

TwosmartTM Laptop

USER'S MANUAL



VTECH[®]

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.

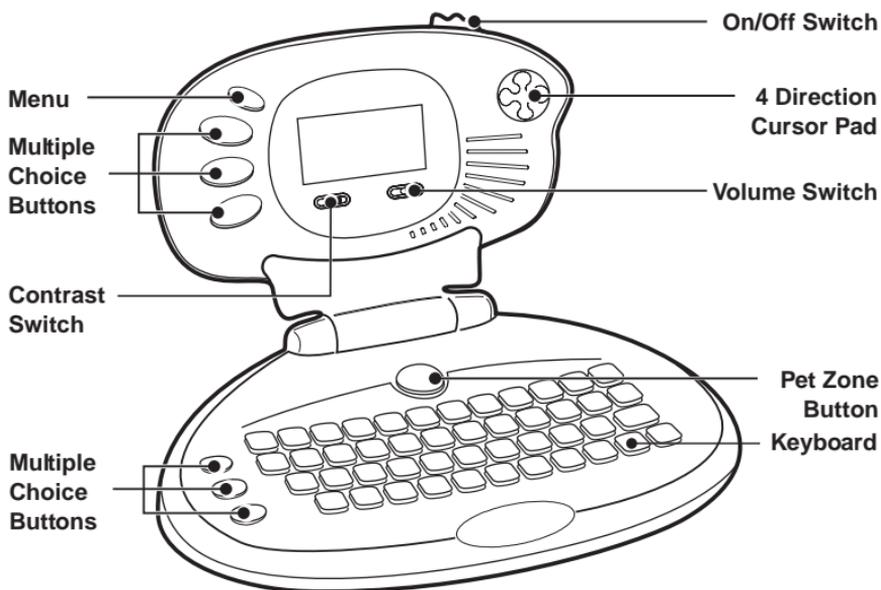
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INTRODUCTION

Thank you for purchasing the **VTech® TwoSmart™ Laptop** learning product. 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. or 1-800-267-7377 in Canada.

TwoSmart™ Laptop learning laptop is designed with 22 activities including a special Pet care feature. The screen even detaches for handheld learning and games! The built-in activities include spelling/vocabulary, mathematics, logic games and music. Featuring a full QWERTY keyboard and friendly Pets to guide you through the program, **TwoSmart™ Laptop** is bound to be a hit with your child!

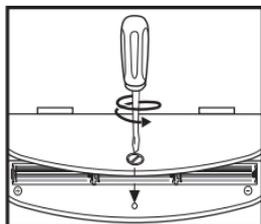


POWER SOURCE

VTech® TwoSmart™ Laptop learning product operates on 3 “AAA” size batteries.

BATTERIES INSTALLATION

- ◆ Make sure the unit is turned **OFF**.
- ◆ Detach the handheld piece from the keyboard.
- ◆ Locate the battery cover on the back of the handheld piece and use a screwdriver to loosen the screw.
- ◆ Insert 3 “AAA” batteries as illustrated.
- ◆ Replace the battery cover and tighten the screw to secure the battery cover.



DO NOT USE RECHARGEABLE BATTERIES in this unit.

(The use of alkaline batteries is recommended for best performance.)

BATTERY NOTICE

- ◆ Install batteries correctly observing the 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 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.

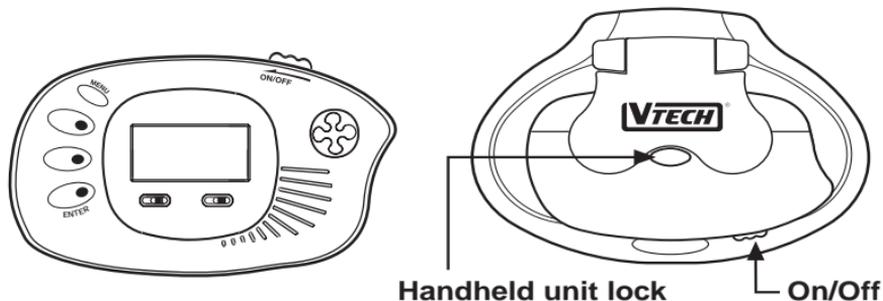
NOTE: If the program suddenly stops working, please follow these steps:

- ◆ Please turn the unit **OFF**.
- ◆ Interrupt the power supply by removing the batteries.
- ◆ Let the unit stand for a few minutes, then replace the batteries.
- ◆ 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. or 1-800-267-7377 in Canada.

