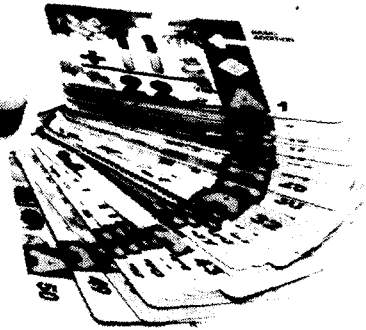


# TALKING<sup>®</sup> Whiz-Kid

## User's Manual



**VTech** EDUCATIONAL<sup>™</sup>  
ELECTRONICS

English Version  
English Manual  
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## Included in this package

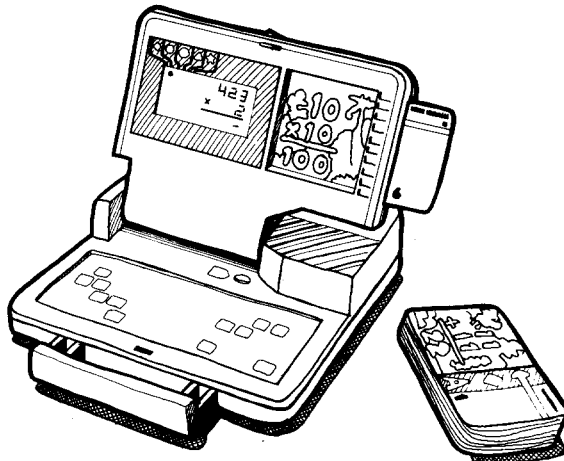
Please check that the following components are included in your package before attempting to use the Talking Whiz-Kid.

- \* 1 Talking Whiz-Kid unit
- \* 50 picture cards

Additional learning cartridges are available at many retail stores.

## The Talking Whiz-Kid pre-computer

Talking Whiz-Kid is an electronic learning aid, combining traditional teaching methods with computer technology. Talking Whiz-Kid teaches spelling, math, music, and much more, while serving as an introduction to computer use.



Talking Whiz-Kid uses special audio/visual features like a verbal tutor, musical sound effects and a display screen to teach spelling, math, logic and music.

# How to take care of your Talking Whiz-Kid

## ALWAYS...

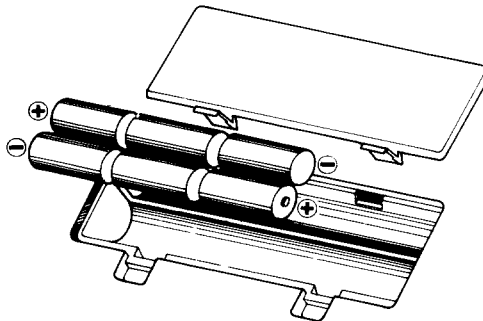
1. ...Keep the unit clean by wiping with a damp cloth.
2. ...Keep Talking Whiz-Kid out of direct sunlight and other sources of heat.
3. ...Take the batteries out when not in use for long periods of time.

## NEVER...

1. ...Take Talking Whiz-Kid apart.
2. ...Drop Talking Whiz-Kid.
3. ...Spill anything on the keyboard.
4. ...Use chemical solvents to clean TalkingWhiz-Kid.

# How to install batteries

1. Locate the battery case cover on the bottom of Talking Whiz-Kid.
2. Remove the cover.
3. Insert six "C" size batteries as illustrated.
4. Replace the cover.



# How to tell when your batteries are worn out

There are two ways to tell:

1. Your **Talking Whiz-Kid** will not work at all.
2. **Talking Whiz-Kid** will work only a little bit. It may make funny noises and parts of the screen display will fade out or become fuzzy.
3. The talking tutor's voice sounds very low.

## Using an AC adaptor

Because of the power requirements of **Talking Whiz-Kid**, the use of an AC adaptor is strongly recommended. Many retail stores carry Video Technology's Universal Adaptor (stock #80-0877), but most common 9V 300mA + → - adaptor will work properly.

The V-Tech AC Adaptor (model 80-0877) is perfectly suited to operate your Talking Whiz-Kid. Many retailers carry the Adaptor; however, if you are unable to locate one locally, send \$10.00 (including shipping and handling) to:

VTECH ELECTRONICS CANADA LTD.  
Suite 110-6551 Westminster Hwy.  
Richmond, B.C., Canada V7C 4V4.

## **Automatic shut-off helps your batteries to last longer**

If nobody plays with Talking Whiz-Kid for five minutes, it will shut itself off automatically. Therefore you never have to worry about leaving it on all night and running the batteries down.

