



Smart Start

Super Advantage™

USER'S MANUAL



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® SMART START Super Advantage™** learning unit! 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 **SMART START Super Advantage™** is an exciting electronic learning laptop offering a wide range of interesting and educational topics. The **SMART START Super Advantage™** offers children a wonderful world of learning with a variety of 22 different activities.

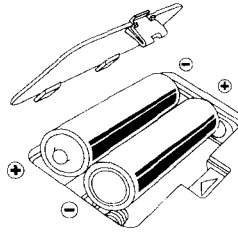


POWER SOURCE

The **SMART START Super Advantage™** learning unit operates using 2 "AA" batteries.

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 2 "AA" size batteries as illustrated.
4. Replace the battery cover.



NOTE: The use of alkaline batteries is recommended for maximum performance.

BATTERY NOTICE

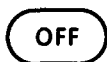
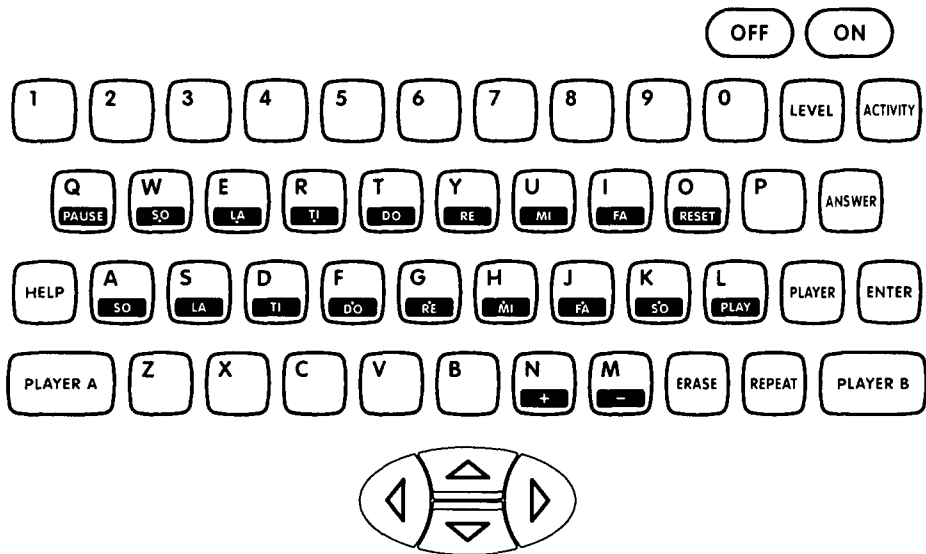
- Install batteries correctly observing the polarity signs (+,-) to avoid leakage.
- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from equipment when you are not going to use the unit for a long time.
- 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 for some reasons the program/activity stops working, please follow these steps:

- 1) Please turn the unit off.
- 2) Interrupt the power supply by removing the batteries or disconnecting the adaptor.
- 3) Let the unit stand for a few minutes, then replace the batteries or reconnect the adaptor.
- 4) 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.

KEYBOARD DESCRIPTION AND FUNCTIONS



Press to turn the unit **OFF**.



Press to turn the unit **ON**.



Press the key followed by the code number to select an activity.



Press to switch between 1 player and 2 players for relevant activities.



Press to change levels. There are 4 levels of play in most of the activities.



Press to get help with a question and a clue will be provided in applicable activities.



Press to show the question again in relevant activities.

Note: In two-player mode, 'HELP' key and 'REPEAT' key are invalid.



Press to find out the answer to any question.



Press to confirm the answers to questions for most of the activities.



Press to delete or change an answer before pressing the **ENTER** key.



Press to move the cursor arrow up on the screen in the activity wherever applicable.



Press to move the cursor arrow down on the screen in the activity wherever applicable.



Press to move the cursor arrow left on the screen in the activity wherever applicable.



Press to move the cursor arrow right on the screen in the activity wherever applicable.



Use the addition key in the Find the Sign activity.



Use the subtraction key in the Find the Sign activity.



Press to play the music you create in the applicable music activities.



Press to erase the music you created in the applicable music activities.



In addition to their regular letter functions, these keys are used in the music related activities to create your own melody using the various notes of the scale.



Use this key to turn the volume on or off.



