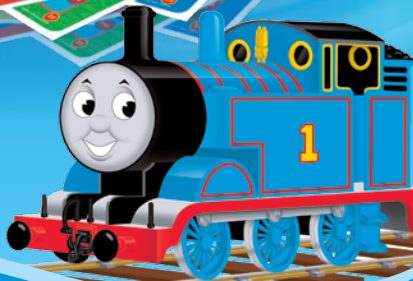


vtech®

Whiz Kid™
Learning System



**A Busy Day on the
Island of Sodor**



User's Manual

Dear Parent,

*At VTech®, we know that in order to effectively reach kids, today's learning tools have to be plugged into the fast-paced world around them. That's why we created the **Whiz Kid™ Learning System** series – an engaging system that allows kids to play in two different ways – either on-the-go to fit their busy lifestyles, or at the computer to keep them up to speed in their tech-savvy worlds.*

*The **Whiz Kid™ Learning System** is an interactive learning board with dynamic educational content that uses **Whizware™** comprised of a cartridge and CD-ROM. This system, especially created for children aged 3 to 6, combines a kid-friendly design, 40 colorful activity pages, home computer software, over 120 learning activities, and 3 modes of play to keep your child linked up to an unlimited world of learning! Plus, a progress report keeps track of your child's performance along the way!*

*At VTech®, we are proud to offer yet another revolutionary play experience for your child. We thank you for trusting VTech® with the important job of helping your child explore a world of learning. The **Whiz Kid™ Learning System** is the new way to smart play!*

Sincerely,

Your Friends at VTech®

*To learn more about the **Whiz Kid™ Learning System** and other VTech® toys, visit: www.vtechkids.com or visit www.vtechwhizkid.com to download even more activities!*

INTRODUCTION

Today the Island of Sodor is bustling with trainloads of work to be done. Thomas™ and his friends need your help to solve the problems and keep the railway running smoothly.

INCLUDED IN THIS PACKAGE

- 20 double-sided activity pages (40 activity pages total), plus a storage folder
- A game cartridge --- **Whiz Kid™ Thomas & Friends™ – A Busy Day on the Island of Sodor**
- An activity CD-ROM --- **Whiz Kid™ Thomas & Friends™ – A Busy Day on the Island of Sodor**


WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety.

GETTING STARTED

You can play with your **Whiz Kid™ Learning System** in two different ways: play it on the go, or connect it to a PC with the USB cable included with the main unit.

I. Playing on the Go

1. Insert the **Thomas & Friends™ – A Busy Day on the Island of Sodor** game cartridge into the cartridge slot on the upper side of the main unit. The cartridge should lock into place.
2. Insert the stylus pen into the jack on the lower side of the main unit.
3. Turn on the **Whiz Kid™ Learning System** main unit by pressing the **ON** button.
4. Open the frame cover.
5. Place an activity page onto the board.

Note: If you have printed the activity page on your own printer, place the page onto the board, and use your pen to touch the red dots  in the top right corner and bottom left corner of the page, to make sure the **Whiz Kid™ Learning System** can recognize the page.

6. Close the frame cover.
7. Follow the voice instructions to begin play.

II. Playing on a PC

PC System Requirements

- Windows® 98 SE, Windows® 2000, Windows® ME, Windows® XP
- 500 MHz Pentium III
- 128 MB RAM
- 800 MB HDD available space
- Graphic card with 8 MB VRAM
- DirectX® 7.0 or higher
- 16-bit color monitor, 1,024 x 768 resolution
- Windows® compatible sound card and speakers
- USB 1.1 or higher
- Disk driver type: CD-ROM / DVD-ROM

Note: Windows® NT is not supported.

PC Setup and Installation

1. Start Windows® 98/ME/2000/XP.
2. Insert the **Thomas & Friends™ – A Busy Day on the Island of Sodor** game disc into the CD-ROM drive of your computer.
3. If the AutoPlay feature for your system is enabled, it will automatically begin the installation process and a title screen should appear. Click on the Install button to install the game.
4. If the AutoPlay feature is disabled, or the installation does not start automatically, run the **Thomas & Friends™ – A Busy Day on the Island of Sodor** setup program by clicking on the Start button on your Windows® taskbar, then selecting Run. Type D:\Install.exe in the Open text box, or select Browse to find the file. Select OK to begin installation.

