vtech®

User's Manual

Smart Wave™ PC

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.*

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INTRODUCTION

Thank you for purchasing the **VTech® Smart Wave™ PC** learning toy! We at **VTECH®** are committed to providing the best 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 **VTech® Smart Wave™ PC** learning toy provides preschoolers with a sea of knowledge. Basic curriculum includes letters, phonics, mathematics, logic games, music and more. The silly animations, encouraging phrases and rich curriculum will make learning a splash!

Volume-Control Switch

OFF Key

ON Key

MATCHBOOK Key

DELETE Key

Contrast Switch

DEMO Key

ENTER Key

CATEGORY Keys

PLAYER 2 Key

ANSWER Key

LEVEL Key

ONE/TWO PLAYER MODE Key

REPEAT Key

**LEFT/RIGHT/UP/DOWN
(MATCHBOOK CHOICE) Keys**

PLAYER 1 Key
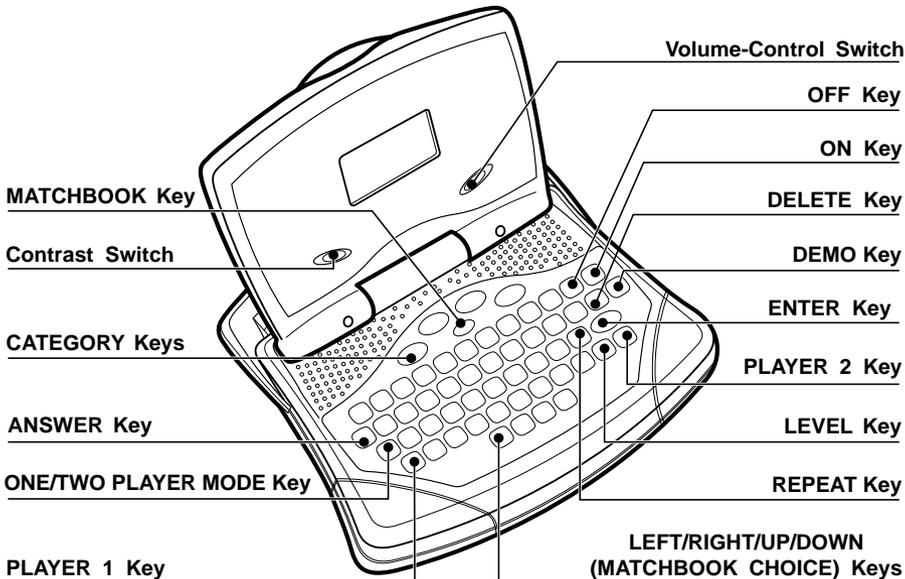
BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the bottom of the unit and remove it, using a coin or screwdriver to loosen the screw.
3. Insert 3 "AA" (UM-3/LR6) 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.
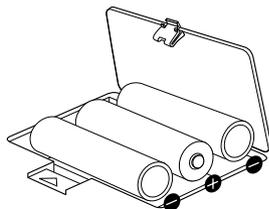
BATTERY NOTICES

- Install batteries correctly observing the polarity (+,–) signs to avoid leakage.
- Always replace the entire set of batteries at one time.
- Do not use batteries of different types.
- Remove the batteries from the learning toy when it 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, 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.

AUTO SHUT-OFF

If there is no input into the **VTech® Smart Wave™ PC** for six minutes, the learning toy will automatically shut-off to save power.

KEYBOARD DESCRIPTION AND FUNCTIONS

On   Press this key to turn the unit on.

Off   Press this key to turn the unit off.

◁) ⬯ ◁)   The Volume-Control Switch allows you to increase or decrease the volume.

Use the Contrast Switch to adjust the light/dark contrast on the **LCD** screen.

Press these keys to select a category.

Press this key to activate the **MATCHBOOK** activity.

Press this key to enter the selected activity or answer. In the **MELODY MAKER** activity, you can press this key to play and enjoy the song you created.

Press this key to switch between one player and two player mode.

Press these two keys in the two player Head to Head mode.

Press this key to change the level of difficulty. There are three skill levels for most activities. The default is Level 1 for all games. Each time you press this key, the level of difficulty will change from Level 1, to Level 2, to Level 3 then back to Level 1.

