

vtech[®]

User's Manual

MindBooster™ Handheld



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Dear Parent,

At **VTech**[®], we know that kids have a lot to juggle these days - busy school schedules, sports, extracurricular activities, and of course, homework. That's why we created the **XL Series**[™] - an innovative line of portable learning companions designed to fit the always on-the-go lifestyle of your school-aged child.

The **XL Series**[™] is a powerful system of learning tools that helps giving your child the much-needed competitive edge in school through fun, age appropriate activities - and helps them learning essential skills. Created with portability in mind, XL products have a sleek, compact design in both handheld and notebook formats that allow kids to bring the learning fun anywhere, anytime. Plus, all the **XL Series**[™] products are easily connectable to a PC and the Internet. Using the vPort accessory, kids can wirelessly access reference tools or download new educational activity sets for their **XL Series**[™] products.

At **VTech**[®], we are committed to create fun learning toys that foster a child's intellectual and social development. We thank you for trusting **VTech**[®] with the important job of helping your child succeed in school!

Sincerely,

Your Friends at **VTech**[®]

To learn more about **XL Series**[™] and other **VTech**[®] toys, visit www.vtechkids.com

MindBooster™ Handheld

*Thank you for purchasing the **VTech® MindBooster™ Handheld** learning toy. The **MindBooster™ Handheld** is a fun-filled learning companion for on-the-go children age 7-9 that boosts logic and critical thinking skills. At this age, kids are beginning to receive homework assignments, and are starting to apply basic skills to word problems, logic, and more abstract thinking. With nearly 40 activities, the **MindBooster™ Handheld** will teach kids how to apply core skills by breaking down word problems and offering tips with homework-helper software. This school companion gives kids a competitive edge for school success by promoting creative thinking and independent learning - while providing hours of fun!*

*Get connected to school success. Excel with the **XL Series™!***

*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 800-521-2010 in the US, 1-800-267-7377 in Canada.*

TABLE OF CONTENTS

CHAPTER 1. INTRODUCTION	1
CHAPTER 2. GETTING STARTED	1
POWER SOURCE	2
BATTERY INSTALLATION	2
STANDARD FOR BATTERIE TOYS	2
AC ADAPTOR	3
CONNECTING A PRINTER	3
CHAPTER 3. YOUR MINDBOOSTER™ HANDHELD	4
DETACHING THE HANDHELD FROM THE DOCKING STATION	4
ATTACHING THE HANDHELD TO THE DOCKING STATION	4
THE DESCRIPTION OF ALL THE PARTS OF HANDHELD	5
THE DESCRIPTION OF ALL THE PARTS OF THE KEYBOARD	6
CHAPTER 4. SYNC	7
VTech® vPort™	8
ADD A NEW USER ACCOUNT IN DESKTOP SOFTWARE	8
SYNCING YOUR MINDBOOSTER™ HANDHELD WITH YOUR COMPUTER	9
ADDING NEW ACTIVITIES INTO YOUR MINDBOOSTER™ HANDHELD	9
DELETING ACTIVITIES FROM YOUR MINDBOOSTER™ HANDHELD	10
UPLOADING FILES FROM YOUR MINDBOOSTER™ HANDHELD TO YOUR COMPUTER	10

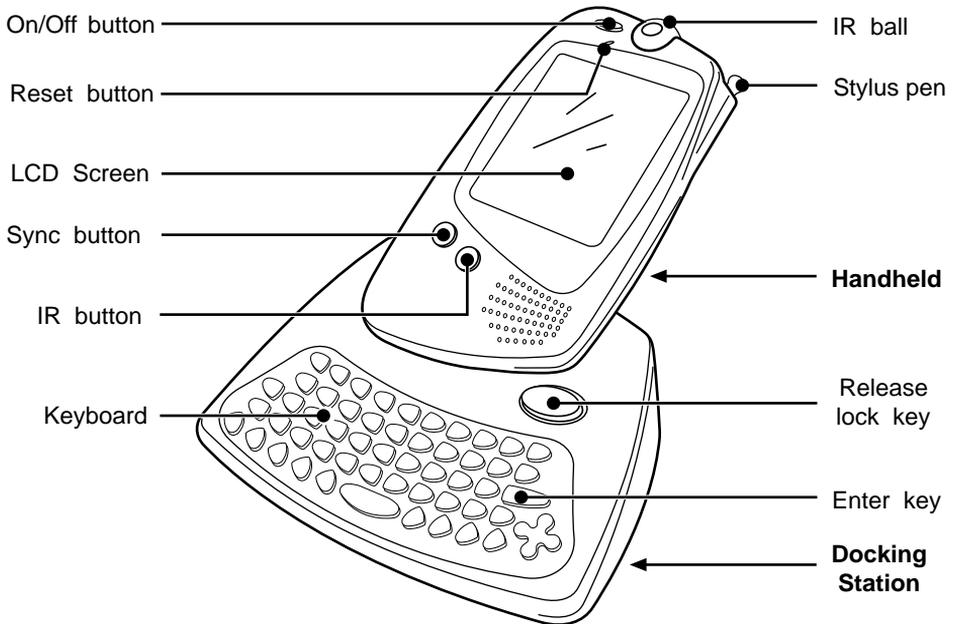
CHAPTER 5. IR..... 11
EFFECTIVE WORKING POSITION FOR IR COMMUNICATION 11
CHAPTER 6. DESCRIPTION OF ACTIVITIES 12
TWO PLAYING MODES: 12
ON-SCREEN KEYBOARD 12
SELECTING ACTIVITIES 12
TRAINING AREA 13
WORD GAMES 13
MATH GAMES 14
MIND EXPLORER 14
FUN LAND 15
MY WORLD AREA 18
SYSTEM OPTIONS AREA 21
ACTIVITY SAVING TABLE 22
SCORING SYSTEM 22
SHORTCUT LIST 22
CHAPTER 7. CARE AND MAINTENANCE 23
TROUBLE SHOOTING 23
DISCLAIMER AND LIMITATION OF LIABILITY 23
TECHNICAL SUPPORT 24
FCC NOTICE 24

