

# OUTDOOR trekker™

## USER'S MANUAL



*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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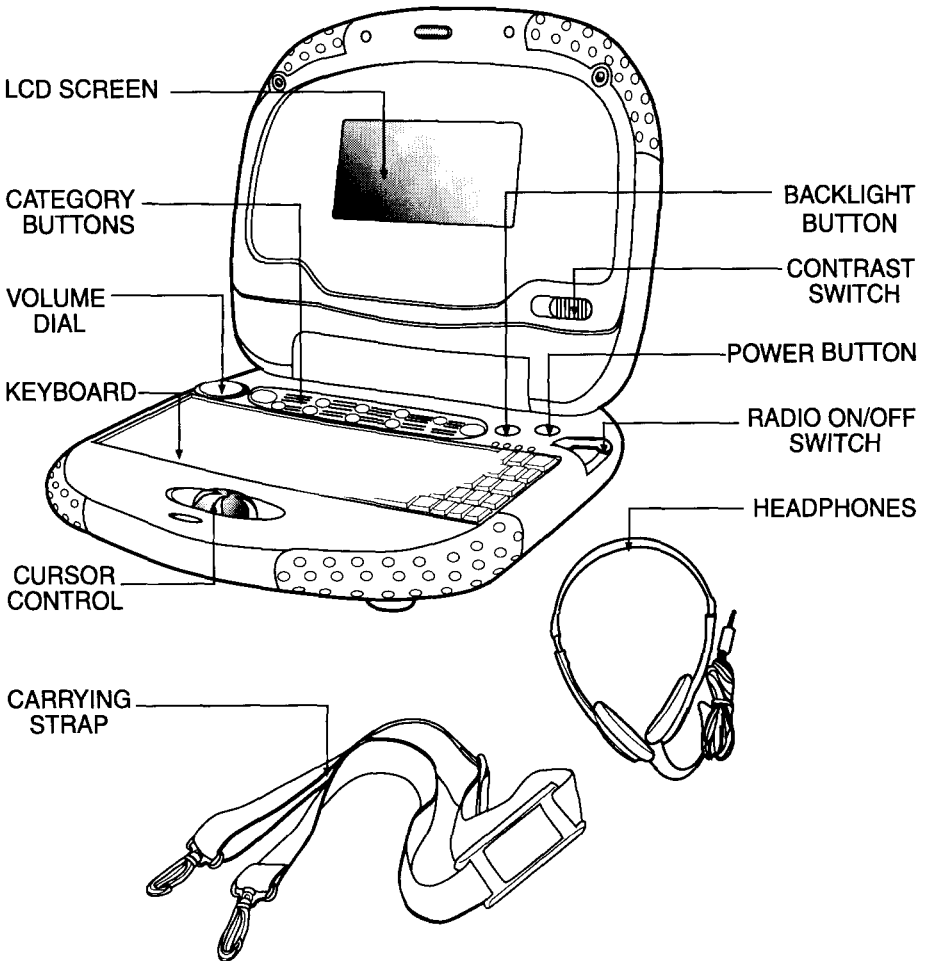
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# INTRODUCTION

Thank you for buying the **VTech® OUTDOOR trekker™** learning product! We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **OUTDOOR trekker™** learning product is a talking, electronic learning aid with an enhanced display. It offers a wide range of exciting, educational and environmentally friendly activities for fun learning! The 64 activities in **OUTDOOR trekker™** encourage learning through adventure, exploration and the use of technology.



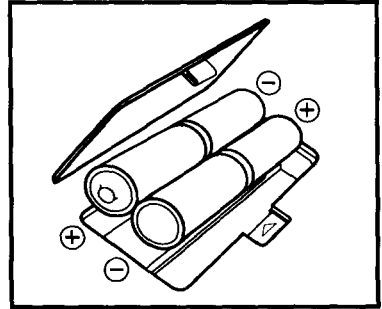
# PREPARATION

## POWER SOURCE

The **OUTDOOR trekker™** learning product operates on 4 AA batteries (UM-3/LR6) or a standard AC/DC 9V  $\approx$  300mA center-positive  $+\bullet-$  adaptor (not included).

## BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
  2. Locate the battery cover on the bottom of the unit and open it.
  3. Insert 4 AA batteries, as illustrated.
- DO NOT USE RECHARGEABLE BATTERIES IN THIS UNIT.**
4. Close the battery cover.



## BATTERY NOTICE

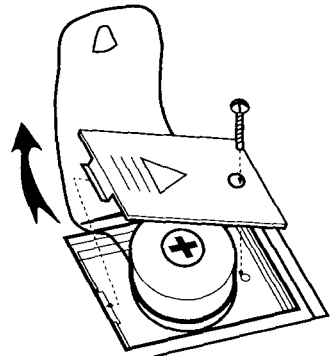
- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use different types of batteries.
- Remove batteries from the unit when you are not going to use the unit for a long time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- Do not short-circuit supply terminals.

**NOTE:** If sound becomes weak or the unit suddenly stops working, turn the unit off for 15 seconds, then turn it back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

## BACKUP BATTERY ACTIVATION

1. Make sure the unit is **OFF**.
2. After installing the 4 AA batteries or an 9V power adaptor, **pull and remove the plastic strip** that covers the backup battery.
3. Turn the unit **ON**.

**NOTE:** If for some reason the plastic strip is removed before the 4 AA batteries are installed, the unit may fail to work. If this occurs, press the **RESET** button on the base of the unit.



## **BACKUP BATTERY INSTALLATION**

1. Make sure the unit is **OFF**.
2. Locate the backup battery cover on the bottom of the unit and open it.
3. Insert 1 CR2032 size battery.
4. Replace the battery cover and turn the unit **ON**.

**NOTE:** While replacing the backup battery, the 4 AA batteries must be kept in the unit or the unit must be connected to the 9V adaptor while the adaptor is plugged in. If not, you will lose all the information stored in the unit.

## **AC ADAPTOR CONNECTION**

Use a standard AC/DC 9V  300mA center-positive  adaptor. (sold separately)

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the unit.
3. Plug the adaptor into the unit's adaptor jack.
4. Plug the adaptor into a wall outlet.
5. Turn the unit **ON**.

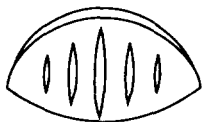
## **RESET**

### **If Your Unit Doesn't Turn ON or Stops Responding**

If the unit does not respond when pressing the **POWER** button, or if the unit suddenly stops responding, the batteries may need to be replaced or the unit may need to be reset. Before inserting new batteries, press and hold the **RESET** button on the bottom of the unit then press the **POWER** button again. Use a small blunt object to gently press the **RESET** button. When prompted "Delete all data? (Y/N)" choose "N" to restart the unit without data loss.

If the problem still persists, we encourage you to contact 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 assist you.

## **AUTO-ON**



Press the cabinet latch to open the **OUTDOOR trekker™** to turn the unit **ON**. Close the cabinet to turn the unit **OFF**.

## **AUTOMATIC SHUT-OFF**

If there is no input into the **OUTDOOR trekker™** learning product for more than 8 minutes, the unit will automatically shut off to save power. After the auto power off is activated, you will need to press the **POWER** button to restart the unit. We recommend that you turn the unit **OFF** when not playing with it. If the **OUTDOOR trekker™** learning product is not going to be used for a long period of time, remove the batteries and unplug the adaptor.



## **POWER BUTTON**



Turn **ON** your **OUTDOOR trekker™** learning product by pressing the **POWER** button. Turn the unit **OFF** by pressing the **POWER** button again.

## **CONTRAST SWITCH**



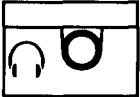
Adjust the darkness of the display by sliding the **Contrast Switch** for higher contrast and lower contrast.

## **VOLUME DIAL**



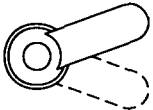
Adjust the volume by turning the **Volume Dial** clockwise to raise the volume and counterclockwise to lower the volume.