Press this key to see a brief demonstration of each activity.
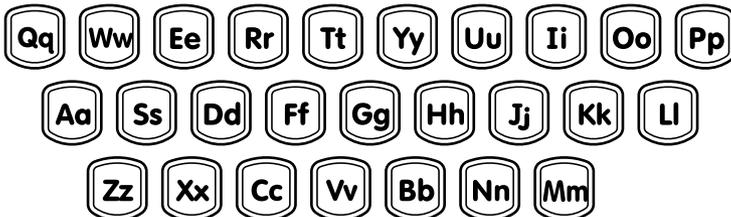
Press these keys when selecting answers for word-related activities except for **WORD BUILDER.**

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$$\boxed{\overset{do}{1}} \; \boxed{\overset{re}{2}} \; \boxed{\overset{mi}{3}} \; \boxed{\overset{fa}{4}} \; \boxed{\overset{so}{5}} \; \boxed{\overset{la}{6}} \; \boxed{\overset{ti}{7}} \; \boxed{\overset{do}{8}} \; \boxed{\overset{re}{9}} \; \boxed{\overset{mi}{0}}$$

Press these keys when selecting answers for number-related activities. These keys can also be used as **MUSIC NOTE** keys in the **MUSIC CHALLENGE** and **MELODY MAKER**.

Repeat Press this key to repeat a question in most of the activities, except for **LEARNING LETTERS, FIND THE NUMBER**, **NUMBER CHAIN**, **OBSTACLE DROP**, **RACE RALLY**, **MATCHBOOK**, **MUSIC BOX** and **MELODY MAKER**.

Answer Press this key to hear the correct answer to a question in most of the activities, except for **OBSTACLE DROP, RACE RALLY, MUSIC BOX** and **MELODY MAKER** activities.

Delete Press this key to erase the character in the cursor position or to deselect an object in the **LETTER PAIRS** and **PAIR UP** activities.

Press these keys to move the cursor left, right, up and down. The Left/Right cursor keys are also used to catch the letters in the **WORD BUILDER** activity. These keys serve as answer selection keys in the **MATCHBOOK** activity.

TO BEGIN PLAY

1. To begin play, press the **ON** key on the keyboard.
2. The animation for choosing a category will scroll onto the **LCD** screen, while the learning toy announces the category. Select a category by pressing the **ENTER** key when the category you wish to play appears on the screen. You can also select one of the following categories you want to play by directly pressing the Category Key: **Lobster Letters, Manatee Math, Porpoise Play** or **Jellyfish Jam**.
3. The activity animations followed by the activity names will scroll out one by one. Select one by pressing the **ENTER** key while either the picture or the name of the desired activity is on the screen. Use the **CURSOR** keys to see the previous or next activity.
4. Press the **PLAYER** key to set either 1 player or 2 player mode. The default setting is always the 1 player mode.
5. Switch the level of play by pressing the **LEVEL** key.
6. Slide the **Volume-Control Switch** left or right to adjust the volume.
7. Slide the **Contrast Switch** left or right to adjust the contrast.

DESCRIPTION OF ACTIVITIES

• *Lobster Letters*

1. Learning Letters

Have you ever flown a kite? Well here's your chance. In this activity you will see a boy or a girl appear on the screen dragging a kite behind him or her. The boy or the girl and the kite will stop in the middle of the screen. On the kite you will see a letter which will flash. All you have to do is press the letter on your keyboard that matches the letter that you see on the kite. Go ahead you can do it!

2. Letter Pairs

Are you ready for a game of Letter Pairs? In this activity your challenge is to match the letters in uppercase with the letters in lowercase. Several object pairs will appear on the screen and magically change into uppercase and lowercase letters. Use your **CURSOR** keys to select the matching letter pairs and press **ENTER** to confirm your answer. Press the **DELETE** key if you make a mistake and want to change the letter you selected.

3. Rhyming Fun

Making rhyming words is loads of fun. In this activity, an object will appear on the **LCD** screen. Then, as if by magic, small characters will appear at the top of the screen and turn into the object word. Listen closely because the word will be voiced out. This is your rhyming clue. After you hear your clue, you will see 3 choices of rhyming words appear on the screen. These words will also be voiced. When you hear the word that sounds like it rhymes with the first object, press the **ENTER** key. Please note in Level 3, the most challenging level, you will not receive a verbal clue.