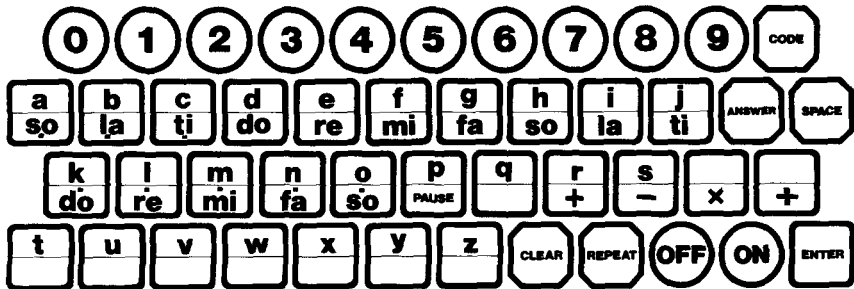
## **How to turn on Talking Whiz-Kid**

Once the batteries have been installed, you can begin to use Talking Whiz-Kid simply by pushing the ON key.

The ON key can also be used when it comes time to select another activity.

# The Keyboard

There are 46 keys. These are the way you can communicate with the computer inside your Talking Whiz-Kid. Many keys have two different functions that work at different times. For example, when you're playing a spelling game, you'll press letter key for an alphabet display. But when you're playing a music game, letter keys will become musical notes.

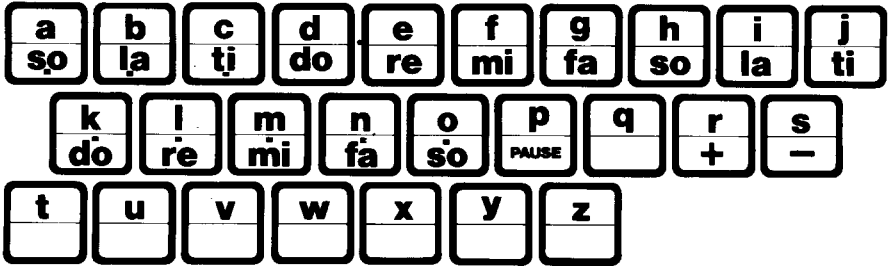


## The Number Keys



In some games you are asked to answer question using numbers. Then you use the number keys on your keyboard.

## The Letter Keys



Sometimes you are required to answer questions by typing out whole words. That's when you need the letter keys from A to Z. You'll notice that five of the letter keys are a different color from the others. These are the vowels, and in some of the games it's helpful to be able to find vowels quickly.



## *The Music Keys*



You have 15 musical notes for use in composing or playing music or for answering musical questions.

## *The Pause Key*



This key allows you to separate sections of a musical composition. By pressing the PAUSE key a silent note is programmed into your tune.

## *The Calculator Keys*



You can use these 4 keys to add, subtract, multiply and divide during operation.

## *The Repeat Key*



When you press this key, Talking Whiz-Kid will verbally repeat what it wants you answer. You can ask for a repeat as many times as you want.

Note: But once you press any key, the Talking Whiz-Kid will not repeat the questions again.

## ***The Enter Key***



After you type out your answer to a question, or input a question in 2 player games, you must press the ENTER key to let the computer know that you've completed your response. After you press the ENTER key, you cannot change your answer. ENTER is also used to play back a musical tune that you create.

## ***The Answer Key***



If you're having difficulty with a particular question, you can press the ANSWER key and the computer will display the correct response on the screen.

# Additional keyboard instructions

## *The Code Key*



This key is for you to use to call out the card program when the study card you want to play has been lost or destroyed.

Note: This key will work only when the "Insert card" symbol appears on the screen. Simply press CODE, the number of the card, and the ENTER key.

## *The Space Key*



When you have to type an answer, the SPACE key is the one you use to put a blank space between characters.

## *The Clear Key*



If you make a mistake in your answer but have not yet pressed the ENTER key, you may press the CLEAR key to erase the answer. This will give you another chance to give the correct answer.

## Selecting the questions

Before inserting each study card, read the lesson description on the back of the card. Also look for the answer symbol on the front of the card. This will tell you if your answers should be numbers, words or musical notes.