CHAPTER 1. INTRODUCTION

Boost your mind with the **MindBooster™ Handheld** interactive learning product! This manual gives you all the information you need. By referring to it, you can get info on:

- Starting your **MindBooster™ Handheld**
- Identifying all the parts of your **MindBooster™ Handheld**
- **MindBooster™ Handheld's** activities
- Personalising your **MindBooster™ Handheld** with your own preference settings

After you become familiar with all the basics of your **MindBooster™ Handheld**, use this manual for info on special operations, maintenance and trouble shooting tips.



CHAPTER 2. GETTING STARTED

Please remove the protective strip from the backup battery cover by pulling on the plastic tab to avoid the saved information lost. The backup battery cover located on the back of **MindBooster™ Handheld**.

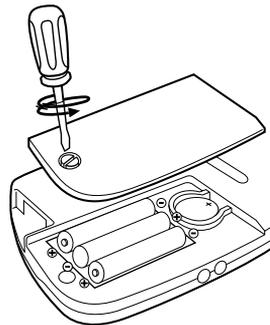
POWER SOURCE

MindBooster™ Handheld operates on 3 “AAA” size batteries (UM-4/LR03) (sold separately) or a **VTech®** 9V  adaptor (also sold separately).

BATTERY INSTALLATION

BATTERY INSTALLATION

1. Make sure the **MindBooster™ Handheld** is turned OFF.
2. Locate the battery cover on the bottom of the **MindBooster™ Handheld** and use a screwdriver to unscrew the cover.
3. Insert 3 “AAA” size batteries as illustrated. **DO NOT RECOMMEND TO USE RECHARGEABLE BATTERIES** in this unit.
4. Close the battery cover.



NOTE: Remove all factory-installed batteries and use new, alkaline batteries for best performance.

IMPORTANT!

When replacing the 3 “AAA” size batteries, make sure the backup battery is in place. Otherwise, you will lose all the information stored in the following applications: Class Schedule, Test Trainer, Address Book, Daily Journal, To Do List, Personal Profile, Creation Station, Music Composer, Artwork Studio, Preferences and all downloaded activities.

BACKUP BATTERY INSTALLATION

Your **MindBooster™ Handheld** comes installed with a backup battery. To avoid damage to the **MindBooster™ Handheld** from leaky batteries, replace the backup battery at least once a year. To replace the back-up batteries:

1. Make sure your **MindBooster™ Handheld** is turned OFF.
2. Locate the backup battery cover on the bottom of your **MindBooster™ Handheld**.
3. Use a screwdriver to unscrew the cover and take out old batteries.
4. Insert 1 CR-2032 battery as illustrated. Following the plus (+) and minus (–) signs.
5. Replace the battery cover and screw it back on.

NOTE: While replacing the backup battery, the 3 “AAA” size batteries must be kept in the unit. Otherwise, you will lose all the information stored in the following applications: Class Schedule, Test Trainer, Address Book, Daily Journal, To Do List, Personal Profile, Creation Station, Music Composer, Artwork Studio, Preferences and all downloaded activities.

STANDARD FOR BATTERY TOYS

- 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 batteries from equipment when the unit will not be in use 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.
- Only batteries of the same and equivalent type as recommended are to be used.

AC ADAPTOR

Use the **VTech®** adaptor or any standard adaptor complying with EN61558 DC 9V  300mA  AC center-positive adaptor.

CONNECTING THE ADAPTOR

1. Make sure the unit is OFF.
2. Locate the adaptor jack on the back of the Docking Station.
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: When toy is not in use for long periods of time, unplug the adaptor.

STANDARD FOR ADAPTORS

- The adaptor is not intended for use by children under 3 years old;
- Only use the recommended adaptor with the toy;
- The adaptor is not a toy;
- Never clean a plugged-in toy with liquid;
- Never use more than 1 adaptor;
- Do not leave plugged-in for extended periods of time.

NOTICE TO PARENT

Regularly examine the adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it.

CONNECTING A PRINTER

- Make sure both your unit and the printer are off.
- Only the **VTech®** VT-41 is compatible with your unit.
- Locate the printer port on the back of the unit and plug the printer cable into it .
- Turn the unit on, then turn the printer on.

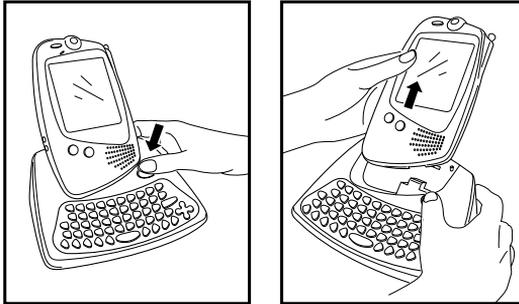
AUTO SHUT-OFF

To save power, the **MindBooster™ Handheld** automatically shuts down if it doesn't receive input after several minutes. Press the On/Off key to wake your unit. We recommend that you turn off the unit when finished playing. Remove the batteries and unplug the adaptor if **MindBooster™** will not be used for an extended period of time.