## **HEADPHONE JACK**



The **OUTDOOR trekker™** learning product has a headphone jack for private audio output. You can use any set of standard headphones by plugging them into the headphone jack.

## **RADIO ON/OFF SWITCH**



Turn the radio **ON** or **OFF** by flipping the **Radio Switch**.

## **BACKLIGHT BUTTON**



Press this button to turn **ON** the screen's backlight. Press it again to turn the backlight off. The backlight will automatically turn off after a few minutes to save power.

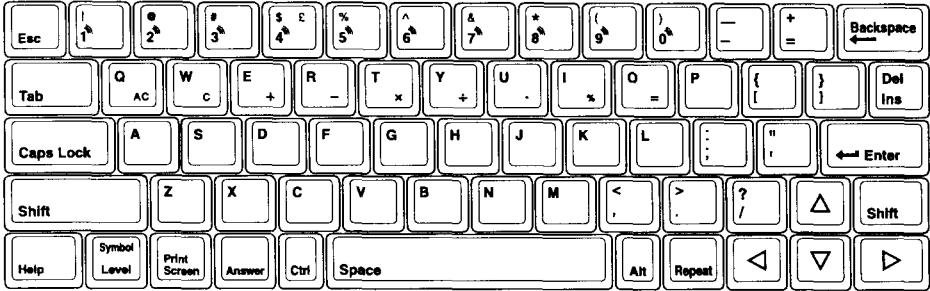
# **KEYBOARD AND CURSOR CONTROL**



## **CURSOR CONTROL**

The **Cursor Control** functions as a mouse with left and right mouse buttons.

# KEYBOARD





### LEVEL KEY

Press this key while in certain activities to change the level of difficulty.



### PRINT SCREEN KEY

Press this key to print the current screen. An exact copy of the screen will be printed.



### ANSWER KEY

Press this key to see the correct answer.



### CTRL KEY

Press this key with other keys to perform special commands.



### SPACE BAR

Use this to insert a space between words or numbers when typing.



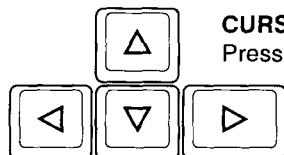
### ALT KEY

Press this key with other keys to access the function shown on the top right corner of some keys.



### REPEAT KEYS

Press this key to repeat the instructions and the question.



### CURSOR KEYS

Press these keys to move the on-screen selector up, down, left, and right.



### ENTER KEY

Press this key to confirm your answer or to skip through screens.



### INSERT KEY

Press this key to alternate between inserting text and overwriting it.



### DELETE KEY

Press **Shift** and the **Delete** key to erase text to the right of the cursor.

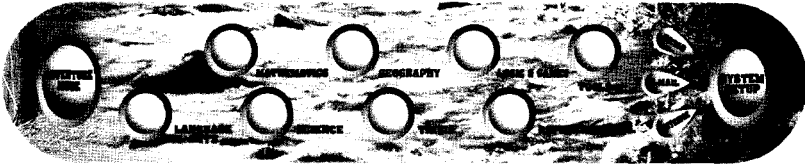


### BACKSPACE KEY

To correct an answer before it has been confirmed, press the **Backspace** key to delete the last character typed.

# CATEGORY BUTTONS

There are 64 activities in the **OUTDOOR trekker™** learning product and they are divided into 9 categories. Press a category button to go to the menu list of corresponding activities.



Use the category buttons to go directly to activity menus. There are category buttons for: **Language Arts, Mathematics, Science, Geography, Trivia, Logic & Games, Reference and Tools.**

## SYSTEM SETUP



In System Setup you can select your own setting for the following features:

- Player name
- Bubble Help **ON/OFF**
- Printer Setup
- Background Music **ON/OFF**
- Alarm Tone Setup
- Screensaver **ON/OFF**

## DEMO



Use the **DEMO** button to demonstrate some **OUTDOOR trekker™** activities. Press the **DEMO** button in the main menu to demonstrate all activities and then return to the main menu. Press the **DEMO** button while in an activity to see a demonstration of that activity.

