

vtech[®]

User's Manual

Nitro Vision[™]



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 **Grade School Learning Series** - an engaging set of stylized, interactive computers specially designed to get grade-school kids up to speed with their fast-paced, tech-savvy world.

Every product in the **Grade School Learning Series** covers a wide range of school basics - math, language, geography, science, and even an intro to basic Spanish. Activities are presented in a fast-paced, arcade-game style that kids will recognize and enjoy. Each learning machine is loaded with hi-tech features such as a notepad, calculator and plug-in accessories - tools that go hand-in-hand with the way kids learn, play and use information.

With the **Grade School Learning Series**, kids can access a way to learn that closely matches the way they already live and play. We thank you for trusting **VTech®** with the important job of helping your child learn and succeed. We hope to help your child discover that "It's Cool to Be Smart!"

Sincerely,

Your Friends at **VTech®**

To learn more about the **Grade School Learning Series** and other **VTech®** toys, visit www.vtechkids.com

Nitro Vision™ INSTRUCTION MANUAL

TABLE OF CONTENTS

SECTION 1

CHAPTER 1

CHAPTER 2

INTRODUCTION

INTRODUCTION

INCLUDED IN THIS PACKAGE

SECTION 2

CHAPTER 1

CHAPTER 2

CHAPTER 3

SET-UP

GETTING STARTED

CONNECTING TO A TELEVISION

PRODUCT FEATURES

SECTION 3

CHAPTER 1

CHAPTER 2

CHAPTER 3

CHAPTER 4

CHAPTER 5

ACTIVITIES

MAIN UNIT

CARTRIDGE 1: LANGUAGE LAUNCHER

CARTRIDGE 2: SCIENCE & NATURE

CARTRIDGE 3: DISCOVER THE WORLD

CARTRIDGE 4: MATH EXPLORER

SECTION 4

CHAPTER 1

CHAPTER 2

CHAPTER 3

CHAPTER 4

CARE & MAINTENANCE

CARE & MAINTENANCE

TROUBLESHOOTING

TECHNICAL SUPPORT

OTHER INFO

INTRODUCTION

Thank you for purchasing your **VTech® Nitro Vision™**.

Your **Nitro Vision™** is an electronic learning tool that challenges young minds with 41 activities in different categories as diverse as Language Skills, Math, Spanish, Science, Geography and History.



INCLUDED IN THIS PACKAGE

- Nitro Vision™ Console
- Interactive Infrared (IR) Keyboard
- Mouse Pad
- Interactive Mouse
- 4 Bonus Activity Cartridges: Language Launcher, Science & Nature, Discover the World, Math Explorer
- Instruction Manual

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

SET-UP

GETTING STARTED

Before playing for the first time, be sure you have inserted 3 “C”-sized batteries into the console unit, and 2 “AA”-sized batteries into the IR keyboard.

USING THE MOUSE

1. Plug the mouse into the mouse jack on the right side of the infrared keyboard.
2. Move the mouse in the direction you want the cursor to move.
3. Click the mouse button to make a selection.



CLEANING THE MOUSE

1. Following the arrows, use a screwdriver to open the cover on the bottom of the mouse.
2. Take the ball out of the mouse and use a dry cloth to clean the mouse and the ball.
3. Place the ball back in the mouse, replace the mouse cover and screw the cover closed.



BATTERY INSTALLATION

The Nitro Vision™ console unit operates on 3 “C”-sized batteries or a VTech® 9V adaptor (sold separately).

1. Make sure the unit is turned OFF.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 3 “C”-sized batteries as illustrated.



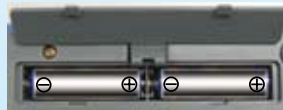
4. Close the battery cover.

NOTE: For best performance, use new alkaline batteries.

RECHARGEABLE BATTERIES ARE NOT RECOMMENDED.

The **Nitro Vision™** Infrared Keyboard operates on 2 “AA”-sized batteries (sold separately).

1. Locate the battery cover on the bottom of the unit and open it.
2. Insert 2 “AA”-sized batteries as illustrated.
3. Close the battery cover.



NOTE: For best performance, use new alkaline batteries. Please replace batteries when any of the following events occur:


1. The IR keyboard does not register that a key has been pressed.
2. The Caps Lock light does not light up when the Caps Lock is activated.
3. The IR emitter on the keyboard does not light up when a key is pressed.

