



Monster Academy™

USER'S MANUAL



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Printed in China
91-01363-000 (美)

Monster Academy™

The trustees and faculty of the Academy, by virtue of the authority vested in them, have conferred upon

for monstrous performance in Monster Academy studies the esteemed degree of

Bachelor of Monster Scholastics

with all the rights, privileges, honors and responsibilities thereto pertaining.



Prof. Zander Grobble

President of the Academy

Lulus Humpdocked

Chair of the Board of Trustees

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.

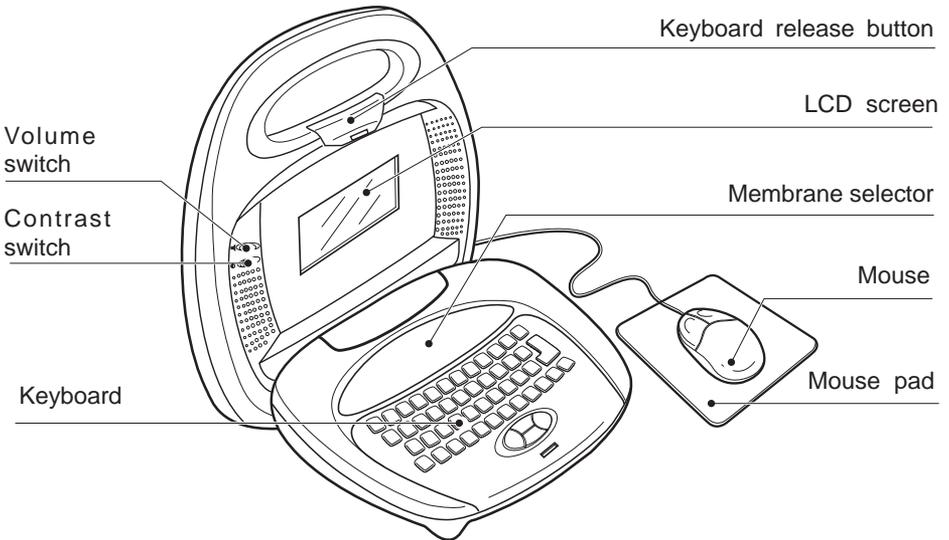
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INTRODUCTION

Thank you for purchasing the **VTECH® Monster Academy™** learning toy! We at **VTECH®** are committed to providing the highest quality 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.

Monster Academy™ features a large, clear LCD screen that displays hundreds of animated pictures and a friendly monster voice that actively encourages children. With 32 different activities to choose from, children can spend countless enjoyable hours learning.

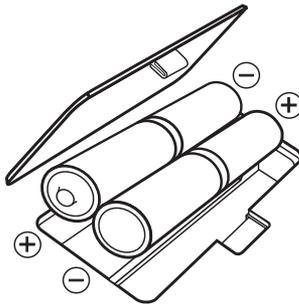


POWER SOURCE

Monster Academy™ operates on 4 “AA” size batteries (UM-3/LR6) or a 9V --- 300mA AC center-positive $\text{+} \rightarrow \text{---}$ adaptor (not included).

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the back of the unit and open it.
3. Insert 4 “AA” batteries (UM-3/LR6) as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace 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 rechargeable batteries.
- 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 short-circuit the supply terminals.
- Do not attempt to recharge ordinary 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 is now ready for play again.

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

AC ADAPTOR CONNECTION

Use a standard 9V $\overline{\text{---}}$ 300mA AC center-positive $\text{+} \rightarrow \text{---}$ adaptor.

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the side of 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**.

In the U.S.A.: Many retailers carry this type of adaptor. However, if you are unable to find one locally, the **VTECH**® AC Adaptor is perfectly suited to operate your **Monster Academy**™ learning laptop. For information on how to purchase a **VTECH**® AC Adaptor, call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

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

- NOTE:** If for some reason the program/activity stops working, it may be the result of the adaptor connection. Please follow these steps:
1. Please turn the unit off and unplug the adaptor for 15 seconds.
 2. Reinsert the adaptor plug into the adaptor jack.
 3. Turn the unit **ON**.