Note: If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

5. Follow the rest of the on-screen instructions to finish installing the game.
6. Once installation is complete, click on the **Thomas & Friends™ – A Busy Day on the Island of Sodor** icon on your desktop to start the game.

Installation of DirectX®

The **Thomas & Friends™ – A Busy Day on the Island of Sodor** game requires DirectX® 7.0 or higher in order to run. If you do not have DirectX® 7.0

or higher installed on your computer, please download it from the Windows® Internet site and install it in your computer before installing the **Thomas & Friends™ – A Busy Day on the Island of Sodor** program.

Starting the Thomas & Friends™ – A Busy Day on the Island of Sodor Application

1. Install the **Thomas & Friends™ – A Busy Day on the Island of Sodor** program on your PC. For detailed setup instructions, please refer to the “PC Setup and Installation” section.
2. After installation is complete, start up your PC. (You do not need to have the CD inserted in the drive after installation.)
3. Start the **Thomas & Friends™ – A Busy Day on the Island of Sodor** application by double-clicking the icon on the PC desktop.
4. Connect the included PC cable to a USB port on your PC.
5. Connect the other end of the PC cable to your **VTech® Whiz Kid™** main unit.

Note: You must connect the **Whiz Kid™ Learning System** main unit to the computer before you can play any activities. Otherwise you will only be able to view the Progress Report or print the activity pages.

6. Turn on the **Whiz Kid™ Learning System** main unit by pressing the **ON** button.
7. Double-click the **Thomas & Friends™ – A Busy Day on the Island of Sodor** icon on your PC desktop.
8. You can control the game cursor by using the PC mouse, or by moving the pen around on the board. Press down with the pen to select an object on the PC screen (similar to pressing the PC mouse button). When you insert a page into the board that matches to the page on the PC screen, you can touch objects on the page to watch them come alive on the PC screen.

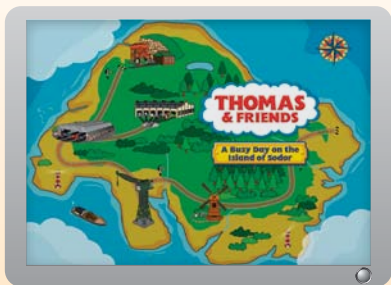
Step 1. Login menu

After you click the **Thomas & Friends™ – A Busy Day on the Island of Sodor** icon in your PC, the game will start and you will enter the login menu. If it is your first time playing the game, type your name in one of the slots. The next time you play, you will be able to select your name from the list, create a **New** name, or **Delete** a name. Press the **Start** button to start the game, or the **Exit** button to leave the game.

Step 2. Choose an Activity Page

1. Island of Sodor Map

During the opening montage, you will see a map of the Island of Sodor. There are five different areas to visit: Reading Railway, Number Quarry, Word Fun Station, Farmer McColl's Farm, and The Puzzle Dock. Press any key to enter the game menu.



2. Game Menu

Check Box

Activity Page Thumbnail






Number of Selected Page

Category Icon

Print Icon

Exit Icon

Web Icon Progress Report Icon Help Icon

- There are five categories in the **Thomas & Friends™ – A Busy Day on the Island of Sodor** game, that match the five areas on the Island of Sodor map: Reading Railway , Number Quarry , Word Fun Station , Farmer McColl's Farm  and The Puzzle Dock . Once you are in the game menu, you can move to a different category by selecting the 5 tabs at the top of the screen.



- **Check Box**

Click the white circle to select a game page for printing. When a page has been selected, a checkmark appears in the circle. You can select up to 8 game pages at one time.



- **Activity Page Thumbnail**

Click any activity page to start playing.



- **Number of Selected Pages**

The picture used does not really show anything. Please show an example with the numbers on the page.



- **Category Icon**

Click the category icon to see the activity pages for that category.



- **Print Icon**

Click the Print icon to print the selected game pages, in case you need to replace a lost or damaged page. You can select and print up to 8 game pages at one time.



- **Progress Report Icon**

Click the Progress Report icon to see how you're doing in the game.



- **Help Icon**

Click the Help icon to see instructions and hints.



- **Exit Icon**

Press the Exit icon to leave the game you are playing.



- **Web Icon**

Press the Web icon to visit our website on the internet. You can download additional, free activity pages at this site.


Note: Your PC must have internet access in order to visit this website.