4. Lost Letter

Are you ready for the Lost Letter challenge? Here we go. The goal of this activity is to fill in the beginning letter of the words. In Level 1 an object will appear on the screen followed by the object word. Watch carefully because the beginning letter in the word will disappear. Then three letter choices will scroll across the bottom of the screen. Use your cursor keys to select the correct letter and press **ENTER**. Level 2 is a little bit tougher. This time when the object word appears on the screen the beginning letter will be missing. Once again watch the letters as they scroll across the bottom of the screen and select the letter that completes the word. Finally, in Level 3, the most challenging level of all, the object word will appear on the screen the same as in Level 2. This time however, you do not get any hints. Use your keyboard to find the letter that completes the word and press **ENTER**. Go on. You can do it!

5.Mystery Letter

If you like to solve mysteries, then you're going to love this one. First of all, an object will appear on the screen. Then the corresponding object word will appear with one or more letters missing. Use your keyboard to find the letter or letters that will complete the object word. This is your task you should choose to accept it. Good luck!

6. Word Builder

The time has come to make some words. Step into our Word Builder factory and we'll tell you how it's done. An object will appear on the screen followed by the corresponding object word. Watch carefully because the word will disappear. In its place will be several letter channels. Your mission is to use your **CURSOR** keys, to catch the letters in the channels, that match the word you saw. Let's see how many words you can make.

• Manatee Math

1. Learning Numbers

Learning numbers in the Learning Numbers activity is no problem. In Level 1 you will see a number word appear on the screen. Then three number choices will scroll across one by one. Press your **ENTER** key when you see the number that matches the number word or simply press the matching number on your keyboard. The challenge continues in Level 2 and Level 3. In these levels not only do you get to find the numbers to match the number words, but you also get to test your knowledge by matching the number words to the numbers. Remember you can use your **CURSOR** keys or your **NUMBER** keys to find the answer.

2. Find the Number

The truth about this activity is that it's just plain fun. An airplane will appear on your screen. The airplane is towing a very special package. On the outside of the package is a number. The number on the package will flash. To find out what's inside the package you must type the number on your keyboard that matches the number on the package. When you find the matching number, watch the screen and you will get a big surprise!

3. Number Chain

Oh, no! Our friendly, sea-smart dog is stuck on the other side of the bridge. Can you help? To help him across, fill in the missing numbers in the number chain that appear at the bottom of your screen. If you fill the numbers in correctly, then the dog will move across the bridge from left to right to arrive safely on the other side of the bridge. Please note in Level 1 and Level 2, the numbers are in ascending order. In Level 3, they are in descending order. Thanks for your help.

4. Counting

Counting is cool. In this activity objects will appear on the screen and scroll up. Count how many there are and input the answer by pressing the **NUMBER** keys and the **ENTER** key on your keyboard.

5. Addition

How about some addition? Don't worry, we start off slow then work our way up. In Level 1, two sets of objects are shown on the screen. Count the objects. When you think you know the answer, type the number on your keyboard and press **ENTER**. In Level 2, we start using equations. If you need some help just watch for the hint. After the equation appears on the screen, then you will see one group of objects followed by another group, and then the equation will be shown again. Use the objects as a hint to help you solve the equation. In Level 3, only an equation will be shown. Solve the equation and input the correct answer by using the **NUMBER** keys, and pressing the **ENTER** key to confirm.

6. Take Away

Now it's time for a little subtraction action. In Level 1, two sets of objects will appear on the screen. Find the difference between the two sets of objects. When you think you know the answer, type the number on your keyboard and press **ENTER**. In Level 2, we start using equations. If you need some help just watch for the hint. After the equation appears on the **LCD** screen, one group of objects followed by a flashing group of objects will appear and finally the equation will be shown again. Use the objects as a hint to help you solve the equation. In Level 3, only an equation will be shown. Solve the equation and input the correct answer by using the **NUMBER** keys, and pressing the **ENTER** key to confirm.

• *Porpoise Play*

1. Does It Belong?

This activity is called Does It Belong. Your challenge is to find the word that belongs to the group. Sound like a hard challenge? Well don't worry, you can do it. All you have to do is watch your screen. A picture of an object group will appear, then three word choices will be shown. Press the **ENTER** key to select the word that belongs to the group. Go on. Give it a try.