If the problem persists, it may be the result of the adaptor's wiring or the unit. Please contact our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

MOUSE CONNECTION

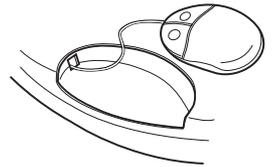
DETACHING THE MOUSE FROM THE MAIN UNIT.

Please note that the mouse should not be detached completely from the unit. It has a retractable cord and is intended to be used attached to the unit.

1. Locate the mouse on the back of the unit.
2. Lift the back end of the mouse away from the main unit.
3. Gently pull the mouse cord out until fully extended.

RETURNING THE MOUSE TO THE MAIN UNIT

1. Place mouse cord carefully back inside the main unit.
2. Click the mouse securely back into the storage area.

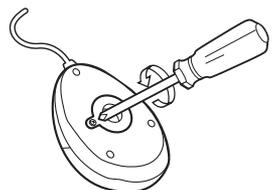


MOUSE OVERVIEW

Once the mouse is free from the unit you may move the mouse cursor around the screen freely. The mouse has a roller ball in it and therefore should be used on a flat surface. A mouse pad is ideal, but you may also try a piece of paper, a notebook or a magazine. A clean flat surface is important to be able to use your mouse effectively. Your mouse is very easy to use. To use the mouse, push it in the direction that you would like the pointer  on the screen to move. To move the pointer to the right side of the screen, push the mouse to the right. To move the pointer to the left side of the screen, push the mouse to the left. To move the pointer to the top of the screen, push the mouse away from you. To move the pointer to the bottom of the screen, pull the mouse towards you.

MOUSE MAINTENANCE

To clean the mouse, you need to open the cover on the bottom of the mouse by using a screwdriver. Twisting in the direction of the arrows will release the cover. Once the cover is removed, the mouse ball should be taken out and the contents inside the mouse should be cleaned with a dry cloth. The mouse ball should also be cleaned with a dry cloth. Once you have finished cleaning the mouse, place the mouse ball back into the mouse and screw the cover back onto the mouse.

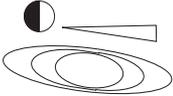


VOLUME SWITCH



Adjust the volume by sliding the Volume Switch to the right to raise the volume and to the left to lower the volume.

CONTRAST SWITCH



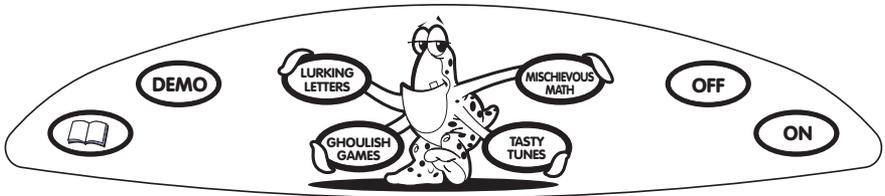
Adjust the image on the screen by sliding the Contrast Switch to the right for higher contrast and to the left for lower contrast.

AUTOMATIC SHUT-OFF

If there is no input into the **VTECH® Monster Academy™** learning toy for about 8 minutes, the learning toy will automatically shut itself off to save power. To turn the unit back on after an automatic shut off, you will need to press the **ON** button again to restart the learning toy. If the **VTECH® Monster Academy™** learning toy is not going to be used for a long period of time, we recommend that you remove the batteries and unplug the adaptor.

KEYBOARD DESCRIPTION AND FUNCTIONS

THE ACTIVITY SELECTOR



ON BUTTON



Press the **ON** button to turn the unit on and enter the wacky yet prestigious halls of **Monster Academy™**. A whole brigade of mischievous monster scholars can't wait for you to join them!

OFF BUTTON



When you've had enough learning for one sitting, press the **OFF** button to bid farewell to your monster friends. They'll be waiting anxiously for you to return!

LURKING LETTERS BUTTON



There are plenty of letter and word activities lurking in **Monster Academy™**. To get them started, press the Lurking Letters button at any time when the learning toy is on.

MISCHIEVOUS MATH BUTTON



Do you think that math can be tricky? It's not tricky! It's just being a little mischievous. Join the games to make yourself a master of mathematics. Press the Mischievous Math button at any time to start.