CHAPTER 3. YOUR MINDBOOSTER™ HANDHELD

DETACHING THE HANDHELD FROM THE DOCKING STATION

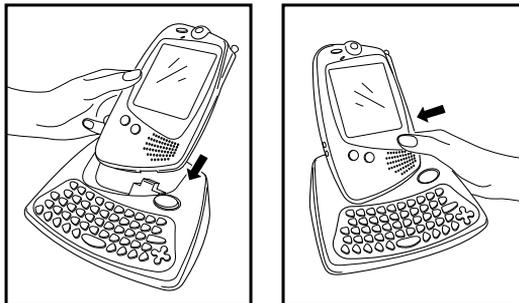
Detach the handheld from the Docking Station by pressing the Release Lock key as shown below:



NOTE: It is recommended that the unit be turned off before detaching.

ATTACHING THE HANDHELD TO THE DOCKING STATION

Attach the handheld to the Docking Station as shown below:



NOTE: It is recommended that the unit be turned off before detaching.

THE DESCRIPTION OF ALL THE PARTS OF HANDHELD



On/Off

Press and hold this button for about 1 second to turn the handheld ON. Press this button again to turn the handheld OFF.



Reset

Press this button to reset your unit.



Sync

Synchronise the data between **MindBooster™ Handheld** and your desktop computer. For details, please refer to Chapter 4.



IR

Press this button to send or receive messages and files to another unit. For details, please refer to Chapter 5.



Press this button to change the sound level of the speaker. After pressing Volume, a control panel will appear on the screen. Use the stylus pen to select the level.



Press the Contrast button to change the darkness/lightness of the screen. After pressing Contrast, a control panel will appear. Use the stylus pen to select the desired level.



Main Menu

Tap this icon to display the main menu.



Answer Action

Has 2 different functions:

- 1) Tap this icon to see the correct answers in the following games: Word Games, Math Games, Mind Explorer and Test Trainer activity.
- 2) For some activities, tap this icon to open/close the Toolbar to see available functions such as: New, Open, Save, Delete, Edit, or Print.
NOTE: Depending on the application, only relevant functions will appear when the Action Icon is pressed.



Hint

Tap this icon to get a hint as to how to answer a question. But remember, each time you press it you lose a chance for answering. It can be used 1 or 2 times per question (depending on the activity).



Help

Tap this icon to get some background information or help about this activity.



Exit

Tap this icon to exit the current screen and go back to the previous screen.

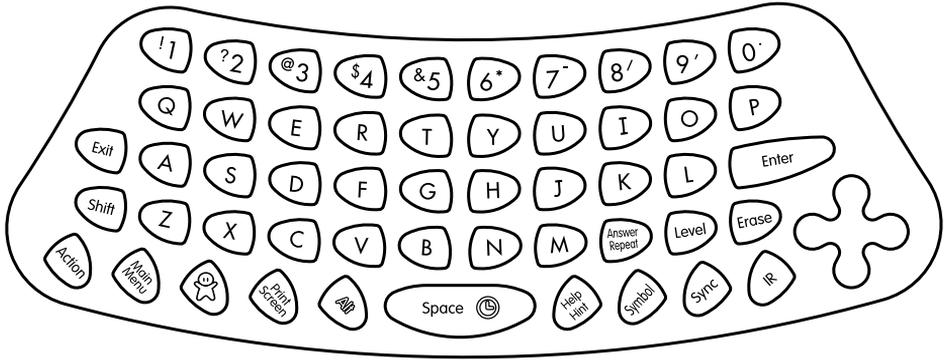


Enter

Tap this icon to confirm a selection or an answer.

THE DESCRIPTION OF ALL THE PARTS OF THE KEYBOARD

The **VTech® MindBooster™ Handheld** learning aid has a full alphanumeric keyboard with 56 keys including:



FUNCTION KEYS

-  Press this key to exit an activity. Press the Exit key a few times to go back to the main menu.
-  Press this key to capitalise letters. This key can also access the alternate functions of other keys when both are pressed at the same time. Alternate functions are displayed above the main function of a key.
-  Press this key to repeat the instruction or the question. Press the Shift key and the Repeat/Answer key to find the correct answer to a question. You will not receive any points if this key is pressed.
-  Press this key to access the on-screen keyboard.
-  Press this key in combination with other keys to access special functions.
-  When typing, use this key to insert a space between words or numbers. Press Alt + Space bar to show current time.
-  Press this key to correct an answer before you've confirmed it or delete entry.
-  Press this key after choosing your answer to confirm your selection.



Press this key to select an activity's level of difficulty from easy to medium to hard. The level of difficulty will automatically increase if you get 100 points during two rounds in a row. The level of difficulty will automatically decrease if you get 0 points during two rounds in a row.



Press this key to get some hint answering a question. But remember, each time you press it you lose a chance for answering. It can be used 1 or 2 times per question (depending on the activity). At any time, press Shift key + this key to get information about the Activity & Question without losing a chance.



Use these four keys to move the cursor up, down, left and right.



Press this button to open/close the Toolbar in some activities.



Press this button to go to the main menu.



Press this button to go to the activity "Creation Station" directly.