THE HANDHELD UNIT

For ultimate portability the screen can be detached to be used as a handheld piece. To remove the handheld piece, make sure your **TwoSmart™ Laptop** learning product is turned **OFF**. Then pressing the lock on the back of the screen, gently pull it out from the keyboard. To dock it, place it firmly in the keyboard cradle.



When the Screen is docked in the Keyboard: 22 activities

Handheld mode: 17 activities (the same activities as the docked position except Word Tutor, Type With Me, Spelling, Pet Zone and Music Maker)

TURNING THE UNIT ON/OFF

To turn on or off your VTech® **TwoSmart™ Laptop** learning product, push the **ON/OFF** switch located on the top right of the handheld unit to the left to toggle on/off.



AUTOMATIC SHUTOFF

If there is no input into VTech® **TwoSmart™ Laptop** learning product for 5 minutes, the unit will automatically shut **OFF** to save power. To restart, push the **ON/OFF** switch.

If you will not be using the unit for a long period of time, it is best to remove the batteries.

CONTRAST SWITCH

Adjust the image on the screen by sliding the **Contrast Switch** to the left or to the right.



VOLUME SWITCH

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



CURSOR PAD

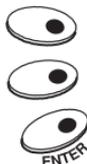
Use the 4 direction **Cursor Pad** to move the on-screen cursor to the right, left, up or down.



MULTIPLE CHOICE BUTTONS

There are two sets of multiple choice buttons, one on the keyboard and one on the handheld.

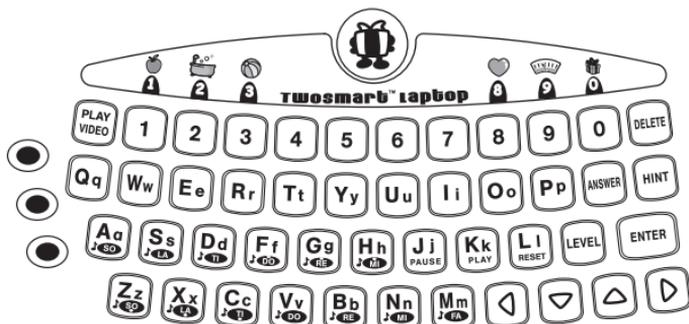
In most activities, 3 answer choices will be offered. Press the 1st button for the top choice, press the 2nd button for the middle choice and press the 3rd button for the last choice.



MENU KEY

Press the **MENU** key to access the category menu and select a category by pressing the **ENTER** key or the 3rd **MULTIPLE CHOICE** button. After player has selected a category, he/she may select an activity within that category. Press this button at any time during game play to select a new category.

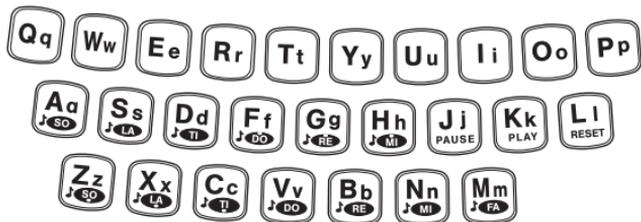
KEYBOARD DESCRIPTIONS AND FUNCTIONS



While playing any of the activities when the handheld is docked in the laptop, you can use the keyboard to type in your answers. In this section, we'll take a look at each of the keys on the keyboard.

The VTech® **TwoSmart™ Laptop** learning product has a full alphanumeric keyboard.

LETTER KEYS



Use the **Letter** keys when inputting answers for word related activities (Word Tutor, Type With Me and Spelling). They follow the same pattern as a standard computer keyboard.

NUMBER KEYS



Use the **NUMBER** keys when inputting answers in all math-related activities (Addition and Subtraction). The number keys can also be used for select a melody from the Music Box activity or to care for your pet.

The 6 care functions are:

Key 1 - Food

Key 2 - Bath

Key 3 - Play

Key 8 - Love

Key 9 - Status

Key 0 - New Pet

OTHER FUNCTIONS KEYS

Press the  button to directly access the Pet Zone.

Press the three **MULTIPLE CHOICE** buttons to select the answer next to it on the screen. In some activities, the 3rd button is functioned as the **ENTER** key.

Press the **CURSOR** keys to move the on-screen cursor up, down, left or right.

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

Press the **ANSWER** key to find the correct answer to any question.

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

Press the **HINT** key if you need help within an activity. It will give you some help for the question you are answering.

Press the **LEVEL** key to change between level 1 and 2 within an activity.

Press the **PLAY VIDEO** to view a short animation of the Pet.