GHOULISH GAMES BUTTON



Ready for some logic games? Press the Ghoulish Games button and let the games begin!

TASTY TUNES BUTTON



Mmmm...I'm feeling hungry for some tasty tunes! Start up the music by pressing the Tasty Tunes button and enter **Monster Academy™**'s jamming music studio.

DEMO BUTTON



Would you like to know how the activities are played? The **DEMO** button is available at any time to show you. Pressing the **DEMO** button in the main menu will demonstrate all of the activities in every category before returning to the category selection screen. Pressing the **DEMO** button during activity selection will cause **Monster Academy™** to demonstrate all of the activities within the selected category before returning to the activity selection screen. If the **DEMO** button is pressed when a player is in an activity, it will only demonstrate that particular activity. Once the demonstration is done, it will return to that activity.

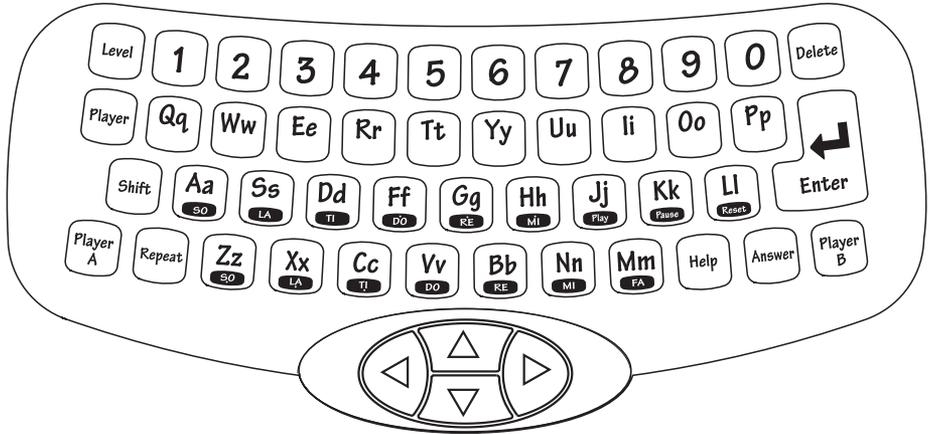
MATCHBOOK BUTTON



Press the **MATCHBOOK** button when you want to play with the **SMART START® Matchbooks** (sold separately). Please read more about the Matchbooks in the section of this manual entitled **MATCHBOOKS**.

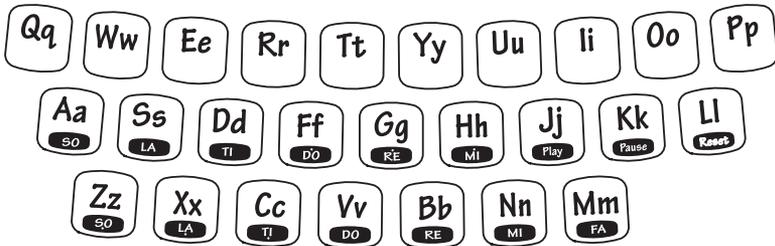
THE KEYBOARD

The **Monster Academy™** learning toy has a full alphanumeric QWERTY hard-key keyboard.



LETTER KEYS

Use the Letter keys when inputting answers for word-related activities. The QWERTY layout will familiarize your child with the standard computer keyboard and typewriter.



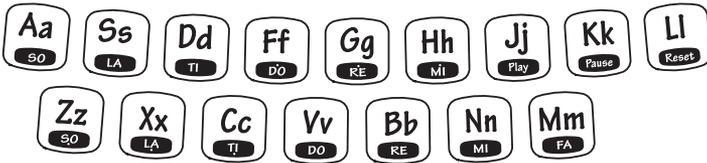
NUMBER KEYS

Use the Number keys when inputting the answers in number-related activities. The Number keys may also be used to select a level when the Level key is pressed or to select a song when the Ghouls activity is activated.

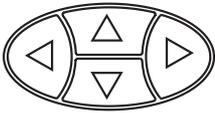


NOTE KEYS

Use the Note keys to create a song or input a melody in the Monstrous Melodies and Note Mimic activities. Three additional function keys are used only in the Monstrous Melodies activity. The **PLAY** key allows you to listen to the song you have created. The **PAUSE** key inserts a pause or rest into the music. During **PLAY** mode, the **PAUSE** key allows you to stop the music. Pressing **PAUSE** again allows you to resume the song where you left off. The **RESET** key clears the song that you have created.