Press this button to print what is displayed on that screen. (Only **VTech**[®]'s VT-41 printer is compatible with the unit.)



Synchronise the data between **MindBooster™ Handheld** and your desktop computer. For details, please refer to Chapter 4.



Press this button to send or receive messages and files to another unit. For details, please refer to Chapter 5.

CHAPTER 4. SYNC

"Syncing" is the process of connecting your **MindBooster™ Handheld** to your computer. It exchanges and updates information between your **MindBooster™ Handheld** and your personal computer. Changes you make on your **MindBooster™ Handheld** or your PC will appear in both places after the Sync process. For example, if you changed records in your **MindBooster™ Handheld**, after Sync, the changes will be updated on the related files in your computer. Similarly, if there are files that have been changed in your computer, Sync will update the related files in your **MindBooster™ Handheld**.

To enhance your **MindBooster™ Handheld** with this Sync function, an accessory **VTech® vPort™** (sold separately) is needed. The **vPort™** is an electronic device which offers Infrared wireless communication between your **MindBooster™ Handheld** (or any selected **VTech®** learning unit) and your PC. In the **vPort™** package, there is a CD ROM with Desktop Software inside. To perform a Sync, the **MindBooster™ Handheld** Desktop Software must be installed.

With everything ready, the following applications can be synchronised during a Sync session.

Class Schedule	Dictionary
Address Book	Daily Journal
To Do List	

Additionally, you can download new activities or data from our **VTech®** website (www.vPort.com) to your **MindBooster™ Handheld** with the Desktop Software (internet access is required).

VTech® vPort™

To purchase our **VTech® vPort™**, please directly contact our Customer Service Department at 800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

For details on how to install **vPort™**, please refer to the **VTech® vPort™** user manual.

For additional information about using the **VTech®** Desktop Software, open the **VTech®** Desktop Software and then choose Desktop Help from the Help menu.

To start the **VTech®** Desktop Software, click Start, then Programs, then select **MindBooster™ Handheld(US)**.

ADD A NEW USER ACCOUNT IN DESKTOP SOFTWARE

VTech® Desktop Software allows multiple users to share the same Desktop Software. **VTech®** Desktop Software does this by managing different User Accounts.

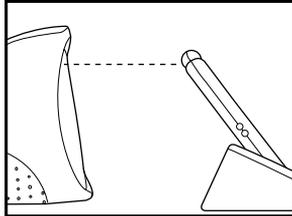
Each User Account must have a unique name. To create a User Name:

1. Make sure you have been logged out from any account by clicking the logout button on the left.
2. Click the New button on the bottom.
3. Complete the User Information form.
4. Enter your User Name.
5. If you want to protect your User Account with a password, click the option box to set Security on.
6. Then, enter your password into the password box.
7. And enter your password again to confirm.
8. Personal folder is where your uploaded files are saved. Click the Set Personal Folder icon to change your folder, if necessary. Click OK to save and back to the User Information form screen.

Click OK to save your User Account information or click Cancel to quit without saving.

SYNCING YOUR MINDBOOSTER™ HANDHELD WITH YOUR COMPUTER

1. Make sure your **vPort™** are connected properly to your PC.
2. Make sure the IR port of **vPort™** and the IR lens of **MindBooster™ Handheld** are facing to each other between 5 cm and 45 cm (2 inches and 1.5 feet).
3. Make sure the **VTech®** Desktop software is installed on your computer.
4. Make sure the **VTech® vPort™** Manager is installed and running on your computer.
5. Press the Sync button on your **MindBooster™ Handheld**.



NOTE: If cannot Sync, please check if the IR ball facing towards the IR port of the **vPort™**; you can try to move the handheld towards / backwards a bit or try to move the IR ball in different angle and then try again.

ADDING NEW ACTIVITIES INTO YOUR MINDBOOSTER™ HANDHELD

Visit www.vport.com frequently so you'll be up-to-date with the new learning activities and games created for your **MindBooster™ Handheld**. While you're in the **VTech®** Desktop Software, you can click on www.vport.com to automatically go to our website. There you can download any new information into your **MindBooster™ Handheld**.

Before adding new activities or content, please make sure that:

1. Your **vPort™** is connected properly to your PC.
2. The IR lens of the **vPort™** and **MindBooster™ Handheld** are in an effective working position. (You may refer to the following section for information)
3. The **vPort™** Manager (or **vPort™** Application Launcher) is running.
4. You have enough memory available on your **MindBooster™ Handheld**.

Here's what you do to load in the activities:

1. Open the **VTech®** Desktop Software and log in to your account.
2. Click the Download button in the **VTech®** Desktop Software.
3. Now you can select the activities you want to add to your **MindBooster™ Handheld**. To select an activity or file, click on it, and then click the Add to List button. The number of activities and data you can add to **MindBooster™ Handheld** is limited by the amount of available memory on your **MindBooster™ Handheld**.
4. To remove an activity or file from the list, click on the item you want to remove, and then click on the Remove from List button.

5. When you have finished making your list, press the Sync button on your **MindBooster™ Handheld**. This begins the Sync session.
6. To play the new activities on your **MindBooster™ Handheld** go to the Main Menu and select the Download category. Then you'll see a list of the new activities you have downloaded.

DELETING ACTIVITIES FROM YOUR MINDBOOSTER™ HANDHELD

1. Go to the Main Menu and select System Options Area.
2. Select File Manager from the System Options Area menu.
3. You will see a list of the activities and data files that you have stored in your **MindBooster™ Handheld**.
4. Click on the activity or the data file that you want to delete.
5. Click on the Action icon to view the Tool Bar, then click on Delete in the Tool Bar.