RECHARGEABLE BATTERIES ARE NOT RECOMMENDED.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage;
- Do not mix old and new batteries;
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium);
- Remove the batteries from the equipment when the unit will not be used for an extended period of time;
- Always remove exhausted batteries from the equipment;
- 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.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

Notice: When the **Nitro Vision™** is running on batteries, you may see this icon  appear on the TV screen. This indicates that battery power is low. Please replace the batteries as soon as possible.

AC ADAPTOR

- Use a standard 9V  300mA  AC/DC adaptor. We recommend the use of a **VTech®** 9V AC/DC adaptor.

- Make sure the unit is turned **OFF**.
- Locate the adaptor jack on the back of the unit.
- Insert the adaptor plug into the unit's adaptor jack.
- Plug the adaptor into a wall outlet.



NOTE: The use of an adaptor will override the batteries. When the toy is not going to be in use for an extended period of time, unplug the adaptor.

Standard Guidelines for Adaptor Toys

- Please make sure the adaptor is out of reach by children;
- Never clean a plugged-in toy with liquid;
- Never use more than one adaptor;
- The toy 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;
- Do not leave the toy plugged in for extended periods of time.

NOTICE TO PARENTS

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 TO A TELEVISION

NOTE: Before you connect **Nitro Vision™** to a TV, check to make sure that the unit is working. Once you have turned the unit ON, the power indicator light (**VTech®** logo) should glow. If the **VTech®** logo does not glow, check to see that the adaptor is connected correctly, or that the batteries are installed correctly. If the batteries are not installed correctly, **Nitro Vision™** will not function and damage to the unit could result. Make sure that both your TV and the **Nitro Vision™** console unit are turned OFF before you begin making connections.

Connect **Nitro Vision™** to your TV or VCR by plugging the **Nitro Vision™** console unit's colored cables into the matching color video and audio input jacks on your TV set or VCR.



FOR TVS WITH STEREO AUDIO INPUTS

- Connect the yellow plug on the Nitro Vision™ cable to the yellow video input terminal on your TV.
- Connect the white plug on the Nitro Vision™ cable to the white audio input terminal on your TV.



FOR TVS WITH A MONO AUDIO INPUT

- Connect the yellow plug on the **Nitro Vision™** cable to the yellow video input terminal on your TV.
- Connect the white plug on the **Nitro Vision™** cable to the white audio input terminal on your TV.

CONNECTING TO A VCR

If there are no video IN and audio IN terminals on your TV set, you can connect **Nitro Vision™** to a VCR.



- Connect the yellow plug on the **Nitro Vision™** cable to the yellow video input terminal on your VCR.
- Connect the white plug on the **Nitro Vision™** cable to the white audio input terminal on your VCR.

CARTRIDGES

Please take the cartridge out of the storage compartment in the top of the unit before using the cartridge.

- Make sure the **Nitro Vision™** console unit is turned OFF.
- Insert a cartridge into the cartridge slot on the front of the main console unit. The cartridge should lock into place. Please use carefully when inserting or removing the cartridge from the slot.
- Turn on the TV.
- Set your TV input mode to accept input from the port to which **Nitro Vision™** is connected. In many cases this will involve setting the TV to “video” mode; however, since all TVs vary, please refer to your TV or VCR manual for further details.
- Turn **Nitro Vision™** on by pressing the ON Button.



NOTE: When **Nitro Vision™** is running any activity, inserting a cartridge into the cartridge slot is NOT RECOMMENDED. Inserting a cartridge will cause **Nitro Vision™** to reset. Please make sure the **Nitro Vision™** unit is turned OFF when inserting any cartridge.

Nitro Vision™ bonus activity cartridges are only to be used with the **Nitro Vision™** console unit.

PRODUCT FEATURES

PLAY MODES

With **Nitro Vision™** you can choose five different categories of play and learning:

Main Unit

Cartridge 1: Language Launcher

Cartridge 2: Science & Nature

Cartridge 3: Discover the World

Cartridge 4: Math Explorer

One/Two Player Mode

Press the Player button on the keyboard to switch between one-player and two-player modes. The activities that can be played with two players are:

Cartridge 2: Science & Nature

- 1) Science Quiz
- 2) Animal Quiz
- 3) Human Body Quiz
- 4) Who Invented What?

Cartridge 3: Discover the World

- 5) World Wonders Quiz
- 6) Space & Planet Quiz
- 7) Earth Challenge
- 8) Ocean Quiz

TURNING THE UNIT ON AND OFF

Pressing the ON/OFF button will turn the unit ON. Pressing the ON/OFF button again will turn the unit OFF.



RESETTING THE UNIT

Pressing the Reset button on the main console unit will reset the unit.