CURSOR BUTTONS



Use the four cursor buttons to move the cursor to the right, to the left, up or down on the screen. When used in combination with the **SHIFT** key, the cursor buttons can be used to control the mouse pointer on the screen. The cursor buttons are also used as color-coded answer keys in the Matchbook activities.

FUNCTION KEYS

DELETE KEY



Press the **DELETE** key to erase letters or numbers before you press the **ENTER** key.

HELP KEY



Press the **HELP** key if you need help within an activity. The help feature will give you a hint to aid you in answering a question. Please note that the **HELP** key is disabled in 2-Player Mode for all activities.

ENTER KEY



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

SHIFT KEY



Press this key together with the four directional cursor keys to control the mouse pointer on the screen.

ANSWER KEY



Press the **ANSWER** key to learn the correct answer to any question. The **ANSWER** key is disabled during the first player's turn in 2-Player Mode for all activities.

LEVEL KEY



Press the **LEVEL** key to change the difficulty level within an activity. There are three levels of play within most of the activities. The first level is the easiest and the third level is the most challenging. Levels can be changed at any time during an activity.

PLAYER KEY



Press the **PLAYER** key at any time to change from single-player mode to two-player mode. Please note that not all activities offer the two-player mode option.

PLAYER A / PLAYER B KEYS



In 2-player head-to-head competition, when a question is asked, the first person to press his or her player button will get the opportunity to answer the question first. If this player does not answer correctly, the other player has the opportunity to answer.



REPEAT KEY



Press the **REPEAT** key to repeat the instructions or the question.

TO BEGIN PLAY

Turn on your **Monster Academy™** learning toy by pressing the **ON** key. Press the Lurking Letters, Mischievous Math, Ghoulish Games or Tasty Tunes button to select the category you wish to play. Or you can use the mouse or cursor buttons to select the category on the screen and press the **ENTER** key to confirm. Once in your chosen category, you can select an activity within the category and press the **ENTER** key to confirm. Choose the number of players by pressing the **PLAYER** key. The default is one-player mode. Set the level of play by pressing the **LEVEL** key. The default is Level 1.

Note: There are no levels for the following activities:

Leaping Letters

Shape Stroll

Store Stop

Monster Pairs

Spooky Sound Studio

Timed Typing Terror

Creepy Counting

How Big Am I?

Direction Boogie

Ghoulish Grab

Trick Tac Toe

Mischievous Monster Maze

Freaky Frantic Object Grab
Monstrous Melodies
Haunted Music Studio

Ghoul Jams
Note Mimic

Note: The following activities do not have a 2-player mode:

Leaping Letters
How Big Am I?
Direction Boogie
Ghoulish Grab
Timed Typing Terror
Freaky Frantic Object Grab
Monstrous Melodies
Haunted Music Studio

Monster Hangman
Store Stop
Monster Pairs
Spooky Sound Studio
Mischievous Monster Maze
Ghoul Jams
Note Mimic

Note: There is no scoring in the following activities:

Leaping Letters
Trick Tac Toe
Ghoul Jams
Note Mimic

Direction Boogie
Mischievous Monster Maze
Monstrous Melodies
Haunted Music Studio

Note: Help is not available for the following activities:

Leaping Letters
Monster Hangman
Giants and Munchkins
How Big Am I ?
Fright Time
Ghoulish Grab
Timed Typing Terror
Monstrous Melodies
Haunted Music Studio

Tricky Treasure Match
Creepy Counting
Shape Stroll
Store Stop
Direction Boogie
Spooky Sound Studio
Ghoul Jams
Note Mimic

DESCRIPTION OF ACTIVITIES

LURKING LETTERS

Leaping Letters

Get ready to leap into the world of letters and words. Type in any letter and you'll learn the letter's name and a word that begins with that letter. You'll even see a fun animation of the word!

