



LITTLE SMART  
**Mouse Play**™

**USER'S MANUAL**



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*Dear Parent:*

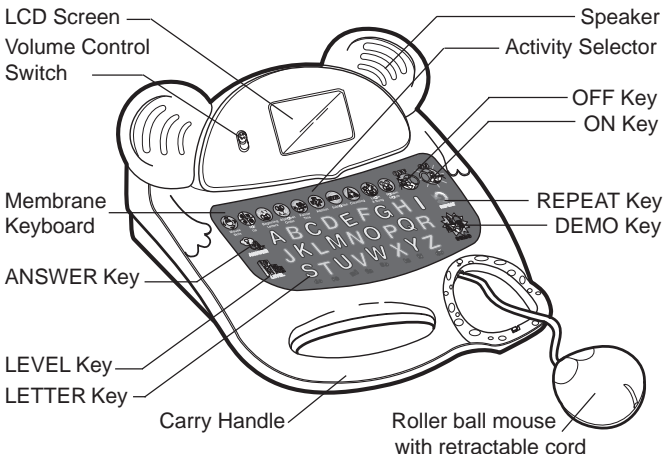
*At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning 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.*

# INTRODUCTION

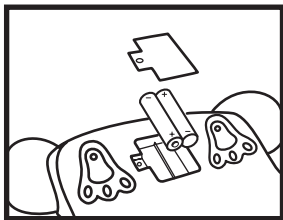
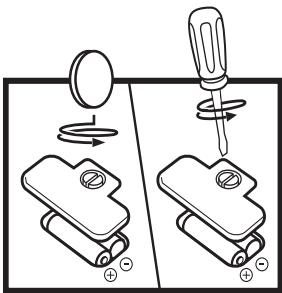
Thank you for purchasing the **VTECH® LITTLE SMART Mouse Play™** learning toy! We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada or 01235-546810 in the U.K.

The **LITTLE SMART Mouse Play™** learning toy invites preschoolers to learn about computers with a fun, child-friendly mouse design. Basic curriculum includes beginning letters, addition, subtraction, mouse skills, pattern matching, music and more! A real roller ball mouse and exciting animations enhance computer skills in a fun and non-threatening way. Prepare your child today for tomorrow's technology!



## BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the back of the unit and use a screwdriver to loosen the screw.
3. Insert 2 “AA” batteries as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure the battery cover.



## BATTERY NOTICES

- Install batteries correctly observing the polarity ( + , - ) signs to avoid leakage.
- Always replace a whole set of batteries at one time.
- Do not use batteries of different types.
- Remove exhausted or new batteries when unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.

- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.

***WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.***

**NOTE:** If for some reason the program/activity stops working, then please follow these steps:

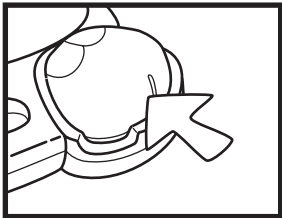
1. Please turn the unit off.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit on. The unit will now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada or 01235-546810 in the U.K.

## **MOUSE DESCRIPTION**

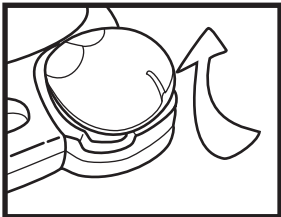
### **Removing Mouse from Main Unit**

Please follow these steps in removing the mouse from the main unit. Please note the mouse should not detach completely from the unit. It is a retractable cord, and is intended to be used attached to the unit.

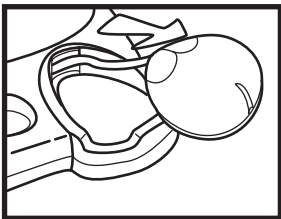


1. Push the mouse near the back end.

2. Lift it up starting from its back end.

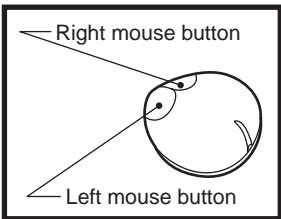


3. Detach it by removing it from the small hinge.



## Mouse Buttons

There are 2 buttons on the mouse which function the same. Push either the right or left button to select a correct answer, choose an item on the LCD screen or click on an icon.