Math  
Activities



What is it



Matching



Spelling  
Activities



Musical  
Activities

## How to insert a picture/study card

1. Turn on **Talking Whiz-Kid** and wait for the opening song.
2. **Talking Whiz-Kid** will ask you to "Insert card". (Do not attempt to do so until the **Talking Whiz-Kid** finished "Talking")
3. Be sure the card slot is empty.
4. Select any study card and hold it with the arrow pointing toward the slot and the picture side facing front.
5. Insert the picture card smoothly and carefully.
6. Don't stop or hesitate with card halfway in slot.
7. Stop when you feel the card reaches the end of the slot.
8. Do not force or bend the card.
9. If you have inserted the card correctly, a question will appear on the screen.

## **What to do if a Question doesn't appear**

1. Remove the card, wait for the verbal instruction, insert the card smoothly and carefully. Make sure the card is clean and that you have the arrow pointed toward the slot and the picture facing you.
2. Carefully insert the card into the slot once again.
3. If the study card is not being accepted, use the CODE key to access the questions from that card. ( Note: Code number is printed on back of each card.)
4. If there is still a problem, check for weak batteries.

## **Answering the Questions**

A question is displayed on the screen and **Talking Whiz-Kid** waits for your answer. Check the picture card and key in your answer. If you realize that you have made a mistake, press the **CLEAR** key and start again. When you are sure of your answer, press the **ENTER** key. **Talking Whiz-Kid** will check to make sure you are correct.

Some study cards may ask for letters or number in answer to a question. In such cases, it is often not necessary to press the **ENTER** key.

If your answer is correct, **Talking Whiz-Kid** will tell you so. Then another question will appear. If your answer is not correct, you will be asked to try again. If you find it difficult to get the answer, simply press the **ANSWER** key. The answer will be given and another question will appear.

Some study cards will ask a large number of questions. When you feel that you have done enough on the card, remove that card and insert another.

# How to score

The all activities will provide a score after 8 questions have been answered. The scoring system is as follows:

Correct answer on the first try ..... 10 points  
Correct answer on the 2nd try ..... 6 points  
Correct answer on the 3rd try ..... 2 points  
If you used the answer key ..... 0 points

A 20 point bonus is given if you answer all 8 questions correctly on the first try.

Note: The correct answer to all problem will appear automatically after three unsuccessful answers, except Calculator, Learn & Spell, Say It, Hangman, 2 Player Hangman, Musical Activities.

After the score has been displayed, you may select another activity.

## **Adding cartridges for new lessons**

Additional cartridges (available in many retail stores) change the way Talking Whiz-Kid works. Each new cartridge gives you a whole new set of words and lessons to learn. So once you have mastered all of the questions in this base package, you can move on to more challenges. Every time you buy a new cartridge, you get a whole new set of study cards with it.

## **How to install a cartridge**

The cartridge fits into the large hole on the left hand side of your Talking Whiz-Kid. Press the OFF key to turn off the power. Then push the cartridge slowly and smoothly until it is firmly attached. Press the ON key. Now you are ready to insert your new study cards.

Note: Cards from one cartridge will not work when another cartridge is in the Talking Whiz-Kid. Be sure to keep each set of cards separate.

## **What to do if a card is lost or destroyed**

The Talking Whiz-Kid keeps in its memory all the questions and answers for each picture card. All cards are listed by number and title in the back of your User's Manual. If you wish to play a card that has been lost, simply press the CODE key, the number of the card you wish to play, and the ENTER key. The missing questions will appear on the screen and you will be able to answer them as before.

# The Math Activities



Study cards 1 through 14 provide lessons in Math, including addition, subtraction, multiplication and division. Talking Whiz-Kid will display the question and speak it at the same time. The student then types in the answer and presses the ENTER key. If the answer is correct, a new problem will appear. If not correct, there are two more chances to give the right answer. After three tries Talking Whiz-Kid will give the correct answer to the problem.

Scoring will appear after each 8 problems. Level 1 is basic math; level 2 provides more difficult problems.

Note that 2 Player Math (card 11) and Calculator (card 14) allow the player to enter their own problems into the Talking Whiz-Kid computer. A problem may have up to 3 digits going into the computer and an answer of up to 4 digits. The other steps are the same as in the remaining Math activities.



## What is it



Lessons 15 through 24 help the student learn to spell words needed in every day life. As a letter is displayed on the screen, **Talking Whiz-Kid** will ask what it is. The player then keys in the word that identifies that object. Each picture card contains 8 questions. After three unsuccessful tries, the correct answer will be given by the **Talking Whiz-Kid** automatically. Your score will appear on the screen at the end of each set of questions.