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2. Pair Up

On your mark? Get set, Pair Up! In this activity, you have to match the objects. Several pairs of objects will appear on the screen randomly and then disappear. Remember where you saw the matching objects and pair them up. Use the **CURSOR** keys to select the character and press the **ENTER** key to confirm. Press the **DELETE** key to reinstate.
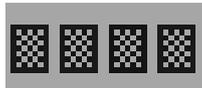
3. Obstacle Drop

This game rocks. Here's how you play. On your screen you will see several channels. Jewels and rocks are falling down from the top of the channels to the bottom. Your job is to collect the jewels by using your **CURSOR** keys to move to the channels with the falling jewels. Be careful to avoid the rocks. To win the game you have to collect one jewel in every channel.

4. Race Rally

Keep on typin'! A car is racing across the top of the screen while letters randomly scroll across the bottom of the screen. In order to help the car rush to the finish line you have to type the correct letters on your keyboard. The faster you type the faster the car can arrive at the FINISH LINE!

5. Matchbook

This product belongs to the Smart Start Series. The Smart Start series is expandable with **VTech®** Matchbooks. These special workbooks are sold separately and can be activated on the **VTech® Smart Wave™ PC** learning toy by pressing the **MATCHBOOK** key. After inputting the special workbook code and a section number, press the color-coded **MATCHBOOK CHOICE KEYS (CURSOR KEYS)** to answer the questions from the workbook. The **VTech® Smart Wave™ PC** learning toy will respond with the correct answers.

Game Play

The Matchbook is usually divided into six separate sections. All of the questions in the matchbook are multiple choice and should be answered with the **MATCHBOOK CHOICE KEYS (CURSOR KETS)** located on the keyboard.

1. After selecting the Porpoise Play category. Press the **MATCHBOOK** key on the keyboard, or press the **ENTER** key to confirm while the picture or name of this activity appears on the screen.
2. Input the workbook and section numbers for your particular workbook. For example, inputting 172 would mean that you are working on Matchbook 17, section 2. Press the **ENTER** key to confirm and then start the game.

3. Once the section code is entered, the number of the first question in the section will appear on the screen. Each question has four possible answers represented by four worms. Select the correct answer by pressing the **MATCHBOOK CHOICE KEYS (CURSOR KEYS)** directly.

4. As you go through each section, you must answer the questions in the order that they appear. When you finish a section, a score will automatically be displayed on the screen. Each section is divided into 30 questions.

• *Jellyfish Jam*

1. Music Box

Get on the music train. Dance or sing along to the 10 built-in songs in the Music Box. Watch the train as it scrolls across the screen. On the train are numbers 0 through 9. Select your favorite song by typing in the song number.

	Song Name
0	Für Elise
1	Row, Row, Row Your Boat
2	Sailing
3	My Bonny Lies Over the Ocean
4	Aloha Oe
5	Swan Lake
6	It's Raining, It's Pouring
7	The Blue Danube
8	Chop Sticks
9	Twinkle, Twinkle, Little Star

2. Music Challenge

Can you crack the musical code? A music safe box will play a portion of a melody. The goal is to remember that part of the melody and repeat it to crack the code of the safe box. Input the music notes by pressing the **MUSIC NOTE (NUMBER)** keys. The code gets more challenging with every level. In Level 1, three music notes will be played and displayed at the same time one by one. In Level 2, four music notes will be played, but not displayed. In Level 3, five music notes will be played without being displayed. Are you up for the challenge?

3. Melody Maker

Become your own Melody Maker! Create your own songs by pressing the **MUSIC NOTE (NUMBER)** keys on the keyboard. As you press the music note keys the piano keyboard on screen will play along. You can also play the song that you have created by pressing the **ENTER** key.

GAME STATISTICS

Each activity has its own special features to give you the most fun and the most learning possible! If you want to know your time limit, the number of lives you have, or whether or not there is scoring, check the chart below:

		Time Limit		Lives	Scoring
		One player	Two player		
Lobster Letters	1. Learning Letters	15/12/9 sec	15/12/9 sec	3	✔
	2. Letter Pairs	No	15 sec	3	✔
	3. Rhyming Fun	30/22/15 sec	30/22/15 sec	2	✔
	4. Lost Letter	No	10 sec	2(Level 1 and Level 2), 3(Level 3)	✔
	5. Mystery Letter	No	20 sec	3	✔
	6. Word Builder	No	60 sec	3	✔
Manatee Math	1. Learning Numbers	No	15 sec	2	✔
	2. Find the Number	15/12/9 sec	15/12/9 sec	3	✔
	3. Number Chain	No	15 sec	3	✔
	4. Counting	No	15 sec	3	✔
	5. Addition	No	20 sec	3	✔
	6. Take Away	No	20 sec	3	✔
Porpoise Play	1. Does It Belong?	No	15 sec	2	✔
	2. Pair Up	No	20 sec	3	✔
	3. Obstacle Drop	No	40 sec	3	✔
	4. Race Rally	Unlimited	Unlimited	✔	
	5. Matchbook	No	---	3	✔
Jellyfish Jam	1. Music Box	---	---	Unlimited	---
	2. Music Challenge	No	15 sec	3	✔
	3. Melody Maker	---	---	Unlimited	---