Press to select a player to answer the question in 2 player mode.

Automatic Shut-Off

If there is no input into the **SMART START Super Advantage™** learning unit for about 4 minutes, the unit will automatically shut off to save power. After the auto power off is activated, you will need to press the **ON** button again to restart the unit.

TO BEGIN PLAY

1. Turn the unit **ON**.
2. Select the activity that you wish to play by pressing the **ACTIVITY** key followed by the appropriate activity code number.
3. Choose the number of players by pressing the appropriate key.
4. Set the level of play by pressing the appropriate key.

Note: If you do not enter an activity code, the unit will automatically enter the Spelling activity after idling for about 20 seconds.

DESCRIPTION OF ACTIVITIES

01 SPELLING

An animation and picture of a word will appear on the screen. A series of underscores will then appear. Type in the word that correctly matches the picture. Press the **ENTER** key to enter the answer.

02 WORD MATCH

A word will appear on the screen and you are asked to choose the correct picture corresponding to the word. Press **LEFT/RIGHT** key to select a picture, then press the **ENTER** key to input the answer. You can also directly input the answer by pressing key '1', '2' or '3'.

03 WORD GUESS

Eight question marks and a series of underscores will appear on the screen. You are asked to guess the secret word by typing letters. Each successful guess will be shown on the underline. All incorrect guesses will replace the question marks on the upper screen.

04 SYNONYMS

A word will appear on the upper row of the screen. Find the synonym of the given word by choosing from the three choices that will display in the lower row. Press the **UP/DOWN** keys to select the correct word and press the **ENTER** key to confirm the answer. You can also directly key in '1', '2', or '3' to input the answer.

05 ANTONYMS

A word will appear on the upper row of the screen. Find the antonym of the given word by choosing from the three choices that will display in the lower row. Press the **UP/DOWN** keys to select the correct word and press the **ENTER** key to confirm the answer. You can also directly key in '1', '2', or '3' to input the answer.

06 CORRECT THE WORD

A picture followed by a misspelled word will appear on the screen and underscores will appear on the lower line. Type in the correct spelling and press the **ENTER** key.

07 PAST TENSE

A verb will be shown on the upper screen. Find the past tense of the given verb by choosing from the three choices that will display in the lower row. Press the **UP/DOWN** keys to select the correct answer and press the **ENTER** key to confirm. You can also directly key in '1', '2', or '3' to input the answer.

08 PRESENT TENSE

A verb will be shown on the upper screen. Find the present tense of the given verb by choosing from the three choices that will display in the lower row. Press the **UP/DOWN** keys to select the correct answer and press the **ENTER** key to confirm. You can also directly key in '1', '2', or '3' to input the answer.

09 ADD IT

An addition problem will appear on the screen. Type in the correct answer by pressing the appropriate number keys and press the **ENTER** key.

10 SUBTRACT IT

A subtraction problem will appear on the screen. Type in the correct answer by pressing the appropriate number keys and press the **ENTER** key.

11 TIMES TABLES

A series of digits will appear on the screen. You are asked to choose a number from 1 to 9 as the multiplicand by using the **LEFT/RIGHT** keys and press the **ENTER** key to confirm. Then the unit will randomly select a number as the multiplier. Type in the correct answer and press the **ENTER** key.

12 NEXT NUMBER

A series of numbers will appear on the screen. A number in the sequence is missing. Type in the correct number to complete the sequence and press the **ENTER** key.

13 AREA

A shape will appear on the screen. It will be separated into small pieces called units. You are asked to count the no. of units that the shape contains and type in the exact area of the shape. Then press the **ENTER** key to confirm.

14 QUICK EQUATION

An equation will be shown on the left side of the screen with the balancing signs of "=", ">" or "<" missing. Use the **UP** and **DOWN** keys to select the correct answer. Press the **ENTER** key to confirm your answer. You can also directly key in '1', '2', or '3' to input the answer.

15 FIND THE SIGN

A numerical equation with its sign missing will appear on the screen. Use the "+" or "-" keys to input the correct sign. You can also directly key in '1' or '2' to input the answer. The player can also use the **UP/DOWN** keys to select the correct answer and then press the **ENTER** key to input the answer.

16 MUSIC BOX

Press **LEFT/RIGHT** key followed by the **ENTER** key to play one of the five built-in songs. User can also press keys '1' to '5' to play the songs.