Enchanted Pairs

Each letter has a partner. One is small (lowercase) while the other is large (uppercase). However, it seems that our letter friends have lost their partners. Can you use your

letter smarts to help pair them up again? First, you will see an uppercase letter at the top of the screen. Then four lowercase letters will appear at the bottom of the screen. Pair up the uppercase letter at the top with a lowercase letter from the bottom. Use the mouse to click on a letter. Then press **ENTER** to confirm.

Memory Mayhem

Can you help pass a message from one monster to the next? The first monster will tell you a word. Then, it's your responsibility to share this word with the second monster by typing the word on the keyboard. If you type the word in correctly, you'll make both monsters very happy! Don't forget to press **ENTER** to confirm.

Invisible Beginnings

All of the first letters of the words are missing! Can you help the monster find the correct first letter for each word by typing it in and pressing **ENTER** to confirm? The pictures will help you.

Tricky Treasure Match

Our monster friend is searching through her treasure chest for a few favorite items. Since you're such a smart **Monster Academy™** scholar, you can give her a hand. A word will appear on the screen followed by three pictures which will scroll across the screen. It is your job to select the picture that matches the word by using the mouse or cursor buttons. Press **ENTER** to confirm your selection.

Spooky Spelling

Can you use your **Monster Academy™** knowledge to help our monster friend learn how to spell? A picture will appear on the screen. Spell the associated word by typing in the correct letters and press **ENTER** to confirm. The length of the word is given by the number of short lines at the bottom of the screen.

Lost Letters

Can you help the monster find the missing letters? A picture will appear on the screen along with its corresponding word. However, some letters are missing from the word. Press the letter keys to input the missing letter(s) and press the **ENTER** key to confirm.

Missing Ghost

Here come the monsters, bringing two words with them. But hmmm...something's missing. Can you figure out which letters have mysteriously disappeared? Here's a clue: the missing letters are the same letter! Find one letter that completes both words correctly. Type in this letter and press **ENTER** to confirm.

Monster Hangman

Let's play the **Monster Academy™** version of hangman. Guess the mystery word by typing in one letter at a time. Its length is indicated by the answer spaces at the bottom of the screen. Ten cookies represent ten chances you have to guess the word. Every time you guess incorrectly, a cookie will disappear. Figure out the mystery word before all ten chances are gone, or the monster will have no cookies left to eat.

MISCHIEVOUS MATH

Creepy Counting

The monsters are going stargazing. Can you help them count the number of stars that are in the sky? Type in the correct number and press the **ENTER** key to confirm.

Giants and Munchkins

Monsters come in different sizes, and numbers represent different values. Depending on the level you choose, you will be asked to compare different items. In level 1, you compare the size of two monsters; in level 2, you compare the value of two numbers; and in level 3, you must decide which is the biggest or the smallest of three numbers.

Slimy Sums

Addition can get a little slimy at **Monster Academy™**, but all the scholars here can handle it - especially you! Solve each addition equation by typing in the correct answer and then pressing **ENTER** to confirm. Change the format of the equation from vertical to horizontal by clicking on the change icon on the screen. The default format is vertical.

Subtraction Swamp

Now it's time to subtract! Solve each equation by typing in the correct answer and then press **ENTER** to confirm. Change the format of the equation from vertical to horizontal by clicking on the change icon on the screen. The default format is vertical.

Equation See Saw

Recess time! Even while playing, the monsters are still solving problems. One holds the left half of an equation problem while the other holds the right half. Balance the monsters by typing in the number that correctly completes the equation.

Tricky Travel

The monsters have hit the road! Can you help them find their way? When they reach a fork in the road, an equation appears at the bottom of the screen, and two numbers will appear in the two possible paths. Select the correct answer by using the mouse or the left/right arrow keys to lead the monster down the right path. Only you can help the monsters complete their travels!

Phantom Equations

Ready to test your memory? A sequence of numbers and mathematical signs will appear and disappear on the screen one by one. Remember the numbers and signs and calculate the result of the phantom equation. Type in the result and press the **ENTER** key to confirm.

Shape Stroll

As the monster takes his stroll, he runs across objects that remind him of geometric shapes. Can you guess which ones? The object will appear on the screen and three geometric shapes will scroll through. Use your mouse or cursor buttons to choose the shape that best represents the object. Press the **ENTER** key to confirm your answer.