## E-MAIL



With the VTech® E-mail Kit (sold separately) and e-mail service subscription, you can send and receive e-mail. Press this button to activate.

## CARTRIDGE



When the **Cartridge** button is pressed, the unit will run the activities on the cartridge (sold separately).

## ADVENTURE MODE



Press this button to enter the Adventure Mode. Adventure Mode challenges your knowledge of the environment and the world around you as you hike along a mountain trail. To advance along the trail, click on the spinner or press **Enter**. The character will automatically move to a new question.

# DESCRIPTION OF ACTIVITIES

## GENERAL DISPLAY

There are two status bars in all the activities. The one on the top of the screen shows the status of the activity, including player name, time left, number of chances remaining, scoring and level. The one on the bottom shows today's date and current time, which must be set in Clock and Alarm. You can move the mouse pointer to the top or bottom of the screen to see the top or bottom status bar.

## LANGUAGE ARTS

### WHO AM I?

Some sea animals will appear on the screen. Using the mouse, click on the one you would like to identify. Three multiple choices will appear. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

### AQUA LETTERHUNTER

An animal will appear on the screen. Use the **Cursor** keys to control the submarine through the dark ocean and find the letters in the correct order to spell that animal. When the letter appears, press **Enter** to select it.

### SPANISH TESTER/ FRENCH TESTER/ GERMAN TESTER

In these activities, you will be asked to find the translation of foreign words. A word will appear followed by three multiple choices. Select the correct translation using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also press 1, 2 or 3 to answer directly.

### TERRA LETTERHUNTER

The object of this activity is to collect all the letters in the maze to spell a word at the top of the screen. Move through the maze and avoid the monsters by using the **Cursor** keys.

### WELCOME TO MY DEN

This activity tests your knowledge of animal habitats. A sentence with one missing word will appear on the screen followed by three multiple choices. Select the word that correctly completes the sentence using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type 1, 2 or 3 to answer directly.

## MATHEMATICS


### DEEP AND DEEPER

A vertical graph at the bottom of the ocean will appear on the screen. A question followed by three multiple choices will appear. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

### TRAVEL THE OCEAN BLUE

A horizontal chart will appear on screen. A question about that chart followed by three multiple choices will appear. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

## **DIGGIN' MATH**

The object of this activity is to finish digging a path home by answering multiplication and division problems. Correctly answer the problem using the number keys and press **Enter**  to confirm your answer. In the long equations you must fill in all of the numbers.

## **CALCULATOR**

The **OUTDOOR trekker™** learning product has an eight-digit fully functional calculator for addition, subtraction, multiplication and division. You can use the mouse to click on the calculator buttons or use the keys from the keyboard to perform a calculation. Press **CTRL** with other keys to use the signs on the keyboard to perform calculations. Press the AC button to clear the calculator before starting a new calculation.

## **SCIENCE**

### **SWIMMING THROUGH LIFE**

This game tests your knowledge of sea animals. A question followed by three multiple choices will appear. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

### **WALKING THROUGH LIFE**

This game challenges your knowledge of land animals. A question followed by three multiple choices will appear. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

### **TRACKS FACTS**

In this activity you are asked to identify animal footprints. An animal will appear followed by 3 different footprints. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer.

### **SPACE DISCOVERY**

This activity tests your knowledge of the Solar System. A question followed by three multiple choices will appear. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

### **NATURAL DISASTERS**

Natural Disasters can be very dangerous events around the world. Use this reference to find out facts about different types of disasters.

### **FLYING THROUGH LIFE**

This activity tests your knowledge of flying animals. A question followed by three multiple choices will appear. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

### **CONSTELLATION CONNECTION**

This game tests your knowledge of constellations and stars. A question followed by three multiple choices will appear. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type in 1, 2 or 3 to answer directly.

### **ANIMAL CLASSIFICATION**

This activity tests your knowledge of animal classification. A sentence with one missing word will appear on the screen followed by three multiple choices. Select the word that correctly completes the sentence using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type 1, 2 or 3 to answer directly.