3. Progress Report

The progress report shows how well you're doing in all 40 activity pages. The more games you play, the closer you get to winning special prizes that you can print out. You can also print your Progress Report.

Click the  to see and print your bonus prize.

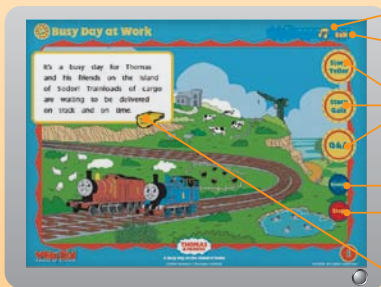
Press  to print your Progress Report.

Press  to return to the main menu.



Step 3. Activity Pages

To play an activity page, insert that page into the main unit (if playing with the board alone) or click the page's picture in the game selection menu (if playing on the PC).



Music On/Off Button

Exit Button

Activity Buttons

Repeat Button

Stop Button

Story Byte Icon



- **Activity Buttons**

When you click the activity buttons on the right-hand side of the page, you will enter different learning activities. Explore and play them all to fill up the icon list in the Progress Report. (For details about the Progress Report, please refer to the Progress Report section).



- **Story Byte Button**

All activity pages in the Reading Railway category include a short story. Click the Story Byte button to hear the story read aloud.



- **Music On/Off Button**

Press this button to switch the background music on or off.



- **Repeat Button**

Press the Repeat button to hear the questions or game instructions again.



- **Stop Button**

Press the Stop button to stop the activity you are playing.



- **Exit Button**

Press the Exit button to leave the game.

ACTIVITIES

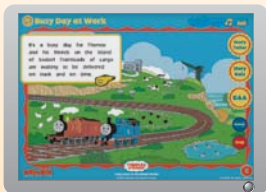
| Category | Curriculum |
|----------------------|--|
| Reading Railway | Reading Comprehension, Sequences, Vocabulary |
| Number Quarry | Numbers, Counting, Basic Math |
| Word Fun Station | Letters, Vocabulary, Spelling |
| Farmer McColl's Farm | Seasons, Animals, Categorization, Direction |
| The Puzzle Dock | Logic, Shapes, Memory, Music |

CATEGORY 1 – Reading Railway

Reading
Railway

Thomas™ and his friends work hard on the Island of Sodor everyday. Enjoy the stories of the engines and learn more about the places they work.

Activity Pages:



Page 1: Busy Day at Work

Thomas™ and James are useful engines. There's lots of work to be done!



Page 2: Resting in the Shed

The engines rest after a hard day at work. Let's listen to their stories.



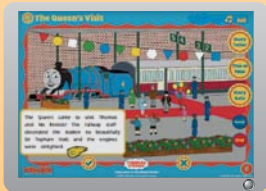
Page 3: Dock Delivery

Salty, the Docks Diesel and Cranky the Crane work at Brendam Docks.



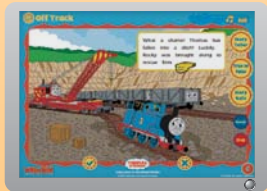
Page 4: Urgent Delivery

Thomas™ has a special package to deliver. He is so happy to work for Sir Topham Hatt.



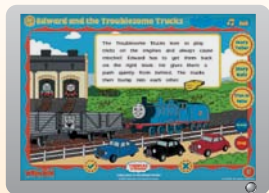
Page 5: The Queen's Visit

Thomas™ and his friends are delighted to have the Queen visit.



Page 6: Off Track

The engines are good friends and they help each other. Who will help Thomas™ out of the ditch?



Page 7: Edward and the Troublesome Trucks

The Troublesome Trucks love to play tricks. Edward has to get them back on track.



Page 8: Thomas™ to the Rescue

Thomas™ helps the band get to the concert on time.

CATEGORY 2 – Number Quarry

Number Quarry

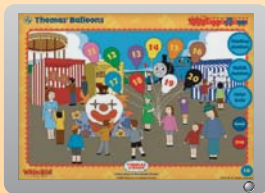
Thomas™ and his friends need your help. Use your number skills to help them get the job done.

Activity Pages:



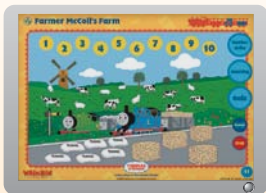
Page 9: Fruit Fun

Thomas™ carries freight cars with lots of fruit. Let's learn about the cargo!