How Big Am I ?

Time for some measuring fun. The monsters want to find out just how big they are. You can help by using the ruler on the screen to measure the full monster or different parts of the monster. Type in the correct answer and press the **ENTER** key to confirm.

Store Stop

Let's go shopping! The monsters need to pick up a few items at the store and they could use your help. Each item they need will appear with a price tag. It's your job to count out the right number of coins that the monster will need to pay for the items. Click on the coins that you would like to use. The number of times you click on a coin corresponds to how many of that coin you would like to spend. If you make a mistake, click on the X icon to clear your coins and begin again. When you pay correctly, hurray! You've made a purchase.

Fright Time!

Boo! It's Fright Time! Oh, don't be scared. Fright Time is the name of our clock friend, and he can't wait to teach you to tell time. Fright Time will show you a time on his clock face. Three answer choices will be given on the right side of the screen. Select the answer that matches the time on the clock by using your mouse or cursor buttons and press **ENTER** to confirm.

GHOULISH GAMES

Direction Boogie

Let's get down and boogie! Our monsters want to teach you about directions through dance. A monster will appear on the screen and dance by pointing up, down, left and right. You follow the dance steps by repeating the exact sequence of directions that the monster demonstrated. Use the mouse or cursor buttons to select the directions.

Monster Pairs

Hide and seek! Pairs of monsters are hiding behind the windows. When a window opens, a monster peeks out. Find the pairs of monsters by opening two windows that house the same monsters. Use the mouse or cursor buttons to select the window you want to open and pair up all of the monsters.

Ghoulish Grab

Objects are falling from the sky! Help the monster find the objects that he's specifically looking for. An object will appear on the screen first. When items start falling from the sky, help the monster catch all of the items that match the first object by moving the monster backward and forward across the screen. Remember to avoid all the other falling objects as being hit by one of them could hurt! The more objects you can catch within the time limit, the better. Good luck!

Spooky Sound Studio

What's making that sound? Listen carefully and figure out what could have made the sound. Three pictures will appear on the screen. Use the mouse or cursor buttons to select the object that made the sound you heard. Press the **ENTER** key to confirm.

Trick Tac Toe

Let's play Trick Tac Toe! First select your favorite monster for play. Then a Trick Tac Toe board will appear on the screen. You can use the mouse or cursor buttons to place your monster in a certain location and press the **ENTER** key to confirm. The first player who gets three monsters to form a horizontal, vertical or diagonal straight line wins the game.

Timed Typing Terror

Type the letters as they appear along the bottom of the screen to start the monster running. The faster you type, the faster the monster runs, so type as fast as you can! See how many letters you can type before the time runs out!

Mischievous Monster Maze

The monsters love to play in the **Monster Academy™** maze. Choose your favorite monster to run through the maze by using the mouse or cursor buttons to select one of three monsters that appear on the screen. Press the **ENTER** key to confirm. Then, a maze will appear on the screen, and it's time for you to guide your monster to the exit. Use your cursor buttons to lead the monster through the maze. If you need help finding the exit, press the **HELP** key. The whole map will appear in a smaller scale to help you see the way out.

Freaky Frantic Object Grab

Time to practice those mouse skills by grabbing as many objects on the screen as you can. Just point and click to chase down and grab one of the moving objects. They're freaky and they're frantic, but they're no match for your expert mouse skills!

TASTY TUNES

Ghoul Jams

Ready for some great music? Our monster friends are music connoisseurs who can't wait to share some of their favorite tunes with you. You can listen to one of the following built-in tunes by pressing any number from 0 to 9 or by using the mouse to click on a number.

1. In the Hall of the Mountain King
2. She'll Be Coming Round the Mountain
3. Yankee Doodle
4. Sailing
5. Jimmy Crack Corn
6. Can Can
7. Turkey in the Straw
8. Camptown Races
9. Old MacDonald Had a Farm
0. On Top of Old Smokey

Monstrous Melodies

Go, Maestro! Let's hear your musical talent. Create your own songs and hear the **Monster Academy™** orchestra play it back for you. Press the Do, Re, Mi, Fa, So, etc. keys to create your own tunes note by note. Press **PAUSE** to add a pause or rest into the music. Then, press **PLAY** to listen to the song that you have created. Pressing **PAUSE** during the **PLAY** mode will stop the song. Press **PAUSE** again if you want to resume the song where you left off. If you're ready to create your next masterpiece, press the **RESET** key to clear the current song and start again from scratch.

