

# VTECH<sup>®</sup>

## Smart Start **Future**<sup>™</sup> USER'S MANUAL



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*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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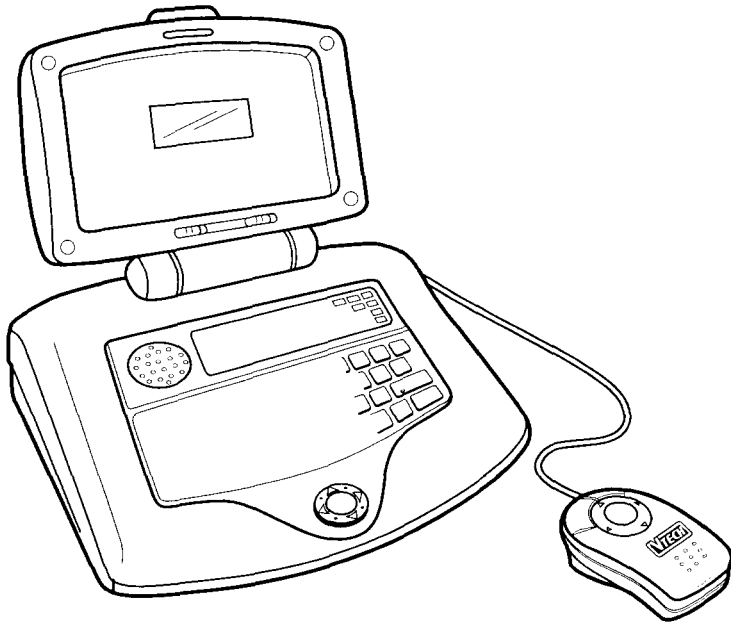
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# INTRODUCTION

Thank you for purchasing **VTECH®** 's **SMART START FUTURE™** learning aid! 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 FUTURE™** is an exciting learning computer that offers a wide range of interesting activities. The 24 built-in activities cover topics from mathematics and spelling to musical composition. Get ready for hours of learning fun!

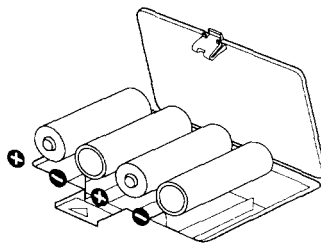


## POWER SOURCE

**SMART START FUTURE™** operates on 4 "AA" batteries or a standard 9V  300mA AC-DC center-positive  adaptor.

# HOW TO INSTALL BATTERIES

1. Make sure the unit is turned **Off**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 4 “AA” (UM-3/LR6) batteries 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 the 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-DC center-positive  adaptor.

1. Make sure the unit is turned **Off**.
2. Locate the adaptor jack on the unit.
3. Insert the adaptor plug 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. 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

**PLEASE DO NOT SEND CASH.**

## CONNECTING YOUR CURSOR MOUSE

Follow the steps below to install your mouse.

1. Turn **Off** your **SMART START FUTURE™** unit.
2. Plug the connector at the end of the mouse cable into the mouse jack on the unit.
3. Turn **On** the **SMART START FUTURE™**. After the opening animation, select an activity. When the activity starts, you may use the cursor on the keyboard and/or the mouse to play the game depending on the activity. Some activities do not require the use of the mouse. See activity descriptions for further reference.

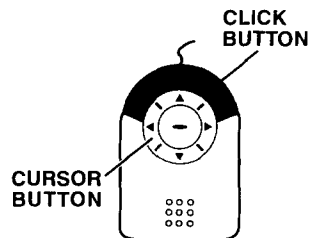
### MOUSE OVERVIEW

#### **Cursor Button :**

Use this button to move the mouse pointer left, right, up or down.

#### **Click Button :**

Use this button as an enter button.



# KEYBOARD DESCRIPTION AND FUNCTIONS



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



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

## VOLUME SWITCH



The **VOLUME** switch on the unit allows you to raise or lower the level of sound.

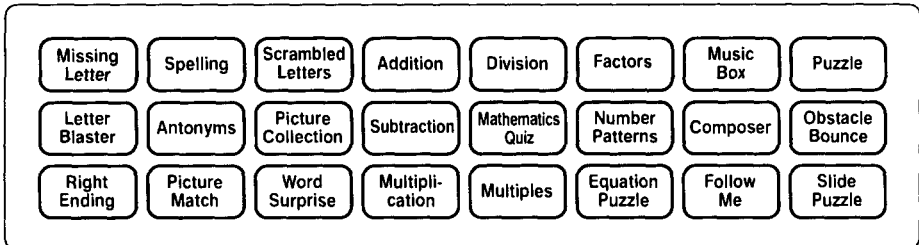
## CONTRAST SWITCH



Use this switch to change the light/dark contrast on the screen.