ACTIVITIES

MAIN MENU

When the unit is turned ON, you will see a short opening scene and enter the Main Menu. Icons for different activities will be shown in the Main Menu. You can choose an activity in one of these ways:

- 1) Use the arrow keys to choose the activity you want. Then press the Enter button to select the activity.
- 2) Use the cursor keys to choose the activity you want. Then press the Enter button or click

the mouse to select the activity.

- 3) Use the mouse to choose the activity you want by clicking on the activity icon on the screen.

CARTRIDGES

Make sure the unit is turned OFF. Insert a cartridge into the cartridge slot on the front of the main console unit. Then turn the unit ON. You will see a short opening scene and enter the Main Menu. You will now see the cartridge icon in the Main Menu. When you select the cartridge icon and press the Enter key, or click on the cartridge icon with the mouse, you will enter the Cartridge Menu. Icons for different activities will be shown in the Cartridge Menu. You can choose an activity in one of these ways:

- 1) Use the arrow keys to choose the activity you want. Then press the Enter button to select the activity.
- 2) Use the cursor keys to choose the activity you want. Then press the Enter button or click the mouse to select the activity.
- 3) Use the mouse to choose the activity you want by clicking on the activity icon on the screen.

LEVEL SELECTION

- 1) Press the Level button on the keyboard to go to the Level Selection screen. Use the arrow keys or mouse to select Level 1 (easy), Level 2 (medium) or Level 3 (hard).
- 2) Pressing the Personal Profile button will take you to the Auto Leveling Selection Screen. Use the arrow keys or mouse to select Auto Leveling ON or OFF.

ANSWERS

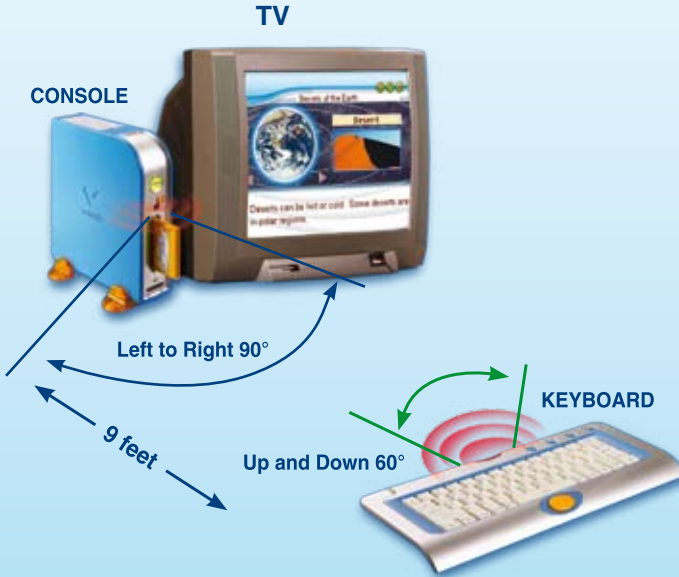
In most activities, the answer will be provided after a certain number of tries.

KEYBOARD LAYOUT

In addition to a full QWERTY keyboard, you will also find the hot keys and function keys described below:



IR RECEIVER RANGE



KEYBOARD HOT KEYS

Main Menu

MAIN MENU



Press this key to go to the Main Menu.

Personal Profile

PERSONAL PROFILE



Press this key to go to your Personal Profile.

Progress Report

PROGRESS REPORT



Press this key to go to your Progress Report.

Cartridge

CARTRIDGE



Press this key to go to the Cartridge Menu.

FUNCTION KEYS

Esc Key:

Press the Escape key to exit the current activity.

Level Key:

Press the Level key to select an activity's level of difficulty

(easy, medium or hard).

Caps Lock Key:	Press the Caps Lock key to type capital letters. Press it again to type lowercase letters.
Shift Key:	Press the Shift key to capitalize letters. This key can also access the alternate function of another key, when both keys are pressed at the same time.
Status Key:	Press the Shift and Status keys at the same time to get the status of the current game.
Help Key:	Press the Help key to see a helpful instruction for the current activity.
Repeat Key:	Press the Repeat key to repeat an instruction.
Answer Key:	Press the Answer key to see the correct answer to the current question. The player will not receive points if this key is pressed.
Hint Key:	Press the Hint key to get helpful hints about the current activity. The player's score will be reduced if this key is pressed.
Space Bar:	When typing, use the space bar to insert a space between words or numbers.
Sym.:	Press the Symbol key to access the symbol menu. Use the mouse to select and input a symbol.
Player:	Press the Player key to choose between one-player and two-player modes.
Arrow Keys:	Press the arrow keys to move the cursor up, down, left or right. Press one of these keys and the Shift key to access the Page Up, Page Down, Home and End functions.
Player 1 or Player 2:	Press the Player 1 or Player 2 key to switch between player one and player two in two-player mode.
Enter:	Press the Enter key after choosing to enter your selection.
Delete:	Press the Delete key to delete the character or space to the right of the cursor.
Backspace:	Press the Backspace key to delete the character or space to the left of the cursor.
Cursor Keypad:	Press the cursor keypad to move the cursor up, down, left or right.

