstacle by completing the addition question so that the spaceship can complete its mission.

**Activity 16. Subtraction Rescue**

A spaceship is flying in the sky and is suddenly blocked by two number obstacles! Remove the obstacle by completing the subtraction question so that the spaceship can complete its mission.

**Activity 17. What's Missing?**

Choose a bowling ball with a minus sign or plus sign to strike the pins and complete the question.

**Activity 18. What's Missing II?**

Choose a bowling ball with a greater-than or less-than sign to strike the pins and complete the question.

**Activity 19. Ticktock Time**

Move the hands on the clock to match the time shown. To move the hands, use your mouse or arrow keys. You need to press Enter to confirm your answer.

**CARTRIDGE 3: NATURE AND SCIENCE****Activity 20. Animal Show**

Choose a word to enjoy a short animation.

**Activity 21. Find it**

Match the sound to the animal that makes it by using the arrow keys or mouse. Press Enter to confirm.

**Activity 22. Feed the Animal**

Time to feed the animals! Choose the appropriate food for the animal by using the arrow keys or mouse. Press Enter to confirm.

**Activity 23. Odd One Out**

Several animals are shown on the screen. Select the odd one out by using the arrow keys or mouse. Press Enter to confirm.

**Activity 24. Where Is My Home?**

Help the animal get home by matching it to its correct habitat - the desert, the forest, the sea, the pond or the farm.

**CARTRIDGE 4: WORLD DISCOVERY****Activity 25. Town Visit**

Use the arrow keys to explore the town and find out what people do there.

**Activity 26. Town Rally**

Match the people to the places where they work.

**Activity 27. Vehicle Show**

Choose a vehicle to enjoy a short animation.

**Activity 28. Sound Engine**

Listen carefully and match the vehicle to the sound that it makes.

**Activity 29. Follow Me**

Listen to the sounds carefully and then use the arrow keys or mouse to select the corresponding vehicles.

**Activity 30. Odd One Out**

Choose the vehicle that is different from the other ones by using the arrow keys or mouse. Press Enter to confirm.

**CARTRIDGE 5: SOCIAL STUDIES****Activity 31. Cake Maker**

Batter is poured onto a griddle. Wait for the cake to bake and use the arrow keys or mouse to scoop it up. But don't wait too long or the cake will burn!

**Activity 32. Odd One Out**

Use the arrow keys or mouse to select the object in the room that doesn't belong. Press the Enter key to confirm.

**Activity 33. Magic Life**

Match the pairs as shown in the picture. Use the arrow key or mouse to select one picture that matches the displayed object and press Enter to confirm your answer.

**Activity 34. Daily Wonder**

Select a picture to find out what order things will happen in.

**Activity 35. Before and After**

Put the pictures in the order they happened by using the arrow keys or mouse. Press Enter to confirm.

**CARTRIDGE 6: MUSIC STUDIO****Activity 36. Musical Note Catch**

Go to the beach for fun! You will see several clams that quickly open and close their shells, briefly showing a musical note inside. Use the arrow keys, mouse, Enter key, or the musical note keys to catch them as fast as you can before the clam closes its shell!

**Activity 37. Follow Me**

The screen shows several musical note mushrooms. Press the musical note keys to catch the musical notes as fast as you can before the leaves cover the screen!

**Activity 38. Melody Maker**

Press the Record key or choose the Record icon on the screen and press Enter to start the recording. Then use the musical note keys and the pause key to create your song. Press the Stop key or choose the Stop icon and press Enter to stop the recording. When you're finished creating your song, select the Play icon and press Enter to listen to your masterpiece!

**Activity 39. Remix Circus**

Choose a song, and jam the sounds into the melody by pressing the animal keys or by using the arrow keys or mouse.

**Activity 40. Ear Tuner**

Two boys stand on a stage and play a song in turn. Listen carefully to figure out which melody is longer or shorter. Choose your answer using the arrow keys or mouse. Press Enter to confirm.

**Activity 41. Music Box**

There are 10 popular children's songs in this activity. Select your favorite song to listen to!

**CARTRIDGE 7: ART ALBUM****Activity 42. Stamp Fun**

Use the stamps to create your masterpiece! To start, select a stamp design at the right side of the screen by using the arrow keys or mouse. Press Enter to stamp it anywhere you like. If you want to put another stamp on the picture hold the Shift key and press the Insert key to recall the stamp menu.

**Activity 43. Party Faces**

Use the arrow keys or mouse to create the perfect look for the party. Press Enter to confirm your selections.

**Activity 44. Slide Puzzle**

Remember the picture, then use the arrow keys or mouse to slide the puzzle pieces and recreate the original image.

**CARTRIDGE 8: GAME TIME****Activity 45. What's Wrong?**

Use the arrow keys or mouse to select the wrong object or action in the picture. Press Enter to confirm.

**Activity 46. Memory Challenge**

Watch and remember the short movies on the screen, and then select the word which belongs to the first or second animation. Use the arrow keys or mouse to make your selection. Press Enter to confirm.

**Activity 47. Space Blaster**

Help the spaceship complete its mission by using the arrow keys or mouse to steer around the obstacles.

### Activity 48. Push and Move

A spaceman's way back to his ship is blocked! Use the arrow keys or mouse to push and move the obstacles out of the way.

### Activity 49. Carrot Patch

Help the rabbit load the vegetable cart! Use the arrow keys or mouse to catch the carrots as they come out of the ground.

### Activity 50. Animated Pairs

Watch the animated objects and remember where they are. After a while, they will be covered up. Use the arrow keys or mouse to find the matching pairs.

## CARE & 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 any direct heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit onto a hard surface and do not expose the unit to moisture or water.

## TROUBLESHOOTING

1. If your **VTech® Nitro Jr. Notebook™** stops working or does not turn on:
  - Check your batteries. Make sure the batteries are fresh and properly installed.
  - If you are still having problems, visit our website at [www.vtechkids.com](http://www.vtechkids.com) for troubleshooting tips.
2. If, when pressing the On/Off button, nothing happens:
  - Check to see that the batteries are aligned correctly.
3. If you cannot hear any sound:
  - Adjust the volume switch to adjust the sound level of the speaker.

## TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual error message or problem you are experiencing.
- The actions you took right before the error message or problem occurred.

**Internet:** [www.vtechkids.com](http://www.vtechkids.com)

**Phone:** 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

## OTHER INFO

**VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. **VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

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

**ADDRESS :** 1155 W. Dundee Road, Suite 130, Arlington Heights, IL 60004, USA

**TEL NO.:** 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful 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 or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**Caution:** changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

### IMPORTANT NOTE:

Creating and developing **VTech® Nitro Jr. Notebook™** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.