IMPORTANT!

Only activities or data that you have added can be deleted from your **MindBooster™ Handheld**. Built-in activities cannot be deleted.

UPLOADING FILES FROM YOUR MINDBOOSTER™ HANDHELD TO YOUR COMPUTER

You can upload Test Trainer files and Artwork Studio pictures to your PC if you want. After uploading the files, they are converted into RTF and BMP format respectively. RTF format allows you to open the files in some common PC word editor application. And BMP is a common graphic format that can be opened in many graphic applications. Therefore you can edit and/or print the files in your PC. Here's how to upload files into your PC:

1. Go to the System Options Area menu. Select the Upload Manager.
2. In the Upload Manager, select the folder where the file/s to be uploaded is/are located. Click on it to enter the folder.
3. Upload Manager automatically chooses all available files in the folder. If you do not want to upload a specific file, you can deselect it by unchecking the box next to it.
4. To begin uploading the files to your PC, click on the Upload icon located at the bottom of the screen.
5. To upload other types of file, go out and select another folder and repeat the above procedures.

All uploaded files will be saved in your personal folder. The default location of your Personal Folder is the "My Documents" folder in Windows. To view the current path of your personal folder, select Options from the menu bar and click Set Personal Folder. When uploading files, if a file with the same name already exists in your Personal Folder, a new "index number" will be automatically added after your filename to avoid overwriting. You can check the sync log for the filename used.

To open the uploaded file, open the application that can read RTF format or BMP format (for e.g. Microsoft Word for RTF format). Then pick the file open function and select the file from your Personal Folder.

CHAPTER 5. IR

MindBooster™ Handheld has Infrared (IR) port that enables wireless communication between XL Series learning unit. Through the IR port, an XL Series unit can play IR game with another XL-Series learning unit. Moreover, they can exchange information, such as Address Book record, Class Schedule, etc. In **MindBooster™ Handheld**, all activities that support IR function can be found in the IR Area.

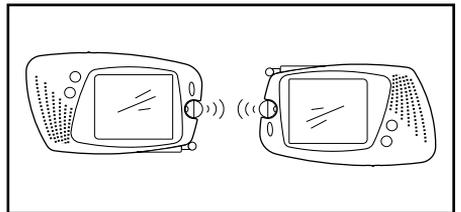
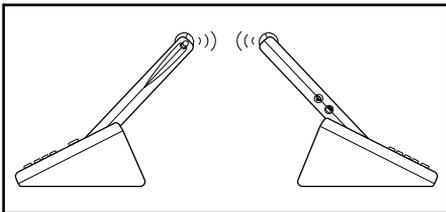
To play a game with another XL Series learning unit, select a game that supports IR playing. Then select the IR playing mode on-screen by clicking the icon or you can press the IR button.

Another IR function is to send a file to another XL-Series. Open the activities that support IR beaming. Then press the IR button. After that a screen for you to select a file will be shown. Select the file you want to beam and press ENTER to confirm.

When doing IR communication between two learning units, make sure the IR lenses of the units are facing correctly to each other and within the working distance.

EFFECTIVE WORKING POSITION FOR IR COMMUNICATION

1. Make sure the IR lenses of the two units are facing to each other and at the same level.
2. It is recommended to have the best working distance between 5 cm and 45 cm (2 inches and 1.5 feet).
3. It is not recommended to work under direct sunlight or other bright light or heat.



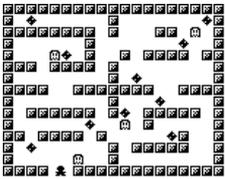
NOTE: In case you encounter problems in connecting with another unit, please check if the IR lens of the **VTech® MindBooster** is facing to the correct direction. Also, you can check with different working distances. The IR lenses on the **VTech® MindBooster™ Handheld** units are flexible so you can move them into the best working position.

CHAPTER 6. DESCRIPTION OF ACTIVITIES

TWO PLAYING MODES:

During Training there are two modes of play: Adventure and Manual. The default setting is Adventure mode. If you want to change the mode, you can select System Options Area of the Main menu, then choose Preference for selecting Adventure/Manual option. After selecting the option, you can go back to the training area from the main menu to play.

ADVENTURE MODE



Adventure mode includes Word Games, Math Games, and Mind Explorer. The questions in this mode are located in a large maze. You need to answer all the questions  in the maze, and you will find the exit. While you are in the maze, beware of the trap .

To activate the Adventure Mode, select Training Area of the main menu.

MANUAL MODE

Activities are divided into Word Games, Math Games, Mind Explorer. Choose the one you want to play!

ON-SCREEN KEYBOARD

To use the on-screen keyboard:

1. Tap the  icon to display the on-screen keyboard.
2. To enter data, tap the appropriate letter, number, and symbol icons with the stylus pen.
3. To enter capital letters, tap . To go back to lower case letters, tap .
4. To enter numbers and symbols tap . To use more symbols, tap  or . To go back to the letters, tap  or .
5. To enter special characters, tap .
6. To use more symbols or special characters, tap  or .
7. Use the  icon to delete a mistyped character.

SELECTING ACTIVITIES

1. Turn ON your **MindBooster™ Handheld** learning product by pressing the On/Off button.
2. Choose a category by using the Direction Pad to select a category on the screen and pressing ENTER.