## **FOOD CHAIN**

This activity tests your knowledge of the eating habits of various animals. A sentence with one missing word will appear on the screen followed by three multiple choices. Select the word that correctly completes the sentence using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type 1, 2 or 3 to answer directly..

## **MEAL MATCH**

In Meal Match, you have to match the food to the animal. Pairs of mixed animals and foods will scroll until they land on the right side of the screen. If a food and an animal land next to each other, they will disappear, making room for more. Use the **Cursor** keys to move the pairs up and down, or to control their speed. Flip the pair using the spacebar. Don't let the rows get too high, or the game will end!

## **DON'T WASTE IT**

In this activity you must group garbage in the right recycling bins. Garbage will move along 3 conveyor belts towards the four recycling bins (glass, plastic, paper, trash). Use the **Cursor** keys to move the recycling bins to the right conveyor belt. The timer is in the upper right corner of the screen, and your recycling goal is in the lower right corner.

## **TIME TO BREAK DOWN**

This activity tests your knowledge of pollution and recycling facts. A sentence with one missing word will appear on the screen followed by three multiple choices. Select the word that correctly completes the sentence using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type 1, 2 or 3 to answer directly.

# **GEOGRAPHY**

## **FORMATION OBSERVATION**

A question about geographic formations will appear on the screen followed by three multiple choices. Select the word that correctly completes the sentence using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type 1, 2 or 3 to answer directly.

## **CONTINENTAL DRIFTER**

This activity tests your knowledge of different countries. A sentence with one missing word will appear on the screen followed by three multiple choices. Select the word that correctly completes the sentence using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type 1, 2 or 3 to answer directly.

## **POINT THE WAY**

This activity tests your ability to read a compass. A screen will appear with the true compass reading on the left and variables on the right. You will be asked a question based on the compass reading and variables, followed by three multiple choices. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type 1, 2 or 3 to answer directly.

# **TRIVIA**

These challenging trivia games test your knowledge on a variety of nature-related topics. A sentence with one missing word will appear on the screen followed by three multiple choices. Select the word that correctly completes the sentence using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also type 1, 2 or 3 to answer directly. You can choose from the following topics:

**Ocean, Earth, Sky & Space, Ecology, Extinct or Rare, Recycling**

# **LOGIC & GAMES**

## **TREASURE HUNT**

In Treasure Hunt you have to control the diver as he searches the ocean floor for treasure. Use the **Cursor** keys to avoid the bubbles and to swim over the treasure.


## **FOREST FIRE FRENZY**

In this game a number of burning trees will be shown. You need to put out the fire and save all the trees from being destroyed. Use the **Cursor** keys to control the firefighter and press the **Space** bar or the **Enter** key to release the water. To refill your bucket, go to the waterfall and it will refill the bucket with water automatically.

## **SCUTTLE TO THE SHUTTLE**

You have to get to your shuttle as fast as possible by finding the hidden route to the docking walkway on the top left corner of the screen. Matching symbols represent the entrances and exits of all the tunnels. You must find the way out through tunnels using the **Cursor** keys.

## **NUTRIENT NONSENSE**

In Nutrient Nonsense you have to find the one fertilizer that makes the tree grow. You have three chances to test the fertilizer cans so choose your test carefully. Select the cans you would like to test using the mouse or the number keys. Press **Enter** or click on the  symbol in the top left corner to try the test. If the leaves fall off the tree, the correct fertilizer was not used. If flowers grow on the tree, the correct fertilizer was used. When asked to select the correct fertilizer, only one answer is correct. Select the correct answer using the mouse or the **Cursor** keys. Press **Enter** to confirm your answer. You can also use the number keys to answer directly.

## **BOX IT UP!**

In this puzzle you must slide the target trash into the boxed area before time runs out. The target trash is shown on the right side of the screen. Use the **Cursor** keys or the mouse to move the trash into the empty part of the puzzle.

## **RUBBISH RUMBLE**

The Rubbish Monster is leaving garbage hidden all over the beach. Watch where he hides it and then try to collect it all before the time expires. Use the mouse or the **Cursor** keys to move around and press **Enter** to collect the garbage. Be careful - sometimes there is other garbage in the area, making your job more difficult!