• The time limit in the Two Player Mode is for each player.

Scoring

In One Player Mode:

1. In most of the activities, there are 5 questions per round. One chance will be deducted for every incorrect answer.

Correct answer on the first try	:	gain 20 points
Correct answer on the second try	:	gain 15 points
Correct answer on the third try	:	gain 10 points
Press the **ANSWER** key at any time	:	no points are awarded
Total possible points per round	:	100 points

Remark: For the **RHYMING FUN, LOST LETTER** (Level 1 and Level 2), **LEARING NUMBERS, and DOES IT BELONG** activities, 10 points will be given for the correct answer on the second try.

2. In **MATCHBOOK**, there are 30 questions per round. One chance will be deducted for every incorrect answer.

Correct answer on the first try	:	gain 3 points
Correct answer on the second try	:	gain 2 points
Correct answer on the third try	:	gain 1 point
Press the **ANSWER** key at any time	:	no points are awarded
Total possible points per round	:	100 points

Remark: 10 bonus points will be awarded for getting all the answers correct.

3. In the activity **Race Rally**, there is a total of 100 points in Level 1. The less time used, the higher your score will be. The scoring system is below:

    ("x" represents the amount of time it took for the player to type all of the letters)

    $x \leq 50$ sec ---- 100 points
    50 sec $\leq x < 55$ sec ---- 80 points
    55 sec $\leq x < 60$ sec ---- 60 points
    60 sec $\leq x < 65$ sec ---- 40 points
    65 sec $\leq x < 70$ sec ---- 20 points
    $x \geq 70$ sec ---- 0 points

Note: This scoring system is used for both One Player Mode and Two Player Mode.

4. There is no scoring in the Music Box and Melody Maker activities.

In Two Player Mode:

1. Turn by Turn Mode:

Questions per round	:	10
Correct answer on the first try	:	gain 20 points
Correct answer on the second try	:	gain 15 points
Correct answer on the third try	:	gain 10 points

| Press the **ANSWER** key at any time | : | no points are awarded |
| Total possible points per round | : | 100 points |

2. Head to Head Mode:

Questions per round	:	10
Basic points	:	100 points
Correct answer for the first player	:	gain 10 points
Incorrect answer or time up for the first player	:	lose 10 points
Correct answer for the second player	:	gain 5 points
Incorrect answer or time up for the second player	:	lose 5 points
Total possible points per round	:	200 points

Two Player Mode

Smart Wave™ PC provides an exciting two player mode for most activities. There are two types of two player modes. One is head to head competition and the other involves both players taking turns to answer questions.

1. Head to Head Competition

When a question is displayed, the two players need to press their corresponding player keys, **PLAYER 1** or **PLAYER 2**, as quickly as possible to have the chance to answer the question. The player who presses the button first gets to answer first. If the first player answers incorrectly, the other player will receive a chance to answer.

2. Taking Turns

When a question is displayed, player 1 has the first chance to answer. When player 1 or player 2 finishes answering his or her question, then it's the next player's turn.

The following table shows which activities have a two player mode:

Head to Head Competition	Taking Turns
Rhyming Fun	Learning Letters
Lost Letter	Letter Pairs
Mystery Letter	Word Builder
Learning Numbers	Find the Number
Number Chain	Pair Up
Counting	Obstacle Drop
Addition	Race Rally
Take Away	
Does It Belong?	
Music Challenge	

Note: There is no two player mode for the **MATCHBOOK, MUSIC BOX** and **MELODY MAKER** activities.

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 an extended period of time.
4. Do not drop the unit on hard surfaces.
5. Do not try to dismantle the unit.
6. Do not expose the unit to moisture or water.

IMPORTANT NOTE:

Creating and developing electronic 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 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 on and off, 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