To help you challenge yourself, most activities have status indicators that appear on the screen. They show the status of the activity, including time remaining, number of chances remaining, score and level of difficulty.

TRAINING AREA

STATUS BAR

While you're playing a game or activity, the Status Bar  shows your level of play, time remaining, chances remaining, and current score.



Shows your current score.



Shows the number of chances you have left.



Shows the time you have left for the activity.



Shows the level of difficulty. Tap it to change the level of difficulty.

WORD GAMES

ANTONYMS

Opposites attract: In Antonyms, you'll see a word, then a list of words. Choose the one with the OPPOSITE meaning of the given word. Tap Enter to confirm your answer. Press Hint and one incorrect answer will be eliminated.

SYNONYMS

It's the same old thing: In Synonyms, you'll see a word, then a list of words. Choose the one with the SAME meaning of the given word. Tap Enter to confirm your answer. Press Hint and one incorrect answer will be eliminated.

GRAMMAR QUIZ

Missing something? In Grammar Quiz, you'll see a sentence with a word missing. Use  to show/hide words from the Multiple Choice screen. Select the word that best completes the sentence so that it makes sense. Press the arrow keys or use the stylus to make a selection; tap Enter to confirm your answer. Press Hint at any time and one incorrect answer will be eliminated.

SENTENCE SHUFFLE

Change and Rearrange. Sentence Shuffle shows you a sentence with the words mixed up. Select a word with the stylus (or by using the arrows and press Enter). Then tap its proper location (or use the arrows to move it to the proper location and press Enter to confirm the location). After you've finished moving the words to make up the original sentence, tap the tick  icon (or move the cursor to the tick  icon and press Enter) to submit your answer. Press Hint and one word of the sentence will be put in its proper place.

SOUND ALIKE

Sound Alike works like Grammar Quiz to test your knowledge of homonyms (words that Sound alike but are spelled differently like their, there and they're).

ANALOGY

Analogy will show you 3 words. Then tap the  to show/hide the multiple-choice screen. Think about the words and deduce what relationship the first two shares. Then use the stylus to select the word from the multiple-choice list that has the same kind of relationship to the 3rd word. Tap Enter to confirm your answer. Press Hint and one incorrect answer will be eliminated.

MATH GAMES

ADDITION

It all adds up: Add the numbers and input the answer using the stylus or the keyboard. Press Hint and one correct number will be given in the solution.

SUBTRACTION

Less is more: Subtraction tests more of your math skills. The game play is the same as Addition.

MULTIPLICATION

Many times over: Multiply the numbers and input the answer using the stylus or keyboard. Press Hint and one correct number will be given in the solution.

DIVISION

Division Vision: This activity tests your dividing skills. The game play is the same as Multiplication.

EQUATION MAKER

It doesn't add up on its own. Rearrange the given equation so it makes sense. Using the stylus, cursor pad or arrow keys to select a number or mathematical symbols. Tap it again or press Enter or up (down) arrows to move it into its new location. After you've finished rearranging, tap Enter to submit your answer.

LOGIC NUMBER

Analyze the number sequence shown and use your powers of logic to discover the mathematical rule behind them. From the Multiple Choice list, find the next number that fits in the series and select it by using your stylus. Press Hint and a formula will be given for reference.

GEOMETRY

Geometry tests your knowledge of formulas for area and perimeter. Read the question and input your answer using your stylus or the keyboard. Press Hint and you'll see the correct mathematical formula for your reference. Hint for this activity will be available only in level 2 and level 3.

MIND EXPLORER

GEOGRAPHY TRIVIA

Where in the World??? Geography improves your knowledge of our world. The game play is the same as Grammar Quiz.

PLANET TRIVIA

Planet Trivia improves your knowledge about Planet Earth. The game plays the same as Grammar Quiz.

HISTORY TRIVIA

You're History: improve your knowledge of history. The game plays the same as Grammar Quiz.

STRANGE TRIVIA

Strange but True! Strange Facts tests your knowledge of the weird and wonderful. The game play is the same as Grammar Quiz.

FUN LAND

ENTERTAINMENT

FENCES

Good fences make good neighbors! In this game you can play against the machine or against a pal via the IR communicator. Your objective is to build a fence from one side of the board to the other. The first one who builds the fence wins. To make a move, use your stylus to tap where you want to build. You've got to act quickly, otherwise if you exceed the time limit, you'll miss your turn. Before playing this game, you can choose a smaller size of 5x5 or a bigger size of 8x8 to play with. Tap Enter to confirm. Note: Select  to play the game with a friend via IR.

BALLOON BLOW OUT

Don't be the last to burst the balloon. You can play against the machine or against a friend using the IR communicator. You're racing against the clock but be careful-whoever breaks the last balloon loses. Tap the balloon you want to break. During your timed turn, you must break at least one and at most 4 balloons. Otherwise, your opponent will burst one for you when your time is up. When you're done with your turn, press the Pass button to pass the turn to your opponent. The player who breaks the last balloon loses. Note: Select  to play the game with a friend via IR.

SOCCER

Just shoot the ball into the net. Sounds simple, right? No way! In this game you can play against the machine or against a friend via the IR communicator. While you shoot, your opponent guards the goal. The clock's ticking away-if you fail to kick within the time allotted, your opponent gets his/her turn. Use the stylus to shoot the ball into the goal or block the net. The player who scores the most amount of goals wins. Note: Select  to play the game with a friend via IR.