## **RECYCLE IT!**

In this activity you must group garbage in the right category. Garbage will move along two conveyor belts towards the two recycling bins (trash, and recyclable). Use the **Cursor** keys to move the recycling bins to the right conveyor belt. The timer is in the upper right corner of the screen, and your recycling goal is in the lower right corner.


## **REFERENCE**

These reference guides will help improve your knowledge of the world we live in and how to keep it clean. Use the **Cursor** keys to read the information. Pressing **Repeat** allows you to view it again. You can choose from the following topics:

**Ocean, Land, Hemisphere, Ecologist, Recycle**



## FRENCH TRANSLATOR/ GERMAN TRANSLATOR/ SPANISH TRANSLATOR



In these activities, you will learn the translations for many foreign phrases and words. First, choose a word or phrase to be translated by selecting it with the **Cursor** keys and pressing **Enter**. The phrases at the bottom of the list have a mouth icon  which says the phrase out loud.

## SURVIVAL GUIDE

This reference guide has been designed to provide you with the knowledge for safety and survival. Use the **Cursor** keys to read the information. Pressing **Repeat** allows you to view it again. Study this guide before going out in the wilderness so that you will be prepared for emergencies.

## TOOLS


### CLOCK AND ALARM

In this activity you can set the time, the date and the alarm. In the Alarm set mode click on the bell to turn the alarm on. When the bell is dark , you will know it is on. Click the 12/24 icon  to switch between a 12 hour clock and a 24 hour clock.

### LUNAR CALENDARS

The screen will show a monthly calendar between the years 1900 to 2099. Click on the date to see the phase of the moon for that night and there you can set the date as a holiday.

### ACTIVITY LOG BOOK

This logbook will show you which activities have been accessed since the unit was turned **ON**. These will be marked with a small footprint .

### NOTEBOOK

This is a simple word processor that allows the players to type in their own words, messages or stories. Menu icons along the top of the screen access the basic functions of the notebook. The documents created can be edited, saved and printed.

### PANDA PAL PET HOUSE

This activity lets you play with your very own pet panda. You can feed it food and check the panda's weight and even change its name! There is an activity playground with some of the panda's toys to play with. If you release the panda, it will wander around your screen, but you can catch it and put it back in its house by using the mouse and the left mouse button.


### MY COMMUNITY

This tool helps you keep track of personal information on friends and relatives. There are menu icons along the top of the screen that access some basic functions. You can create a **New** entry, **Search** for a specific person, **Edit** a record, **Save** the information, **Delete** a record, or **Print** a record. The records are shown alphabetically by first name.

### MAPPED OUT

This map-making program allows you to create and print out a map by using the built-in icons. The screen will show a blank sheet with three icons on the left: **Forest**, **Road** and **Building**. Click on one of these icons and a menu of the different map symbols will appear. Select the symbols with the left mouse button and then place them on the map. To stop using a symbol, press the right mouse button. On the right side of the screen there are three icons that will let you start a **New** map, **Delete** a symbol (by first highlighting the symbol and then selecting **Delete**) and an icon that will let you **Print** out the map.

## **WORLD TIME**

This function allows you see the time in major cities of the world. The screen will show a world map and city currently set will be highlighted by a blinking marker . Use the **Cursor** keys to view the time in other cities.

## **FOREIGN CURRENCY CONVERTER**

This tool converts foreign currency. Select a primary country, enter the amount of money that you want to convert, then enter the current exchange rate (You can find current exchange rates in a newspaper.) In the bottom box select the destination currency and press **Enter**. The conversion will appear in the lower right box.

## **CONVERSION PAD**

This activity offers you some basic unit conversions. First the screen will display categories for you to choose such as speed, volume, length etc. In the next screen, you can view a conversion chart or click the change unit icon to change to the calculation mode where you can input a value and calculate the conversion automatically.

## **DAY PLANNER**

This tool helps the player keep a schedule. Type in your schedule for the day and set the alarm at the most important times as a reminder. You can store 25 scheduled events in the Day Planner. These events can be deleted, saved or edited.