## THE ACTIVITY SELECTOR

The **SMART START FUTURE™** learning unit features a convenient one-touch activity selector. You can select any of the 24 activities simply by pressing a button.





# THE KEYBOARD



Use the number keys to answer questions in the mathematics activities and the **MUSIC BOX** activity.



When this key is pressed, the unit will automatically check to make sure a cartridge is inserted. If the cartridge is ready, it will show “**cartridge ready**” on the screen. Otherwise, it will show “**cartridge not ready**” on the screen. If “**cartridge not ready**” shows on the screen, please turn off the unit, insert the cartridge again, and turn the unit back on.



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



Press the **CLEAR** key to erase an answer before pressing enter.



Press this key to erase the last character that was put on the screen.



Press the **PLAYER** key to move between the 1-Player and 2-Player modes.



Use these as **MUSIC** keys in the music activities.



Press this key to select the level of play.



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



Press these keys when using the two-player mode.



Press the **PAUSE** key to insert a musical rest in the **COMPOSER** activity.



Press this key to play the music you created in the **COMPOSER** activity. And also use this key to play a selected song in the Music Box activity.



This key is used to erase the music you created in the **COMPOSER** activity.



This key will give you a hint about the answer in activities where help is available.



Press this key to have an instruction repeated.



Press this key to find out the answer to a question.

## **CURSOR BUTTON**



The cursor works in four directions. In some activities, the cursor can be used as a pointer to select the answer.

## **TO BEGIN PLAY**

- Turn on your **SMART START FUTURE™** by pressing the **ON** key.
- Select the activity you wish to play by pressing the appropriate activity on the activity selector.
- Choose the number of players (where applicable) by selecting the **PLAYER** key.
- Set the level of play (where applicable) by pressing the **LEVEL** key.

## **DESCRIPTION OF ACTIVITIES**

### ***MISSING LETTER***

A word is shown on the screen with a letter missing. Type in the missing letter, and press the **ENTER** key.

### ***LETTER BLASTER***

A picture and the matching word will appear on the screen. Each word will have an extra letter. Try to locate the extra letter by moving the cursor left or right, then remove the incorrect letter by pressing the **ENTER** key. You may use either the cursor button or mouse to move the cursor.

### ***RIGHT ENDING***

A picture will appear along with the first few letters of a word. Different endings of that word will appear on the screen automatically. You can also use the left, right, up or down arrows on the cursor button or mouse to view the previous or next ending. When the correct ending for the word appears, press the **ENTER** key.

### ***SPELLING***

A picture will appear on the screen with blank spaces above it. Type in the word that correctly matches the picture and press the **ENTER** key.

## **ANTONYMS**

A word will be shown on the screen. Remember the word. Try to find the word that has the opposite meaning of the first word. You can use the left or right arrow to view the previous or next word and review the original word with the up arrow. You may use either the cursor button or mouse to move the arrows. Press the **ENTER** key to confirm the answer.

## **PICTURE MATCH**

A word will appear on the screen. Then a picture, a check (✓) and (X) will be shown on the screen. Use the left arrow to select the ✓ if the picture matches the word. Use the right arrow to select the X if the picture does not match the word. To review the word press the up arrow on the cursor button or mouse. Press **ENTER** to confirm the answer.

## **SCRAMBLED LETTERS**

A picture will appear on the screen, along with scrambled letters. Unscramble the letters to find the word that matches the picture. Type in the correct answer and press the **ENTER** key to confirm the answer.

## **PICTURE COLLECTION**

A word list will appear once on the screen. Try to memorize it. Pictures will then appear on the screen one by one. Press **ENTER** when the pictures correctly match the items in the word list.

## **WORD SURPRISE**

Guess what the hidden word is by choosing letters. If the letter you guess is in the hidden word, the letter will appear. You will have 8 chances to guess. If your guess is incorrect, the bee will move towards the balloon. When your chances are up, the balloon will burst.

## **ADDITION**

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

## **SUBTRACTION**

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

## **MULTIPLICATION**

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

## ***DIVISION***

A division problem will appear on the screen. Key in the correct answer using the number keys and then press the **ENTER** key.

## ***MATHEMATICS QUIZ***

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

## ***MULTIPLES***

A number will be shown in the upper right hand corner of the screen. Then numbers will appear on the bottom of the screen. Choose the number on the bottom of the screen that is a multiple of the number in the right hand corner. Press the **ENTER** key when this number appears.