# KEYBOARD DESCRIPTION AND FUNCTIONS



Press this key to turn the unit off.



Press this key to turn the unit on.



Press these keys when selecting answers for word related activities.



These keys can be used as music keys in the Learn A Song activity.



Press this key to see all of the 10 activities displayed on the screen.



Press this key to find out the answer to a particular question in applicable activities.



Press this key to have a question repeated for you.



Press this key to select the level of difficulty. There are three levels of play for most activities. The default is Level 1 for all games. Each time you press this key, the level of difficulty will increase.

└─Level 1 → Level 2 → Level 3─┘

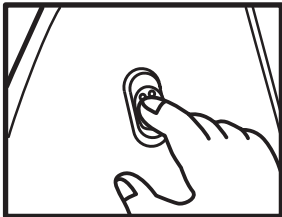
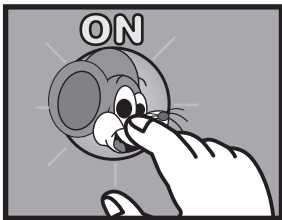
## ACTIVITY SELECTOR KEYS



To choose an activity, press one of the ten activity keys located at the top of the keyboard.

## TO BEGIN PLAY

1. To begin play, press the **ON** key located at the upper right corner of the keyboard.
2. Select the activity you wish to play by pressing one of the ten activity keys.
3. To adjust the volume, slide the **Volume Control Switch** down for lower volume or slide it up for higher volume.



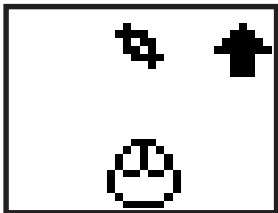


# DESCRIPTION OF ACTIVITIES

## 1. Mouse Skills



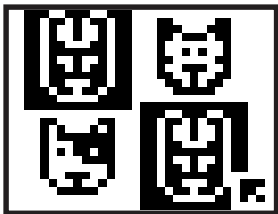
An object and a computer mouse will appear on the screen. A flashing arrow will also appear. Move the computer mouse in the direction of the arrow and place the mouse over the object. You may also see a computer mouse on the screen with a flashing arrow. Click on the computer mouse button that matches the flashing arrow on the screen.



## 2. Pair Up



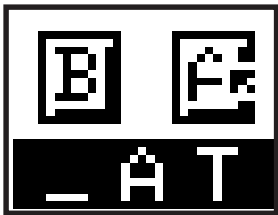
Several different animal faces will appear on the screen. Use the computer mouse to select which two faces are the same. Click with your computer mouse to select each pair. The selected faces will be highlighted, clicking on the faces again will cancel the selection. If you select two different animal faces, the unit will encourage you to try again and you will lose a chance.



### 3. Beginning Letters



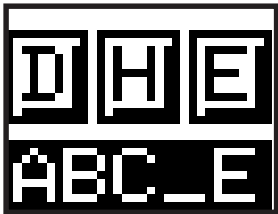
A word with the beginning letter missing will appear on the lower part of the screen. Several letters will appear on the upper part of the screen. These are your answer selections. Use the computer mouse or keyboard to select the correct letter to complete the word. The letter will automatically move into the beginning letter position.



### 4. Alphabet Order



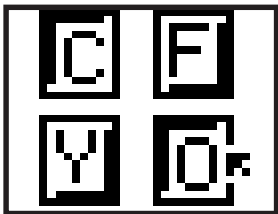
You will see a series of letters in alphabetical order with one letter missing at the lower part of the screen. Several letters will appear on the upper part of the screen. These are your answer selections. Use the computer mouse or keyboard to select the correct letter to see the letters in alphabetical order.