TO BEGIN PLAY

- ◆ Turn your **VTech® TwoSmart™ Laptop** learning product on by pushing the **ON/OFF** switch.
- ◆ Select a category by the **MULTIPLE CHOICE** buttons. The first button selects Spelling/Vocabulary. The second button selects Mathematics. The third selects Logic Games and Music. Then select the activity by pressing **ENTER** or the 3rd **MULTIPLE CHOICE** button when it appears on screen.
- ◆ For the Handheld, after selecting an activity, the screen will prompt for you to select the level of play. If playing with keyboard, press the **LEVEL** key to change the level. Set the level by pressing the number keys or using the cursor keys and pressing **ENTER** or the 3rd **MULTIPLE CHOICE** button.
- ◆ You can select a new activity by pressing the **MENU** button.

LEVELS

The **VTech® TwoSmart™ Laptop** learning product provides 2 levels of difficulty for added challenge and learning.

NOTE: The following activities do not have levels:

Word Tutor

Pet Zone

Puzzlin' Pieces

Rock Paper Scissors

Target Game

Music Box

Melody Maker

DESCRIPTION OF ACTIVITIES

SPELLING/VOCABULARY

◆ WORD TUTOR

Type in any letter using your keyboard. A word that begins with that letter will appear followed by a picture of that word.



◆ TYPE WITH ME

A word will appear on the screen. Following the letters of the word from left to right, type the letters of the word.



◆ BIG 'N SMALL

In this activity you'll have to match up upper and lower case letters. A letter will appear on the screen with 3 answer choices. From the 3 choices find the letter that is the upper or lower case version of the single letter. Press the **MULTIPLE CHOICE** button next to your answer to select it.



◆ WORD MATCH

A picture will appear followed by 3 words. Find one word that matches the picture and press the **MULTIPLE CHOICE** button next to your answer to select it.



◆ BEGINNING LETTERS

A picture will appear followed by a word with the first letter missing. Then 3 answer choices will scroll across the screen. Find the one that begins the word and press **ENTER** or the 3rd **MULTIPLE CHOICE** button to confirm your answer.



◆ SPELLING

A picture of the spelling word will appear on screen followed by answer boxes to indicate the length of the word. Using the keyboard, spell the word and press **ENTER** or the 3rd **MULTIPLE CHOICE** button to confirm your answer.



MATHEMATICS

◆ COUNTING

Count the number of sounds that you hear. In Level 1, you will hear sounds and see one symbol for each sound. In Level 2, you will only hear sounds, so count carefully. Three answer choices will appear on screen. Select the correct number by pressing the **MULTIPLE CHOICE** button next to your answer.



◆ PICK THE CORRECT NUMBER

Your target pickup will be shown on the right side of the screen, showing which objects and how many of them you must pick up. Different objects will scroll across the top of the screen. Press **ENTER** or the 3rd **MULTIPLE CHOICE** button to pick up the requested number of objects.



◆ WHAT NUMBER DID I MISS?

A few numbers will be displayed counting up (in level 1) or counting down (in level 2) with one number missing. Three answer choices will appear. Select the correct number by pressing the **MULTIPLE CHOICE** button next to your answer.



◆ ADDITION

An addition equation will appear on screen. (In level 1 the equation is shown in objects, and in level 2 they are in numbers). Calculate the sum of the equation, type the answer from the keyboard or use the **UP** and **DOWN** key to scroll the numbers and press **ENTER** or the 3rd **MULTIPLE CHOICE** button to confirm.



◆ SUBTRACTION

A subtraction equation will appear on the screen (In level 1 the equation is shown in objects, and in level 2 they are in numbers). Calculate the difference of the equation, type the answer from the keyboard or use the **UP** and **DOWN** key to scroll the numbers and press **ENTER** or the 3rd **MULTIPLE CHOICE** button to confirm.



◆ WHAT TIME IS IT?

A clock will appear on screen followed by three answer choices. Read the time and press the **MULTIPLE CHOICE** button next to your answer.



LOGIC GAMES AND MUSIC

◆ PET ZONE

Press the  button to access the Pet Zone. The first time it is pressed, you will get a present with a surprise pet inside! After you get your pet, you can press the  button to answer a question and take care of your pet. If you get the answer right, you will have more power to care for your pet!

Press the number keys that correspond with the care icons above the keyboard to tend your pet. Press 1 to feed your pet. Press 2 to give your pet a bath. Press 3 to play with your pet.



Press 8 to give your pet love. Press 9 to check your pets food and happiness meters. And when you want to try a new surprise pet, press 0 to get a new present! Sometimes your pet will get hungry or lonely or need a bath when you are playing in other games and will remind you to come back to Pet Zone. Just put the handheld back in the keyboard, and press the  button to launch Pet Zone and take care of your pet! If you are in Pet Zone for a long time, your pet might get sleepy and need a nap. Just wait until he wakes up and is ready to play! Remember - the smarter you get, the happier your pet!