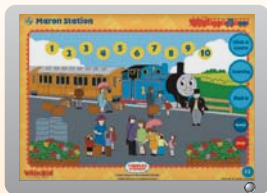
Page 10: Thomas' Balloons

Enjoy a fun carnival on the Island of Sodor.



Page 11: Farmer McColl's Farm

Thomas™ and Percy deliver flour and hay to Farmer McColl's Farm. Can you count the animals on the farm?



Page 12: Maron Station

The platform at Maron Station is bustling with activity.



Page 13: Time to Work

Can you tell what the engines are doing? Let's take a look at their busy schedule.



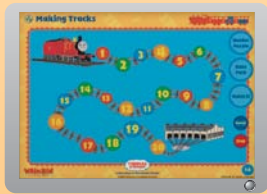
Page 14: Brendam Docks

There is so much to do at the dock. Help Cranky the Crane arrange the cargo so that it can be loaded onto Bulstrode.



Page 15: Cranky & Bulstrode

A shipment has just come in. Cranky the Crane needs your help to sort the different types of crates.



Page 16: Making Tracks

James is on his way back to the shed. Help James follow the track so that he can get back to the shed to rest.

CATEGORY 3 – Word Fun Station

Word Fun Station

Learn more about Thomas & Friends™ in the Word Fun Station.

Activity Pages:



Page 17: Thomas' Faces

Sometimes the day can be full of emotions. See how Thomas™ looks when he is happy, sad, tired or angry.



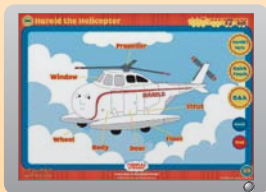
Page 18: Delivery Plan

The engines are assigned to deliver different cargo. Let's help them find the freight cars with the cargo they need to deliver.



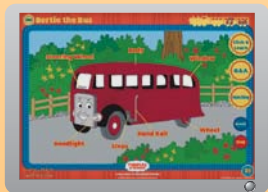
Page 19: What They Wear

Learn the names of the clothing and accessories that Sir Topham Hatt and the conductor wear.



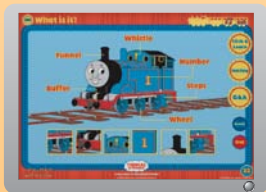
Page 20: Harold the Helicopter

Learn about Harold the Helicopter.



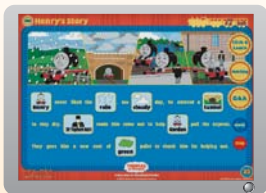
Page 21: Bertie the Bus

Learn more about Bertie the Bus.



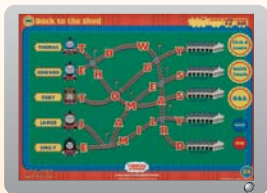
Page 22: What Is It?

Let's Learn more about Thomas™.



Page 23: Henry's Story

Henry does not like the rain. Let's find out what happened to him one rainy day.



Page 24: Back to the Shed

Help the engines back to their shed by guiding them along the tracks.

CATEGORY 4 – Farmer McColl's Farm



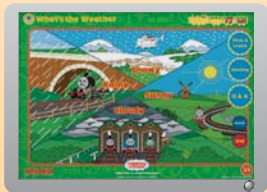
Let's join Thomas™ and his friends on a trip across the Island of Sodor. Learn more about plants, animals, weather and seasons.

Activity Pages:



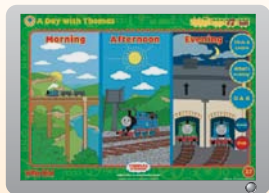
Page 25: Thomas' Track

Thomas™ will pass different places on his way to the station. Learn about the places he passes.



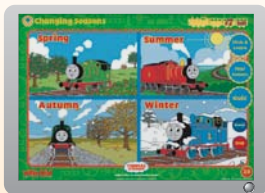
Page 26: What's the Weather

The engines have to work in all different kinds of weather.



Page 27: A Day with Thomas™

Follow Thomas™ to see what he does in a day.



Page 28: Changing Seasons

Learn about the four seasons with Thomas™ and his friends.



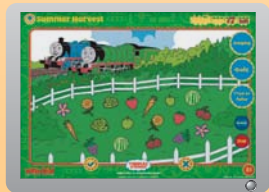
Page 29: Toby at the Mill

Let's learn more about Toby at his favorite place – the windmill.