## 5. Follow This



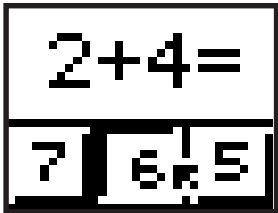
Several letters will appear one by one on the screen in a particular order indicated by numbers. They will disappear and then reappear. Use the computer mouse or keyboard to select the letters one by one in the correct order that was shown.



## 6. Addition



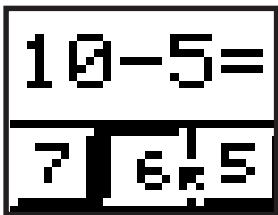
An addition problem will appear on the upper part of the screen. Several numbers will appear on the lower part of the screen. These are your answer selections. Use the computer mouse to select the correct answer.



## 7. Subtraction



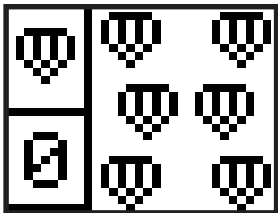
A subtraction problem will appear on the upper part of the screen. Several numbers will appear on the lower part of the screen. These are your answer selections. Use the computer mouse to select the correct answer.



## 8. Counting



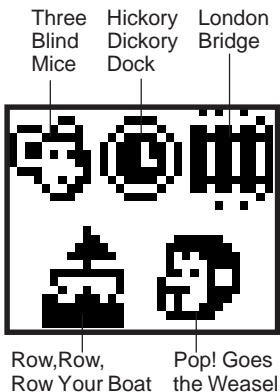
A target object will appear on the top left side of the screen and below it, you will see the number zero. On the right hand side of the screen, you will see additional objects. Use your computer mouse to click the objects which match the target object. Count all of the objects on the right hand side of the screen by clicking them with your mouse. Whenever you click a correct object, the number in the lower left corner will increase.



## 9. Learn A Song



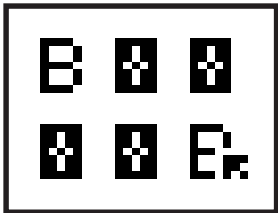
Five objects will appear on your screen, each representing a different melody. Use the computer mouse to select one of the objects. You will hear a melody, and a fun animation will be displayed on the screen. To stop the music while it is playing, press any key and the screen will return to the five objects. To create your own songs, press the music keys located on the bottom row of your keyboard and individual music notes will play.



## 10. Pattern Match



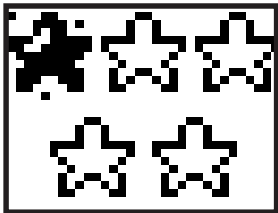
Several cards will appear face down on the screen. There will be letters or numbers on the faces of those cards. Use the computer mouse to click on two cards and they will turn over. If the two cards match, they will be removed from the screen. If they do not match, they will turn face down again. Try to match the cards to make pairs.



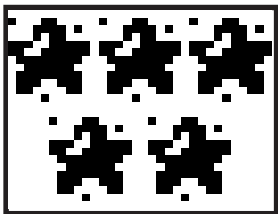
## SCORING

The scoring is as follows:

Correct answer : 1 Star



Total possible points per round : 5 Stars  
(5 questions per round)



**NOTE:** There is no score for the **Mouse Skills**, **Learn A Song** and **Pattern Match** activities.

## CHANCES

The chances for each of the activities are listed below:

<b>Name of Activity</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>
Mouse Skills	no level unlimited	no level unlimited	no level unlimited
Pair Up	2	2	2
Beginning Letters	1	1	2
Alphabet Order	1	1	2
Follow This	2	2	2
Addition	2	2	2
Subtraction	2	2	2
Counting	unlimited	2	2
Learn A Song	no level unlimited	no level unlimited	no level unlimited
Pattern Match	unlimited	unlimited	unlimited

## 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 expose the unit to moisture or water.

## **IMPORTANT NOTE:**

Creating and developing preschool products 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., 1-800-267-7377 in Canada, or 01235-546810 in the U.K. 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 with 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, 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 with 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