## **SYSTEM SETUP**

In the System Setup, select your own settings for the following features:

### **1. Player name**

This lets you change your name by clicking the name.

### **2. Bubble Help ON/OFF**

This allows you to set the bubble text **ON** or **OFF** by clicking the **ON/OFF** icon at the bottom-right corner.

### **3. Printer Setup**

There are a number of printers that the **OUTDOOR trekker™** learning aid is compatible with. For the latest updates on compatible printers, please visit our website: [www.vtechkids.com](http://www.vtechkids.com) or call our Consumer Services Department at 1-800-521-2010 in U.S. or 1-800-267-7377 in Canada.

**NOTE:** The **OUTDOOR trekker™** learning aid may also work with other models from the manufacturers listed by selecting one of the Generic printers, but the unit has not been tested with these printers.

**NOTE:** Many printers can be configured to work like a different model. The **OUTDOOR trekker™** learning product can also be used with printers that are setup to work like the printers listed above. Please refer to your printer manual for different configurations.

### **4. Background Music ON/OFF**

Enable or disable the background melody. This function allows you to hear background music during some activities.

### **5. Alarm Tone Setup**

This allows you to set your favorite clock alarm tone from the built-in 9 tones.

### **6. Screensaver ON/OFF**



If there is no input into the unit for a while, a screen saver will appear. Here you can select how many minutes the unit will wait before starting the screen saver.

# RADIO



## RADIO TUNER

To manually tune the radio, press the **Up/Down Cursor** keys or click on the arrow icons .

### SET STATION

When you enter the radio tuner for the first time, you may want to set your favorite stations. To set the channels automatically, click the Set Station icon . The radio will start to find the strongest station signals. When a station is found, you can enter a name for it. Just type the name using the keyboard. Press the **Enter** key or the  icon to confirm that the station has been set. Repeat the above steps to set the remaining nine channels.


### EDIT SET STATIONS

You can select a set station by pressing the number keys or by using the mouse to select one of the station circles at the bottom of the screen. Use the **Cursor** keys or arrow icons to fine tune the frequency and press **Enter** . Edit the name by clicking on the name area and use the keyboard to edit the name. Confirm your changes by pressing the **Enter** key .



#### NOTE:

- Because the **OUTDOOR trekker™** learning product has an internal FM antenna you can move the product around to get a better reception. Reception can also be improved by closing the unit.
- If you have a metallic desk, or there are metallic objects near the product you may suffer interference and/or a difficulty in tuning in the radio.
- The radio has the best reception with strong radio frequencies. The quality of the radio reception will depend on the location in which it is used.


## RADIO SETUP

To set the amount of time the radio should stay on before automatically shutting off, slide the on-screen pointer left or right. To confirm your selection, press **Enter** .

## RADIO ANIMATION

You can set a different animation for each station. Use the **Left/Right Cursor** keys or the arrow  icons to select the station and then use the **Up/Down Cursor** keys to select the corresponding animation. Confirm your selection by pressing **Enter** .

## RADIO ALARM

You can set the wake-up time for the radio to turn on by entering the time and selecting which station you want. Click the on/off icon  to enable or disable this mode.

**NOTE:** To use this mode you have to set the Clock and Alarm in the Tools menu before this function will work.

# HEADPHONES

The **VTech® OUTDOOR trekker™** learning product comes with stereo headphones for private audio. But for your comfort, health and safety, be sure to observe the following guidelines:

- Do not use headphones at a high volume or for extended periods of time.
- If you experience a ringing in your ears, reduce the volume or discontinue use.
- Don't use the headphones in potentially hazardous situations where you need to be alert.
- Keep the volume at a level where outside sounds can still be heard.

# **OPTIONAL ACCESSORIES**

## ***PRINTER CONNECTION (PRINTER SOLD SEPARATELY)***

1. Make sure both the **OUTDOOR trekker™** and the printer are **OFF**.
2. Locate the printer port on the back of the **OUTDOOR trekker™**.
3. Insert the printer plug into the printer port.
4. Turn **ON** the **OUTDOOR trekker™**, then turn **ON** the printer.

