



Smart Start Premier Plus™

USER'S MANUAL



Dear Parent:

At VTech® we know that children have 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 PREMIER™ PLUS** learning toy. 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 PREMIER™ PLUS** offers 22 built-in activities that cover a wide range of challenging topics, such as spelling, vocabulary, addition, subtraction, multiplication, music and more. Get ready for hours of learning fun!



POWER SOURCE

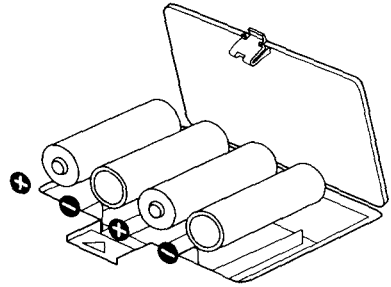
SMART START PREMIER™ PLUS operates on 4 "AA" batteries (UM-3/LR6) or a 9V  300mA DC  AC adaptor.

HOW TO INSTALL BATTERIES

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the back of the unit and open it.
3. Insert 4 "AA" batteries (UM-3/LR6) as illustrated.

DO NOT USE RECHARGEABLE BATTERIES in this unit. (The use of Rayovac Renewable / Rechargeable Alkaline batteries is encouraged.)

4. Close the battery cover.





BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- 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.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.

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 and try the unit again.

AC ADAPTOR CONNECTION

Use a standard 9V  300mA AC center-positive  adaptor.

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the back of the unit.
3. Plug the adaptor into the unit's adaptor jack.
4. Plug the adaptor into a wall outlet.
5. Turn the unit **ON**.

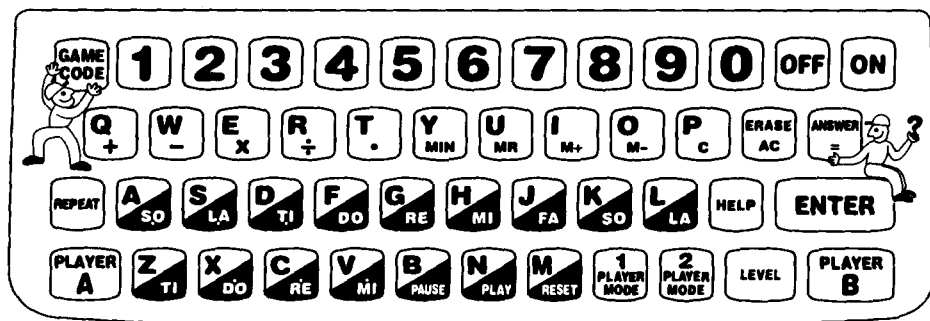
NOTE: If the unit suddenly stops working or the sound seems weak, it may be the result of the adaptor connection. Turn the unit off and unplug the adaptor from the unit for 15 seconds. Next, plug the adaptor back in and turn the unit on. If the problem persists, it may be the result of the adaptor's wiring or the unit. Please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

In the U.S.A.: The **VTECH**[®] AC adaptor is perfectly suited to operate this product. Many retailers carry the adaptor, however, if you are unable to find one locally, call our Consumer Services Department at 1-800-521-2010 or send \$10.00 plus \$5.00 for shipping and handling (Illinois residents please add 8.25% sales tax) to:

Adaptor c/o
VTECH[®] Industries, LLC.
101 E. Palatine Road
Wheeling, IL 60090-6500

In Canada: Please see the enclosed **VTECH**[®] adaptor offer coupon.

KEYBOARD DESCRIPTION AND FUNCTIONS



Press this key to turn the unit **ON**.



Press this key to turn the unit **OFF**.



To enter an activity, press the **GAME CODE** key followed by the code number of the activity that you wish to play.



Use the number keys to access activities and to answer questions in the mathematics activities, **Pair Up** and **Music Library**.



Use these letter keys when inputting answers for word related activities. They follow the same pattern as standard computers and typewriters.



Press this key to erase an answer prior to hitting the **ENTER** key or to clear an answer in the **Calculator**.



Press this key to find out the answer to a question or to see the answer in the **Calculator**.



Press this key to have an instruction repeated.



This key will give you a hint about the answer in applicable activities.



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



Use the music keys in the activity **Melody Play Back**.



Press the **PAUSE** key to insert a musical rest when creating music in **Melody Play Back**.



Press the **PLAY** key to play the music you created in **Melody Play Back**.



Press the **RESET** key to erase the music you created in **Melody Play Back**.



Press the appropriate key to play an activity by yourself or to compete with another person.