A-MAZING

Help the rabbit navigate through the maze to get home. Sounds easy, right? But once you walk on a path you can't go down the same way again or even cross it and you must walk through every step of the path. Use the stylus to tap the path dots to move the rabbit through the path.

CREATIVITY

CREATION STATION

Create your own creature with Creation Station. Then use IR and send it to your friend while you chat.

To create a new character, tap the New icon , then enter the name of your character and select the components. Tap Done  to save the character. To chat and send the image to a friend, press the IR button or tag the IR chat icon  Start talking! Enter your words into the blank field and tap Enter. Tap the icon of your friend's character  to see more information of his character. To store a friend's character, tap the Add icon . To view a friend's character, tap the Guest Book icon . To delete a character, select the Delete icon.

MUSIC COMPOSER

Compose your own music with Music Composer. Tap or press Action to activate new, open, edit, save, and delete functions.



Create a new file



Open an existing file



Save a file and/or save changes made to a file



Delete a File

To Compose:

1) Using the stylus or arrow keys to select notes, rests, flats and sharps.



To input quarter note



To input eighth note



To input sixteenth note



To input quarter rest



To input eighth rest



To input sixteenth rest



To flatten note



To sharpen note

2) After you finish selecting note symbols and accidentals, choose the scale on the right by using the stylus.

- 3) To add a rest, simply select the rest note by tapping the stylus on the screen.
- 4) To erase or insert a note: Use the stylus to tap the icon  for insert and  for erase on the top of the screen.
- 5) Use the following to play your songs:



Select the instrument to play your song



Tap this icon to start to play your song



To stop playing



Select the tempo to play the song



To turn page of the staff, tap the two arrow buttons on the bottom of the screen

ARTWORK STUDIO

A picture says a thousand words. Make your own picture come true with the Artwork Studio. Tap or press Action to activate new, open, save, delete and print functions.



Create a new picture



Open an existing picture



Save a picture and/or save changes to a picture



Delete a picture



Print out a picture

Use your stylus to tap the pictures on the bottom of the screen to find the picture you want, then tap the position in the draw area to locate the picture. You can copy any pictures you want onto draw area to compose your art. To cancel your action, tap the Undo button on the top of the screen, Tapping the  icon will show a complete picture. Please note if you choose background picture again by tap the first icon on the bottom of screen, all the pictures you add on screen will be overwritten and could not be shown again.

COMIC READER

See you in the funny papers... Pick the comic you want to see from the list (1-11.) Each comic is several pages long. Click the  icon or  to see the previous/next page of the comic. Click the  icon to replay the words spoken by the characters.

MUSIC LIBRARY

Hear ye, hear ye... Use your stylus to tap the  icon or  icon or use the arrow keys to pick a song from the song-name list, double click the song or click the  icon or press Enter to hear a song. Press the  icon again to stop. (or click the  icon to see a numbered list of songs. Pick one of them or press a number between 1 and 10 to hear a song.)

MY WORLD AREA

SCHOOL TOOLS

CLASS SCHEDULE

Let's you personalise your Daily Class Schedule. Tap or press ACTION to activate edit, save, clear and print functions.



Edit a class schedule



Save a class schedule and/or save changes to a class schedule



Clear all the information in your class schedule



Print out your whole schedule

CALCULATOR

This is an eight-digit, fully functional calculator for addition, subtraction, multiplication and division. Use the stylus to click calculator buttons or use the keys on the keyboard to input a calculation. For best results, click the AC button to clear the calculator before carrying out each calculation.

UNIT CONVERTER

The Unit Converter activity helps you with basic metric and imperial unit conversion. The screen will display categories such as speed, time and weight. Select a category, then choose a starting unit of measurement and a new unit of measurement. Input a value and tap the Confirm icon  or tap Enter on the handheld or press Enter key to convert.

TEST TRAINER

Need help studying for an exam? Test Trainer lets you create your own quizzes. Input your own questions and answers in the Data mode. Go to the Test mode to quiz yourself on the questions you have entered. Here are your options in Test Trainer:



Create a new record



Open an existing file



Save a file and/or save changes to a file



View the previous or next record



Delete a file or record.



Print out the contents of a file

DICTIONARY

Put away the big books: with the **MindBooster™ Handheld** you can access professional dictionaries from the World Wide Web! First, select the New Search option, then type the word(s) or phrase(s) you want to look up and press the “Tick” button or the Enter key. Then perform the Sync with your computer and select the View Result option. In the next screen, select the result you want to view and press Enter. Tap or press Action to activate delete, clear and print functions.



Delete one result



Clear all the result



Print out the contents of a file

LANGUAGE LAB

¿Habras español? Language Lab helps teach you German, French & Spanish words and phrases.

PERSONAL DATA

ADDRESS BOOK

Keep track of your friends and family with Address Book. Tap or press Action to activate new, open, edit, save, delete and print functions.



Create a new address record



Open an existing record



Edit an existing record



Save a record and/or save changes to a record



Delete a record



Print out the contents of the Address Book

CALENDAR

Your **MindBooster™ Handheld** has a built-in monthly Calendar for the years 1900 to 2099. Use the Print icon  to print out a calendar of any month. Inside Calendar, there are 2 more icons for going to the Daily Journal activity  or the To Do List activity  directly.

DAILY JOURNAL

Got a lot of parties, field trips and exams to remember? Daily Journal helps you keep track of them all. Tap or press Action to activate new, edit, save, delete, print and purge functions.