### **TROUBLESHOOTING FOR PRINTER ERROR**

When a Printer Error message appears, you may have encountered one or more of the following errors:

1. The power cable is not plugged into the electrical outlet properly.
2. The printer cable is not securely connected between the printer and the unit.
3. The printer is not turned **ON**.
4. The paper has jammed in the printer.
5. The printer has run out of paper.
6. The paper did not feed in time.

Please check for these faults. Once you have solved the problem, reset the printer or follow the Printer Connection instructions once more to try printing again. If you have any other problems with your printer, please refer to your printer's manual for details.

## ***MOUSE CONNECTION (MOUSE SOLD SEPARATELY)***

1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the back of the unit.
3. Plug the mouse into the unit's mouse jack.
4. Turn the unit **ON**.

## ***EXPANSION CARTRIDGES (CARTRIDGES SOLD SEPARATELY)***

1. Make sure the unit is **OFF**.
2. Insert a cartridge into the slot located in the right of the unit with the label facing up. You should feel the cartridge click into place.
3. Turn the unit **ON**.
4. Press the **Cartridge** button on the selector membrane and the cartridge activities can be accessed.

**NOTE:** For information on purchasing cartridges, call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada. A service representative will be happy to help you.

# **SCORING AND LEVELS**

The following table lists the scoring for each of the activities that keeps score.  
**VTech® OUTDOOR trekker™** activities:

<b>Category</b>	<b>Activity Name</b>	<b>Scoring Code</b>	<b>Levels</b>
<b>Language Arts</b>	Who am I?	A	N/A
	Aqua Letterhunter	A	N/A
	French Tester	A	N/A
	German Tester	A	N/A
	Spanish Tester	A	N/A
	Terra Letterhunter	F	4
	Welcome to my Den	A	4
<b>Mathematics</b>	Deep and Deeper	A	4
	Travel the Ocean Blue	A	4
	Diggin' Math	A	4
	Calculator	NO	N/A
<b>Science</b>	Swimming through Life	A	4
	Walking through Life	A	4
	Tracks Facts	A	N/A
	Space Discovery	A	4
	Natural Disasters	NO	N/A
	Flying through Life	A	4
	Constellation Connection	A	4
	Animal Classification	A	4
	Food Chain	A	4
	Meal Match	B	6
	Don't Waste It	C	6
	Time to Break it Down	A	4
<b>Geography</b>	All Activities	A	4
<b>Trivia</b>	All Activities	A	4
<b>Logic &amp; Games</b>	Treasure Hunt	E	4
	Forest Fire Frenzy	D	4
	Scuttle to the Shuttle	D	4
	Nutrient Nonsense	A	4
	Box It Up!	D	6
	Rubbish Rumble	E	6
	Recycle It!	C	6
<b>Reference</b>	All Activities	NO	N/A
<b>Tools</b>	All Activities	NO	N/A

## **SCORING CODE**

<b>Code</b>	<b>Description</b>	
A	Questions per round	5
	Correct answer on 1st try	20 points
	Correct answer on 2nd try	10 points
B	get 1 pair	5 points
	consecutive 2 pairs	12 points
	consecutive 3 pairs	18 points
	consecutive 4 pairs	24 points
	consecutive 5 pairs	30 points
C	(the remaining time x 10) + 100	
D	Complete task	100 points
	Incomplete task	0 points
E	(perfect score for this level / the total amount of treasure in this level) x the amount of treasure found	
F	Complete task (not caught by monster)	100 points
	Caught one time by monster	90 points
	Caught two times by monster	70 points
	Caught three times by monster	0 point

# 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 a long period of time.
4. Do not drop the unit on hard surfaces or try to dismantle it.
5. Do not immerse the unit in water or get the unit wet.

**IMPORTANT NOTE:** Creating and developing electronic learning aids 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. This equipment complies with part 15 of the FCC Rules. Operation is subject to the condition that this equipment does not cause harmful interference. 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



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