Press these keys when using the **TWO PLAYER MODE** to designate player **A** or **B**.



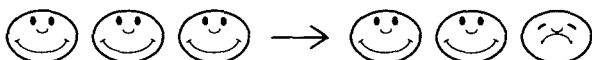
Press this key to select the level of play. There are three levels of play for most activities.

ICONS

There are 8 fun icons on the upper row of your screen. Each icon can either be a happy face  or an unhappy face . Their usage is described as follows:

ONE PLAYER MODE:

In most activities (except 10, 19, 21 and 22) the icons are used to show the total number of chances available to correctly answer the question. In these activities, there are 3 chances to input the correct answer. Hence, there will be 3 happy face icons on the top, right-hand side of the screen. If a player answers incorrectly, the right-most icon will change into a sad face while the other two icons will remain happy faces to represent the 2 chances left to answer the question. A happy face will change to a sad face for each incorrect answer.





Note: There are 2 answer chances for activity 17 - **Equation Challenge**.

There are 4 answer chances for activity 20 - **Pair Up**.

In activity 10 - **Mystery Word**, there are a total of 8 chances to win, which are represented by 8 happy faces at the top of the screen. If a player inputs a letter which is not contained in the mystery word, a chance will be lost and the right-most happy face will be changed to an unhappy face, and so on.

In activity 21 - **Music Library**, the icons will move from left to right with the playing music.

TWO PLAYER MODE:

In all **TWO PLAYER MODE** games except **Mystery Word** and **Pair Up**, the icons are used to show which player is answering the question. When the left player presses the  key first, the happy face icon on the left-hand side will be displayed to indicate that Player A gets the first chance to answer. Or, if the right player presses the  key first, the happy face icon on the right-hand side will be displayed.

TO BEGIN PLAY

- Turn on your **SMART START PREMIER™ PLUS** by pressing the **ON** key.
- Select the activity you wish to play by pressing the **GAME CODE** key followed by the appropriate activity code.
- Choose the number of players by pressing the appropriate key.
- Set the level of play by pressing the appropriate key.

DESCRIPTION OF ACTIVITIES



01 THE RIGHT WORD

A picture will appear on the screen and a series of words will appear one by one below it. When the word correctly matches the picture, press the **ENTER** key.



02 WORD MEMORY

A word will appear briefly on the screen and then be covered. Type in the word that appeared on the screen and press the **ENTER** key.



03 COMPLETE THE WORD

A picture will appear on the screen and a corresponding word with one blank space will appear below it. Type in the missing letter to make the word correctly match the picture and press the **ENTER** key.



04 SPELLING

A picture will appear on the screen with a series of blank spaces below it. The first letter will appear briefly for a hint. Type in the word that correctly matches the picture and press the **ENTER** key.



05 CORRECT THE WORD

A picture will appear on the screen with a misspelled word below it. Letters of the word will flash one by one. When the incorrect letter flashes, press the **ENTER** key. Key in the correct letter and press the **ENTER** key.



06 WORD BINGO

A picture will appear on the screen and the letters that spell the word will begin to appear below it. As soon as the word is spelled correctly, press the **ENTER** key. You must press the **ENTER** key as soon as the word displayed is correct because more letters will continue to appear. It will return to the beginning after showing 8 letters in each question.



07 THE RIGHT ENDING

A picture will appear along with the first letter of a word. Different endings of that word will appear to form a word. When the correct ending for that word appears, press the **ENTER** key.



08 SINGULAR OR PLURAL

A singular or plural noun will appear on the screen with a series of blank spaces below it. Type its plural or singular form according to the instructions and press the **ENTER** key.



09 PAST OR PRESENT

A present or past tense of a verb will appear on the screen with a series of blank spaces below it. Type its past or present tense according to the instructions and press the **ENTER** key.



10 MYSTERY WORD

A covered word will appear on the screen. Try to guess what the word is by typing letters. If the inputted letter is contained in the covered word, it and its position will be shown on the screen. Win the game if the covered word can be found out within 8 guesses.



11 SCRAMBLED LETTERS

Letters will appear on the screen with a series of blank spaces below. Try to make a word by rearranging the letters. When a word is formed, press the **ENTER** key.



12 ADDITION

An addition problem will appear on the screen. Input the correct answer using the number keys and then press the **ENTER** key.



13 SUBTRACTION

A subtraction problem will appear on the screen. Input the correct answer using the number keys and then press the **ENTER** key.



14 MULTIPLICATION

A multiplication problem will appear on the screen. Input the correct answer using the number keys and press the **ENTER** key.