◆ PUZZLIN' PIECES

An animal face will appear on the right. Using the **MULTIPLE CHOICE** buttons, make a matching face on the left within one minute.



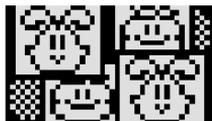
◆ FOLLOW ME

The pet on the left will dance, moving up, down, left or right. Remember the patterns and use the **CURSOR** keys to repeat the patterns with the pet on the right.



◆ PAIR UP

Pairs of closed windows will appear on screen. You must find the matching objects behind the windows within one minute. To select a window, use the arrow keys and press **ENTER** or the 3rd **MULTIPLE CHOICE** button.



◆ ROCK PAPER SCISSORS

Get ready for a game of Rock Paper Scissors! Your hand is on the left and the computer is on the right. The 3 **MULTIPLE CHOICE** buttons represent Rock, Paper, Scissors respectively. When you press one of them, the computer will choose one at the same time. To determine the winner, remember, Scissors cuts Paper, Paper covers Rock, and Rock breaks Scissors!



◆ TARGET GAME

Targets will appear on any of the four sides of the screen. Hit the targets by using the **CURSOR** keys. Hit as many as you can.



◆ HIDE & SEEK

Three or four objects will be shown on screen, and a Pet will hide in one of them. After the objects are mixed up, use the **CURSOR** keys to select which one they are hiding in and press **ENTER** or the 3rd **MULTIPLE CHOICE** button to confirm.



◆ OBSTACLE DROP

Some objects will fall from the top of the screen. Use the **CURSOR** keys to move the "catcher" at the bottom of the screen. Catch all the diamonds while avoiding the other objects.



◆ MUSIC BOX

10 Songs are available for your listening pleasure:

1. Bicycle Built for Two
2. The Entertainer
3. Bill Bailey
4. Wheels of the Bus
5. Mexican Hat Dance
6. It's Raining, It's Pouring
7. Pachebel's Canon
8. Morning Mood
9. Fur Elise
0. Can Can



◆ MELODY MAKER

Press the musical keys on the keyboard to create your own song.



Press the **PAUSE** key to stop playing a song.

Press the **PLAY** key to play the music you have created.

Press the **RESET** key to erase the music you have created.

SCORING

For all scoring activities except Pair Up and Target Game:

- ◆ 5 questions per round.
- ◆ For each round, maximum score is 100 and minimum score is 0.
- ◆ For each question, there are 2 chances in total.
- ◆ 1 chance will be deducted for every wrong answer.
- ◆ No score is deducted when Hint key is pressed.

Number of chances left	Score awarded
2	20
1	10
0	0
When ANSWER key pressed	0

For Target Game

- ◆ The program will generate 15 hits. Hit as many as possible.
- ◆ 1 question for each round.
- ◆ For each round, maximum score is 100 and minimum score is 0.

Number of Hits	Score awarded
13 - 15	100
10 - 12	80
7 - 9	60
4 - 6	40
1 - 3	20
0	0

For Pair Up:

- ◆ 5 questions for each round.
- ◆ For each round, maximum score is 100 and minimum score is 0.

Level 1:

Within time limit of 1 minute	Score awarded
Match 3 pairs	20
Match 2 pairs	10
Match 1 pair	5
Match 0 pair	0
When ANSWER key pressed	0

Level 2:

Within time limit of 1 minute	Score awarded
Match 4 pairs	20
Match 3 pairs	15
Match 2 pairs	10
Match 1 pair	5
Match 0 pair	0
When ANSWER key pressed	0

TIME LIMITS

In most of the activities, a time limit of 2 minutes is set for a player to answer the question. When there is no input from player for about 2 minutes, correct answer will be shown.

NOTE: The following activities do not have timer:

Word Tutor
Puzzlin' Pieces
Pair Up
Rock Paper Scissors
Target Game
Obstacle Drop
Pet Zone
Music Box
Melody Maker

CARE AND MAINTENANCE

- ◆ Keep your learning product clean by wiping it with a slightly damp cloth.
- ◆ Keep your learning product out of direct sunlight and away from direct sources of heat.
- ◆ Remove the batteries when your learning product will not be used for extended periods of time.
- ◆ Do not drop your learning product on hard surfaces or try to dismantle it.
- ◆ Do not immerse your learning product in water or get it 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 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.

NOTE

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in 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.