Page 30: On the Farm

There are lots of animals on Farmer McColl's Farm. Let's learn about them.



Page 31: Summer Harvest

Gordon and Henry are going to deliver plants to the market. Help them identify what they need.



Page 32: Busy Tracks

There's lots of cargo to be delivered. Let's help the engines make their deliveries.

CATEGORY 5 – The Puzzle Dock

The
Puzzle
Dock

When Thomas™ and his friends are not busy working, they love to play games. Let's play along with them.

Activity Pages:



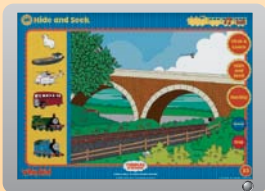
Page 33: Three Engines

The engines are resting in the shed. Let's match the pictures.



Page 34: Shadow Matching

There are many different vehicles on the Island of Sodor. Match them to their shadow.



Page 35: Hide and Seek

Thomas™ and his friends are playing hide and seek. Let's find them.



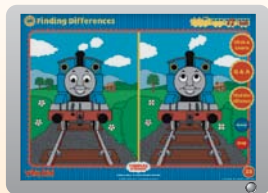
Page 36: Puzzling Track

Let's help the engines go to their destinations by finding the right track.



Page 37: Going Places

There are lots of places to go. Let's learn about them.



Page 38: Finding Differences

Look carefully to find the differences between the two pictures.



Page 39: Photo Album

Let's look at the engine's photo album.



Page 40: Music Engine

There's a party on the Island of Sodor. Let's play a song with the band!

CARE & MAINTENANCE

1. Keep your cartridge clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Always keep the cartridge away from water.
3. Avoid dropping it. Never try to dismantle it.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns. While the **Whiz Kid™ Learning System** does not contribute to any additional risks, we do recommend that parents supervise their children while they play PC games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on a PC screen at close range may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

Do not tap or hit the product during operation.

Do not lift or move the product during operation.

Do not press or sit on the product.

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 on any problems and 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 problem you are experiencing.
- The actions you took right before the problem occurred.

If you wish to buy additional cartridges or activity pages for your **Whiz Kid™ Learning System**, please visit us online, or contact our Consumer Services Department.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

OTHER INFO

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.

COMPANY: **VTech®** Electronics North America, L.L.C.

ADDRESS: 1155 West Dundee, Suite 130, Arlington Heights, IL 60004 USA

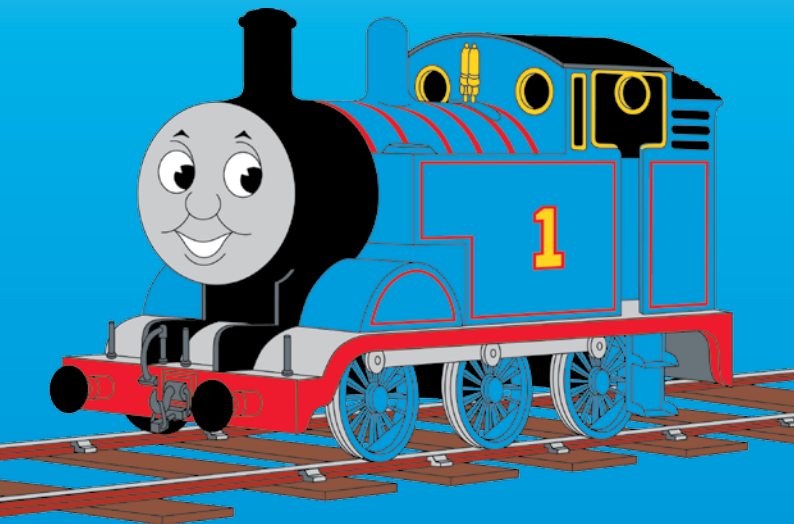
TEL NO.: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

NOTE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful 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 or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



Thomas the Tank Engine & Friends™



CREATED BY BRIT *Britt* ALLCROFT

Based on The Railway Series by The Reverend
W Awdry. © 2007 Gullane (Thomas) Limited.
Thomas the Tank Engine & Friends and
Thomas & Friends are trademarks of
Gullane (Thomas) Limited.
Thomas the Tank Engine & Friends & Design
is Reg. U.S. Pat. & Tm. Off.

2007© VTech
Printed in China
91-02252-002 ©