## Matching



Study cards 25 through 35 provide matching questions. The player is expected to key in the number from the right side of the card that matches the letter on the screen. There are 8 questions on each picture card. But after three unsuccessful tries, the correct answer will be given by the **Talking Whiz-Kid** automatically. A score is given at the end.

# Spelling Activities



Study cards 36 through 44 help the player learn to spell. Some activities such as on cards 39 and 40 will have only one letter missing from each word. Cards 36 and 37 have the player spell the entire word. Lesson 38 has the player listen to, and then repeat, each word. And lessons 41 through 44 add adventure to spelling by making words fun.

The Hangman game (cards 41 and 43) has the student search out letters to each word and **Talking Whiz-Kid** puts those letters in their correct spaces. The Scramble games (cards 42 and 44) want the student to rearrange the letters to spell the mystery word correctly.

**Note:** Games 43 and 44 allow the first player to key in the word to be spelled by the second player.

Game 38 have no automatic shut-off function. So that if you feel that you have done enough on the card, remove that card and insert another.

# Musical Activities

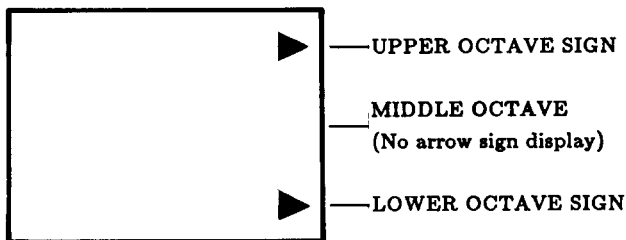


The music lessons on cards 45 through 50 help the player learn the musical notes and put them together to make tunes. Lesson 45 allows the player to put in up to 32 notes for a fun tune before playing it back. In lessons 46 through 49 **Talking Whiz-Kid** plays popular tunes note-by-note. And in **Follow Me** (card 50) the computer will produce up to 16 random notes that the player repeats in the same sequence as the notes being displayed.

There are 15 notes within 3 octave ranges in **Talking Whiz-Kid**, plus a pause key. Each note within an octave will have its corresponding lines displayed on the screen. Use this guide:

Note	Number of lines
Do	One -
Re	Two --
Mi	Three ---
Fa	Four ----
So	Five -----
La	Six -----
Ti	Seven -----
Pause	(no display)

Each octave has its corresponding symbol displayed on the screen as follow:



Note: If more than 32 notes are entered into **Talking Whiz-Kid**, only the first 32 notes will be replayed.

# All the cards and what they do

## **Math Activities**

<b>Card No.</b>	<b>Title</b>
A1	Basic Addition
A2	Advanced Addition
A3	Basic Subtraction
A4	Advanced Subtraction
A5	Basic Multiplication
A6	Advanced Multiplication
A7	Basic Division
A8	Advanced Division
A9	Math Quiz 1
A10	Math Quiz 2
A11	2 Player Math
A12	Operation 1
A13	Operation 2
A14	Calculator

Math problems appear at random

# What is it



CARD NO.	QUESTION	ANSWER	CARD NO.	QUESTION	ANSWER
A15.	a.	nose	A19.	a.	bookcase
	b.	mouth		b.	armchair
	c.	eye		c.	lamp
	d.	ear		d.	desk
	e.	hair		e.	cushion
	f.	tooth		f.	stool
	g.	beard		g.	basket
	h.	eyebrow		h.	bed
A16.	a.	lion	A20.	a.	plane
	b.	elephant		b.	drill
	c.	fox		c.	hammer
	d.	tiger		d.	saw
	e.	snake		e.	screw
	f.	bear		f.	nail
	g.	camel		g.	knife
	h.	monkey		h.	file
A17.	a.	banana	A21.	a.	puppet
	b.	pear		b.	rocket
	c.	apple		c.	clown
	d.	orange		d.	doll
	e.	lemon		e.	balloon
	f.	cherry		f.	baseball
	g.	melon		g.	airplane
	h.	mango		h.	dart
A18.	a.	blender	A22.	a.	rainbow
	b.	toaster		b.	cloud
	c.	iron		c.	rain
	d.	vacuum		d.	sky
	e.	radio		e.	umbrella
	f.	oven		f.	raincoat
	g.	fridge		g.	boot
	h.	kettle		h.	puddle