Schedule a new event



Edit an existing event



Save an event and/or save changes to an event



Delete an existing record



Print out your whole schedule.



Purge the events older than one week or one month

TO DO LIST

Homework. Gift for Mom. Call Anna about the assignment. Organize your life with the To Do List. It's a checklist showing the tasks you need to do and check them off as you do them! Tap or press Action to activate new, edit, save, delete, print and purge functions.



Create a new task



Edit an existing task



Save a task and/or save changes to a task



Delete an existing task



Print out your To Do List



Check off a completed task



Purge the events older than one week or one month

PERSONAL PROFILE

It's all about you in Personal Profile. This application lets you store information about yourself, such as your Name, Nickname, Phone number, and Email address, Address, Date of birth, Horoscope, Hobby, Favorite Movie, School, Grade and More! Tap or press Action to activate edit and save functions.



Edit your information



Save changes to your information



Clear all the information



Print all the information

FRIEND CORNER

The Training Area will reward you for playing the activities by giving you some cartoon friends. To view the images you've already earned, look up the photo album in the Friends Corner. Tap the photo pictures and the icons above them and you can watch them move! The more activities you play in training area, the more friends you will meet.

SYSTEM OPTIONS AREA

FILE MANAGER

Manage your files on the **MindBooster™ Handheld** with File Manager. You can open a file or even start a downloaded activity in File Manager. You can also rename files or delete files.

UPLOAD MANAGER

Lets you copy files from your **MindBooster™ Handheld** into your Personal Computer (PC). When you open the program, you'll see all the files you can upload into your PC. Upload Manager automatically selects all of the available files for copying. If you DO NOT want to upload a file, you can deselect a file by unchecking the box next to it. To begin uploading the files to your PC, tap the Upload icon.

PREFERENCES

Personalise your **MindBooster™ Handheld** with the Preferences. In Preferences, you'll see:

Date/Time

Set the date and time or the alarm clock

Adventure/Manual

Choose between Adventure and Manual modes in the Training Area

Date Format

Set date format as MM/DD or DD/MM

Background Music

Turn the background music on or off

ACTIVITY SAVING TABLE

- The files/records from the following activities can be saved into the main unit.
 - Class Schedule
 - Test Trainer
 - Address Book
 - Daily Journal
 - To do list
 - Personal Profile
 - Creation Station
 - Music Composer
 - Artwork Studio

NOTE: The data of Dictionary activity and download games/data can also be stored in main unit.

SCORING SYSTEM

In all question-based activities, there are 5 questions per round. You have two or three chances to answer each question. For Sound Alike activity, there is only one chance. Your maximum score per round is 100. Answer the question correctly on the first try and you'll receive 20 points; answer correctly on the second try and get 10; answer correctly on the third try and you'll get 5. At any time you can tap or press Hint to get a clue as to the right answer, however you'll lose one chance to answer the question.

In Adventure mode, the scoring system is basically same as the manual mode, but there will be 10 questions all over the maze. The maximum score in each maze is 200.

SHORTCUT LIST

Shortcut Keys let you get to the point. Here's a list of key combinations to press to quickly perform a task:

Alt + N	Shortcut key for NEW
Alt + O	Shortcut key for OPEN
Alt + S	Shortcut key for SAVE
Alt + D	Shortcut key for DELETE
Alt + P	Shortcut key for PRINT
Alt + E	Shortcut key for EDIT
Alt + M	Shortcut key for PURGE

Alt + R	Shortcut key for NEXT RECORD
Alt + L	Shortcut key for PREVIOUS RECORD
Alt + C	Shortcut key for COMPLETED
Alt + G	Shortcut key for CLEAR
Alt + I	Shortcut key for RENAME
Alt + U	Shortcut key for FORMAT
Alt + W	Shortcut key for MEMORY CHECK

CHAPTER 7. CARE AND MAINTENANCE

1. Keep your **MindBooster™ Handheld** clean by wiping it with a SLIGHTLY damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove batteries when not using it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep your **MindBooster™ Handheld** away from water.
6. Only use the Stylus Pen on the screen. Never use a sharp object as they can scratch the screen.

TROUBLE SHOOTING

When I press the On/Off button, nothing happens...

Make sure the On/Off button is turned on and your unit is plugged in. If you are using batteries, check to see if they are aligned correctly.

My screen froze and it is not responding to any input...

Use the tip of a paperclip (or a similar object without a sharp tip) to gently press the Reset button.

My screen keeps on freezing, and is not responding to my input. Or the sound becomes weak...

Turn the unit OFF for 15 seconds and then turn it on. If you are using the adaptor, unplug it for 15 seconds. Then plug the adaptor back in and turn the unit ON. If the problem persists, it may be the result of low battery or the adaptor's wiring. Replace battery or change adaptor.

DISCLAIMER AND LIMITATION OF LIABILITY

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. **VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you. Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number. (The model number is typically located on the back or bottom of your product.)
- The actual error message or problem you are receiving.
- The actions you took right before the error message or problem.

Internet : www.vport.com

Internet : www.vtechkids.com

FCC NOTICE

This equipment generates and uses radio frequency energy. It must be installed and used properly, in accordance with the manufacturer's instructions. Otherwise, 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 Subpart 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.
- Consult the dealer or an experienced radio/TV technician for help.

The use of shielded I/O cables is required when connecting this equipment to any and all optional peripherals or host devices. Failure to do so may violate FCC rules.

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