AUTOMATIC POWER OFF



To save power, **Nitro Vision™** automatically shuts down if it does not receive any input after 20 minutes. Press the On/Off button to turn on your unit. We recommend that you turn off

the unit when finished playing. Remove the batteries and unplug the adaptor if your **Nitro Vision™** will not be used for an extended period of time.


ACTIVITIES

Your **Nitro Vision™** offers a total of 41 activities, including 31 activities from bonus cartridges.

MAIN MENU


Activity No.	Activity Name	Activity Description
1	My Notepad	My Notepad allows you to type notes, memos and lists. You can save what you write and view it later. 
2	Calculator	This tool is for addition, subtraction, multiplication and division. Use the mouse to click on the on-screen numbers. Or you can also type numbers on the keyboard. Tip: click on the “C” icon to clear the calculator between operations.
3	Personal Profile	Personalize your Nitro Vision™ by storing information about yourself in the Personal Profile. You can enter your information or set your preferences for volume (music and voice), auto leveling status, mouse sensitivity and appearance.
4	Photo Gallery	Browse through many colorful photos. 
5	Progress Report	This function shows how well you are doing in most activities.
6	Typing Tutor	Practice your typing skills in the exciting Typing Tutor. Quickly type the whole word before it reaches the top of the screen.


GAME ZONE

Activity No.	Activity Name	Activity Description
7	What Looks Different?	Look at two similar pictures and find five differences between them. Hurry before time runs out! 
8	Switcheroo	Test your addition and subtraction skills. Rearrange the numbers to form a correct equation. Press the Enter key when you have finished.
9	Speedy Shapes	Count all the cars with different shapes on them. Press the Enter key to count them.
10	Music Builder	Add up music notes to match the value of the note in the question. When the notes add up to the correct amount, those notes will disappear.

CARTRIDGE 1


LANGUAGE LAUNCHER (CARTRIDGE COLOR: ORANGE)

Activity No.	Activity Name	Activity Description
11	Spanish Lessons	Listen and learn Spanish! Choose an English word and then learn it in Spanish.
12	Spanish Quiz	Test your Spanish skills. Try to match up the English and Spanish words.
13	Reading Comprehension	Read the stories and answer the questions to improve your reading comprehension skills.
14	Literature	Guess the rhyming word to complete the poem. Use the Hint button to see a letter clue.
15	Word Builder	Improve your vocabulary with this game. Read the clues and guess the word. Hurry, before time is up! 

16	Letter Launcher	Boost your spelling skills. Press the Enter key to choose a letter to complete a word.
17	Synonyms & Antonyms	Test your synonym and antonym knowledge. Match the words with the correct synonyms or antonyms.
18	Spelling Scramble	Rearrange the letters to spell the secret word. 

CARTRIDGE 2

SCIENCE & NATURE (CARTRIDGE COLOR: WHITE)

Activity No.	Activity Name	Activity Description
19	Science Starter	Learn about physical and life sciences. Choose a topic and read all about it.
20	Science Quiz	Test your knowledge of physical and life sciences. Choose an answer in the multiple-choice questions before time is up.
21	Animal World	Find out cool facts about animals. Choose an animal and learn all about it. 
22	Animal Quiz	Take a quiz on animal facts. Choose an answer in the multiple-choice questions before time is up.
23	The Human Body	Learn about the human body. Choose a topic and find out interesting facts.
24	Human Body Quiz	Test yourself on human body facts. Choose an answer in the multiple-choice questions before time is up.
25	Great Inventions	How much do you know about inventions? Explore these topics and learn more.
26	Who Invented What?	Test what you've learned about great inventions. Choose an answer in the multiple-choice questions before time is up.