<b>CARD NO.</b>	<b>QUESTION</b>	<b>ANSWER</b>
<b>A23.</b>	<b>a.</b>	<b>socks</b>
	<b>b.</b>	<b>dress</b>
	<b>c.</b>	<b>sweater</b>
	<b>d.</b>	<b>jacket</b>
	<b>e.</b>	<b>shirt</b>
	<b>f.</b>	<b>vest</b>
	<b>g.</b>	<b>skirt</b>
	<b>h.</b>	<b>shoes</b>
<b>A24.</b>	<b>a.</b>	<b>ruler</b>
	<b>b.</b>	<b>pencil</b>
	<b>c.</b>	<b>pen</b>
	<b>d.</b>	<b>book</b>
	<b>e.</b>	<b>chalk</b>
	<b>f.</b>	<b>satchel</b>
	<b>g.</b>	<b>rubber</b>
	<b>h.</b>	<b>ink</b>

# Matching



CARD NO.	QUESTION	ANSWER	CARD NO.	QUESTION	ANSWER
A25.	a.	1	A29.	a.	5
	b.	4		b.	8
	c.	8		c.	3
	d.	6		d.	2
	e.	2		e.	7
	f.	5		f.	1
	g.	3		g.	4
	h.	7		h.	6
A26.	a.	1	A30.	a.	7
	b.	7		b.	6
	c.	2		c.	4
	d.	6		d.	3
	e.	4		e.	5
	f.	5		f.	2
	g.	8		g.	8
	h.	3		h.	1
A27.	a.	2	A31.	a.	7
	b.	5		b.	2
	c.	7		c.	4
	d.	1		d.	8
	e.	3		e.	5
	f.	8		f.	3
	g.	6		g.	1
	h.	4		h.	6
A28.	a.	3	A32.	a.	8
	b.	1		b.	3
	c.	6		c.	1
	d.	4		d.	5
	e.	8		e.	6
	f.	7		f.	4
	g.	5		g.	2
	h.	2		h.	7

CARD NO.	QUESTION	ANSWER
A33.	a.	4
	b.	8
	c.	3
	d.	5
	e.	1
	f.	7
	g.	6
	h.	2
A34.	a.	4
	b.	6
	c.	2
	d.	8
	e.	5
	f.	1
	g.	7
	h.	3
A35.	a.	6
	b.	3
	c.	7
	d.	1
	e.	8
	f.	2
	g.	5
	h.	4



## Spelling Activities



(word list for card 36 to 42)

armchair  
apple  
airplane  
banana  
blender  
bookcase  
book  
balloon  
bear  
baseball  
basket  
boot  
bed  
beard  
cloud  
clown  
cushion  
chalk  
cherry  
camel  
drill  
dress  
desk  
doll  
dart  
elephant  
eye  
ear  
eyebrow  
eight  
eleven  
eighteen  
eighty  
fox  
fridge  
file  
four

five  
fourteen  
fifteen  
forty  
fifty  
hammer  
hair  
hundred  
iron  
ink  
jacket  
knife  
kettle  
lion  
lamp  
lemon  
mouth  
melon  
monkey  
mango  
nail  
nose  
nine  
nineteen  
ninety  
orange  
oven  
one  
plane  
puddle  
puppet  
pear  
pencil  
pen  
rainbow  
rain  
ruler

rocket  
radio  
raincoat  
rubber  
socks  
sweater  
saw  
sky  
snake  
screw  
shirt  
stool  
satchel  
skirt  
shoes  
six  
seven  
sixteen  
sixty  
seventy  
toaster  
tiger  
tooth  
two  
three  
ten  
twelve  
thirteen  
thousand  
twenty  
thirty  
umbrella  
vacuum  
vest  
zero

## **Musical Activities**



### **Card 46. ABC SONG**

DO DO SO SO LA LA SO --  
FA FA MI MI RE RE DO --  
SO SO FA FA MI MI RE --  
SO SO FA FA MI MI RE --  
DO DO SO SO LA LA SO --  
FA FA MI MI RE RE DO .

### **Card 47. JINGLE BELLS**

MI MI MI -- MI MI MI --  
MI SO DO RE MI -- -- --  
FA FA FA -- MI MI MI --  
SO SO FA RE DO .

### **Card 48. LONDON BRIDGE**

SO LA SO FA MI FA SO --  
RE MI FA -- MI FA SO --  
SO LA SO FA MI FA SO --  
RE -- SO -- MI DO .

### **Card 49. HAPPY BIRTHDAY**

SO SO LA -- SO -- DO -- TI -- --  
SO SO LA -- SO -- RE -- DO -- --  
SO SO SO -- MI -- DO -- TI -- LA -- --  
FA FA MI -- DO -- RE -- DO.

### **Card 50. FOLLOW ME**

Notes appear at random