17 PIANO

This activity allows the player to create songs by pressing the musical note buttons. The songs are stored in the memory with a maximum of 39 notes. Press the **ERASE** key to clear the last note. Press **PLAY** to play back the song. Press **RESET** to clear the memory.

* Note that the memory will be reset after the power is turned off.

18 BLOCK BUILDING

An irregular block will appear on the left side of the screen. The goal is to find another block which fits into the irregular block. You can select the block by pressing the **LEFT/RIGHT** keys and then press the **ENTER** key to input. You can also directly key in '1', '2', or '3' to select the correct block.

19 FIND THE CARDS

Cards of different types will appear on the screen and then turn upside down. One of the cards is randomly selected and shown on the right. Try to find two cards on the left that match the one on the right. Use the **UP/DOWN/LEFT/RIGHT** keys to select the card of your choice. Press the **ENTER** key to confirm the match.

20 SECRET NUMBER

In this activity, you are asked to guess four secret numbers within ten trials. Press the four number keys of your choice and then press the **ENTER** key to confirm. These symbols will appear after each guess as a hint.

'✓' for a correct guess (both the digit and its position)

'X' for incorrect guess

'⌘' means the digit is guessed correctly but in the wrong position

'□' means the digit is correct but only used once

21 SLIDING PUZZLE

A full screen picture is first shown on the screen. It is then divided into 6 small pieces and scrambled with the upper left corner missing. You are asked to use the **UP/DOWN/LEFT/RIGHT** keys to move the graphic to restore it to its original picture within 99 steps.

22 PAIRING CARDS

Eight pairs of cards which are up side down will appear on the screen. To turn over a card, press the **UP/DOWN/LEFT/RIGHT** keys followed by the **ENTER** key. If the pictures on the cards match each other, the cards will disappear. If the pictures do not match, the cards will turn face down. Try and uncover the eight pairs within 20 steps.

SCORING

Most activities consist of 5 questions in a round, worth 20 points each. The total possible points for a round is 100. A breakdown of activity scoring is shown below.

NOTE: 5 points are deducted if **HELP** key is pressed for the applicable activities.

ACTIVITIES: Spelling, Correct the Word, Add It, Subtract It, Times Tables, Next Number, Area and Find the Cards.

Number of Chances	Points Awarded
Correct answer on 1st try	20
Correct answer on 2nd try	15
Correct answer on 3rd try	10
Incorrect answer	0
Use of the Answer Key	0

ACTIVITY: Word Guess

In this activity, there will be 8 chances to correctly guess the word. The player will start with 100 points and 10 points will be deducted for each incorrect guess.

ACTIVITY: Find the Sign

Number of Chances	Points Awarded
Correct answer on 1st try	20
Incorrect answer	0
Use of the Answer Key	0

ACTIVITY: Word Match, Quick Equation, Antonyms, Synonyms, Past Tense, Present Tense, Block Building.

Number of Chances	Points Awarded
Correct answer on 1st try	20
Correct answer on 2nd try	10
Incorrect answer	0
Use of the Answer Key	0

ACTIVITY: Secret Number

Scoring after 5 consecutive problems. Each problem consists of 10 trials.

Number of Chances	Points Awarded
1	20
2	18
3	16
4	14
5	12
6	10
7	8
8	6

9	4
10	2
All tries incorrect	0

ACTIVITY: Sliding Puzzle

Scoring after each problem. Player will be awarded 100 points to solve the puzzle.

ACTIVITY: Pairing Cards

Scoring after 20 chances or when correct answers are given.

No. of pairs of Cards Opened	Points Awarded
8	100
7	90
6	80
5	70
4	60
3	50
2	40
1	30
0	0

Note: Due to game play, there is no scoring in the Piano and Music activities.

TWO PLAYER MODE

The scoring for 2 player mode is different (for applicable activities). Both the players begin with 100 points. The score that the player will be awarded is the same as the 1 player mode. 20 points will be deducted if you fail to answer the question and the other player is not allowed to answer.

Note: In 2 player mode, there is only one chance for each question.

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. Do not drop the unit on hard surfaces or try to dismantle it.
4. Do not expose the unit to moisture 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 which forms the value of our product. 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 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