15 MATHEMATICS QUIZ

Addition, subtraction and multiplication problems will appear randomly on the screen. Input the correct answer using the number keys and press the **ENTER** key.



16 COVERED NUMBERS

A number will appear briefly on the screen and then be covered. Type in the number that appeared on the screen and press the **ENTER** key.



17 EQUATION CHALLENGE

A mathematics equation with a question mark will appear on the screen. Three signs ($>$, $<$, $=$) will appear one by one below the equation. When the correct sign is shown on the screen, press the **ENTER** key to make the equation complete.



18 NEXT NUMBER

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



19 CALCULATOR

An electronic calculator supports addition, subtraction, multiplication and division. The following keys can be used in this activity:

- [0] to [9] : input the number to be calculated
- [Q/ +] : perform addition
- [W/ -] : perform subtraction
- [E/ x] : perform multiplication
- [R/ ÷] : perform division
- [T/ .] : input a decimal point
- [Y/ MIN] : save the number on the screen into memory
- [U/ MR] : recall the number in memory and display it on the screen

- [**I/ M+**] : add the displayed number to the number in memory and save the answer in memory
- [**O/ M-**] : subtract the displayed number from the number in memory and save the answer in memory
- [**P/ C**] : clear the last input
- [**ERASE/ AC**] : clear the whole calculation
- [**ANSWER/ =**] : calculate the answer



20 PAIR UP

Eight cards will appear face down on the screen along with a corresponding number beneath each card. To turn over a card, press the corresponding number key. Turn over two cards. If the letters on the cards match, the cards will remain on the screen. If the letters do not match, the cards will turn face down again. Try and uncover all the card pairs in as few tries as possible. There are four pairs of cards in each round, and you will get four chances to match pairs. Every game has 5 rounds.

Matching one pair of letters : 5 points
 Total possible points : 100 points

In the **TWO PLAYER MODE**, there are 5 rounds per game and two players take turns to turn over the cards. If the first player fails to match a pair, he/she will lose a chance and the other player will take a turn. Each player has 2 chances to match the cards and the scoring system is as follows:

Matching one pair of letters : 10 points
 Total possible points : 200 points



21 MUSIC LIBRARY

Use the number keys and the **ENTER** key to select a song from 0-9, and the **SMART START PREMIER™ PLUS** will play the song you selected.



22 MELODY PLAY BACK

Use the music keys to create your own songs. Press the **PAUSE** key to add a musical rest in your songs. To hear your compositions, press the **PLAY** key. To stop the song while playing, press the **PAUSE** key. If you want to create a new song, press the **RESET** key to erase what you have already done.

NOTE: There are no levels for activities 19, 20, 21 and 22.

SCORING

ONE PLAYER MODE

In activities 1 through 18, except activities 10 & 17, the scoring for the **1 PLAYER MODE** is as follows:

Correct answer on the 1st try	: 20 points
Correct answer on the 2nd try	: 10 points
Correct answer on the 3rd try	: 5 points
Incorrect answer	: 0 points
Use of the ANSWER KEY	: 0 points
Correct answer after using HELP once	: 10 points
Correct answer after using HELP twice	: 5 points
Total possible points per game	: 100 points (There are 5 questions per game)

In activity **17 Equation Challenge**, there are only 2 chances to answer.

In activity **10 Mystery Word**:

Correct answer within 8 chances	: 20 points
Fail to guess word	: 0 points
Total possible points per game	: 100 points (There are 5 words per game)

TWO PLAYER MODE

In activities 1 through 18, except activity 10, the scoring for the **2 PLAYER MODE** is as follows:

Base points	: 100 points
Each correct answer for the first player	: +10 points
Each incorrect answer for the first player	: -10 points
Time out for the first player	: -10 points
Each correct answer for the second player	: +5 points
Each incorrect answer for the second player	: -5 points
Time out for the second player	: 0 points
Total possible points per game	: 200 points (10 questions per game)

In activity **10 Mystery Word**:

There are 10 questions per game and each player takes turns to answer 5 questions.

Base points	: 0 points
Correct answer within 8 chances	: 40 points
Fail to guess word	: 0 points
Total possible points per game	: 200 points

NOTE: The **HELP** key cannot be used in the two player mode. Each player gets only one chance to answer each question correctly.

No scoring in activities 19, 21 & 22.

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. Remove batteries when the unit will not be in use for a long period of time.
4. Do not drop the unit on hard surfaces or try to dismantle it.
5. Do not immerse the unit in water or get the unit 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 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 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