Note Mimic

Do you think you've got an ear for music? Choose a song by using your mouse to click on a number or by typing the number on the keyboard. Listen to the melody carefully and remember all of the notes because when the melody ends, it's your turn to repeat the melody by pressing the note keys.

Haunted Music Studio

Create your own musical artwork! Use your mouse or cursor buttons to select a picture from the clipart provided. Your artwork will be shown on the left side of the screen. When you click on a picture, you will hear your artwork come musically to life!

SCORING

ONE-PLAYER MODE

Correct answer on the 1st try	:	20 points
Correct answer on the 2nd try	:	10 points
Correct answer on the 3rd try	:	5 points
No chances left or press the ANSWER key	:	0 points
Maximum score per round	:	100 points (There are 5 questions per round.)

Note: In the activities Tricky Treasure Match, Giants and Munchkins, Shape Stroll, Fright Time! and Spooky Sound Studio there are only 2 chances for each question. In the activity Tricky Travel, there is only 1 chance for each question. In the activities Ghoulish Grab and Freaky Frantic Object Grab, the number of correct objects that are collected is shown. In Timed Typing Terror, a score corresponding to the number of correctly typed letters is shown. In the activity Monster Hangman, 10 points are lost for each incorrect attempt.

Note: There is no scoring function for the following activities:

Leaping Letters	Direction Boogie
Trick Tac Toe	Mischievous Monster Maze
Ghoul Jams	Monstrous Melodies
Note Mimic	Haunted Music Studio

TWO-PLAYER MODE

Base score	:	100 points
Correct answer for the 1st player to answer	:	10 points
Incorrect answer for the 1st player	:	-10 points
Correct answer for the 2nd player to answer	:	5 points
Incorrect answer for the 2nd player	:	-5 points
Maximum score per round	:	200 points (There are 10 questions per round.)

Note: In the activity Tricky Travel, the base score is 0 points rather than 100.

MATCHBOOKS

In addition to the 32 activities in the **Monster Academy™** learning toy, you can also use the **Smart Start® Matchbooks** to expand your learning fun.

Each **Matchbook** contains a set of multiple-choice questions that cover material appropriate for children ages 5 and up. There are 150 questions that are divided into five sections of 30 questions each. Each section becomes progressively more difficult. Section 6 is a review section with questions taken at random from the first five sections.

To play:

1. Press the **ON** key.
2. Press the **BOOK** key on the membrane keyboard.
3. Input the code number of the **Matchbook** and then press the **ENTER** key.
4. Open the **Matchbook** to the section you have entered.
5. A question number will appear on the screen. Refer to the **Matchbook** to read the question and the possible answers. Each question has 4 multiple choice answers, which are represented by red, yellow, blue and green.
6. Answer by pressing the red, yellow, blue or green cursor key that corresponds to the correct answer.
7. At the end of each section, your score will be displayed.
8. To continue playing, enter the numbers for the next section.

MATCHBOOK SCORING

Scoring appears after 30 consecutive questions. The scoring is as follows:

Correct answer on the 1st try	:	3 points
Correct answer on the 2nd try	:	2 points
Correct answer on the 3rd try	:	1 point
Incorrect answer or press the ANSWER key	:	0 points
Bonus points if all answers are correct	:	10 points
Maximum score per section	:	100 points

Note:The **HELP** key is disabled in this activity.

CARE AND MAINTENANCE

1. Keep your learning toy clean by wiping it with a slightly damp cloth.
2. Keep your learning toy out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when your learning toy will not be in use for an extended period of time.
4. Do not drop your learning toy on hard surfaces or try to dismantle it.
5. Do not immerse your learning toy in water or get it wet.

IMPORTANT NOTE:

Creating and developing electronic learning computers is accompanied by a responsibility that we at **VTECH**® take very seriously. We make every effort to ensure the accuracy of the information that 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 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