## ***FACTORS***

A number will be shown in the upper right hand corner of the screen. Then numbers will appear on the bottom of the screen. Choose the number that is a factor of the number in the corner. Press the **ENTER** key when this number appears.

## ***NUMBER PATTERNS***

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

## ***EQUATION PUZZLE***

Numbers and a symbol ( $-$ ,  $+$ ,  $\times$ ,  $\div$ ) will appear on the screen with an answer below them. Use the arrows on the keyboard or mouse to move the mathematic symbol. When the equation correctly matches the answer press the **ENTER** key.

## ***MUSIC BOX***

There are 10 songs built-in to the music box. Listen to a song by selecting a song number (from 0 to 9).

0. You Are My Sunshine
1. She'll Be Comin' Round The Mountain
2. I Know An Old Lady Who Swallowed A Fly
3. There's A Hole In My Bucket
4. Fere Jacques
5. Camptown Races
6. Bluetail Fly
7. Clementine
8. Froggie Went A-Courtin'
9. Oh' Susanna

You can also move to a song number by pressing the arrows on the mouse or cursor button. Then press the **ENTER** or **PLAY** key.

## **COMPOSER**

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

## **FOLLOW ME**

You will hear and see some musical notes. Try to remember all the notes that you hear and key in the corresponding note keys.

## **PUZZLE**

A picture with a piece or more missing will be shown on the screen. Choose the appropriate pieces that match the blank area or areas by pressing the **ENTER** key.

## **OBSTACLE BOUNCE**

Control the bouncing ball to remove the picture within a given time limit.

**Note:** You must keep the ball bouncing inside the boundary area. You may use the mouse or cursor button.

## **SLIDE PUZZLE**

A picture will be shown on the screen, then mixed up. Use the cursor arrows on your mouse or cursor button to move the empty pieces on the screen. Arrange the pieces to re-create the puzzle picture correctly.

**Note:** You must do this within 99 steps.

# **LEVELS**

There is a maximum of 3 levels for most of the games. The first level is the easiest and the third level is the most difficult. Levels can be changed at any time.

# **SCORING**

## **1-PLAYER MODE**

Generally, there are 5 questions in each round. You will have 3 chances to answer each question. The scoring for the activities (except for Picture Match, Antonyms, Word Surprise, Music Box, Composer, Follow Me, Obstacle Bounce & Slide Puzzle) are as follows:

Correct answer on the 1st try : 20 points  
Correct answer on the 2nd try : 15 points  
Correct answer on the 3rd try : 10 points  
Incorrect answer : 0 points  
Use of the **HELP** key : 1 chance will be lost  
Maximum points : 100 points  
Use of the **ANSWER** key : 0 points

### ***Picture Match, Antonyms***

1 chance only, correct answer will be worth 20 points.

### ***Word Surprise***

There are 8 chances.

Correct answer on the 1st - 2nd try : 20 points  
Correct answer on the 3rd - 5th try : 15 points  
Correct answer on the 6th - 8th try : 10 points  
Incorrect answer (all chances lost) : 0 points  
Maximum points : 100 points  
Use of the **ANSWER** key : 0 points

### ***Music Box, Composer, Follow Me, Obstacle Bounce***

Scoring is not applicable.

### ***Slide Puzzle***

Number of movements will be shown on the screen.

## ***2-PLAYER MODE***

The scoring for the activities (except for Picture Match, Word Surprise, Music Box, Composer, Follow Me, Puzzle, Obstacle Bounce & Slide Puzzle) are as follows:

Beginning points : 100 points  
Each correct answer on the 1st try : +20 points (1st Player)  
Each correct answer on the 2nd try : +15 points (2nd Player)  
Each incorrect answer : -10 points (1st Player)  
: -5 points (2nd Player)  
Maximum total points : 200 points  
Use of the **ANSWER** key : 0 points (5 questions per round)

**NOTE:** The **HELP** key cannot be used in the two-player mode. If the first player responds to a question and then presses the **ANSWER** key, he will lose a turn. The second player can then try to answer the question. If the second player presses the **ANSWER** key the correct answer will be shown. If the **ANSWER** key is pressed (or time is up) before the Player A or Player B key is pressed no deductions will be made.

**Word Surprise, Music Box, Composer, Follow Me, Puzzle, Obstacle Bounce, Slide Puzzle, Picture Match**

The 2-Player Mode is not available.

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

### **IMPORTANT NOTE:**

Creating and developing learning toys 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 receptions. 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