CARTRIDGE 3

DISCOVER THE WORLD (CARTRIDGE COLOR: BLUE)

Activity No.	Activity Name	Activity Description
27	Wonders of the World	Our world has many spectacular sights. Choose a topic and learn about the famous wonders of our world.
28	World Wonders Quiz	Test what you know about the wonders of the world. Choose an answer in the multiple-choice questions before time is up.
29	Space Exploration	Take a trip into space by choosing a topic and learning cool space facts. <div data-bbox="623 417 877 605" data-label="Image"> </div>
30	Space & Planet Quiz	Quiz yourself on space and planet facts. Choose an answer in the multiple-choice questions before time is up.
31	Secrets of the Earth	Our Earth has many mysteries. Choose a topic and learn all about our planet Earth. <div data-bbox="626 783 882 972" data-label="Image"> </div>
32	Earth Challenge	Test what you've learned about our planet Earth. Choose an answer in the multiple-choice questions before time is up.
33	Ocean Wonders	The ocean is a deep place full of surprises. Choose a topic and learn more about the ocean.
34	Ocean Quiz	Test your ocean knowledge. Choose an answer in the multiple-choice questions before time is up.

CARTRIDGE 4

MATH EXPLORER (CARTRIDGE COLOR: GREEN)

Activity No.	Activity Name	Activity Description
35	Geometry	Quiz yourself about geometry. Choose an answer in the multiple-choice questions before time is up.
36	Number Puzzle	Improve your logical thinking. Fill in numbers on the grids. There can only be one of each number in each horizontal or vertical row. 
37	Shape Puzzle	Play a fun logic game. Fill in shapes on the grids. There can only be one of each shape in each horizontal or vertical row.
38	Multiplication & Division Drills	Test your multiplication and division skills. Rearrange the numbers to make equations.
39	Add It Up	Put your math skills to the test. Line up numbers that add up to the sum shown at right. If you are correct, those numbers will disappear. 
40	Measure It	Count all the cars with measurement units on them. Press the Enter key to count them.
41	Odd & Even Road Rally	Count all the cars with odd or even numbers on them. Press the Enter key to count them.

CARE & MAINTENANCE

1. Keep your **Nitro Vision™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep the unit out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using the unit for an extended period of time.
4. Avoid dropping the unit. NEVER try to dismantle it.
5. Always keep the **Nitro Vision™** away from water.

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, especially on television.

While **Nitro Vision™** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

Please note that focusing on a television screen at close range and handling a keyboard for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

TROUBLESHOOTING

Problem	Possible Reason	Solution
The Nitro Vision™ power light does not come on when the ON button is pressed.	1. Incorrect or missing power connection	1. Check that new batteries are correctly installed, or an AC/DC adaptor (9V 300mA, center-positive) is properly connected to the main unit.
	2. Program needs to be reset	2.1 Disconnect all power supplies (batteries and adaptor). 2.2 Remove the cartridge. 2.3 Then reconnect power supplies.
The Nitro Vision™ power light is ON, but there is no picture on the screen.	1. Incorrect TV connection	1. Make sure that the yellow plug of the main unit is connected to the video IN terminal (usually yellow) on the TV.
	2. Incorrect TV mode selected	2. Make sure that the TV is set to "video" mode. Some TVs have several video inputs - please make sure you have selected the video input that matches the video port connected to the Nitro Vision™ unit.
The Nitro Vision™ power light is ON, but there is no picture (or incorrect picture) on the TV, and pressing the OFF button has no effect.	1. Program needs to be reset	1.1 Disconnect all power supplies (batteries and adaptor). 1.2 Remove the cartridge. 1.3 Then reconnect power supplies.
The TV picture is black and white.	1. Non-matching color system	1. Make sure that the TV is set to the correct TV system (e.g. NTSC or Auto).
	2. Cable connection problem	2. Make sure that the yellow video cable is firmly connected to the video input on the TV.

There is a picture on the TV, but no sound.	1. TV setting	1. Raise the volume of the TV, and make sure it is not set to "Mute."
	2. Cable connection problem	2. Make sure that the white audio cable is firmly connected to the audio input on the TV.
The IR keyboard does not work.	1. Incorrect or missing power connection	1. Check that new batteries are correctly installed in the IR keyboard.
	2. IR Keyboard needs to be reset	2. Disconnect all power supplies (batteries), then reconnect power supplies.
The mouse does not work.	Low battery	Click on the mouse button to activate the mouse. If there is no change, please replace the batteries in the keyboard with new alkaline batteries.

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 specific problem you are experiencing.
- The actions you took right before the problem occurred.

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

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Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

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

NOTICE: 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.

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IMPORTANT NOTE

Creating and developing the **Nitro Vision™** product 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 800-521-2010 in the U.S. or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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