Learning Pad™

&

THE AMAZING WORD PARK™

User's Manual

VTECH®

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INTRODUCTION

Thank you for buying **THE LEARNING PAD**™ learning product by **VTECH**® ! 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.

THE LEARNING PAD™ unit is a talking, electronic, multi-media learning system. It offers a wide range of exciting and educational activities for learning fun. **THE AMAZING WORD PARK**™ expansion cartridge is a vocabulary-based learning adventure with delightful animations and a variety of activities.

Included in the Package:

- **THE LEARNING PAD**™ learning product
- **THE AMAZING WORD PARK**™ Cartridge
- 2 Hook-up cables
- Instruction Manual
- Stylus (plastic pen)
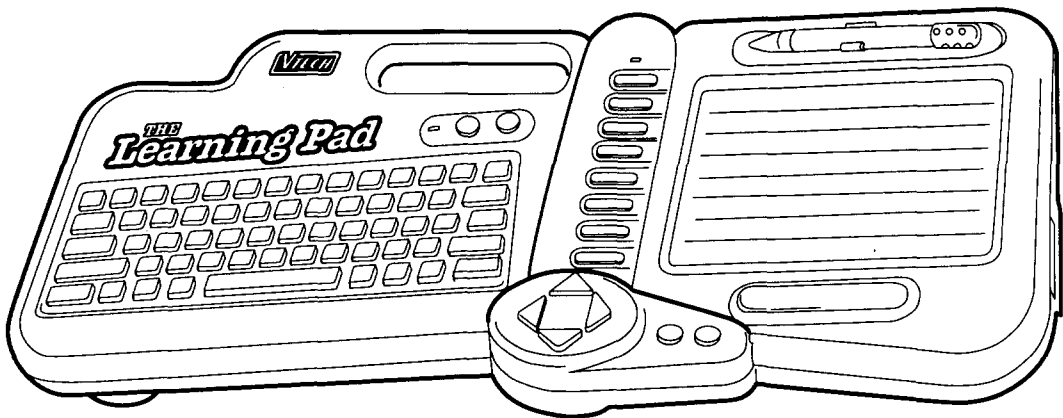
Overview of THE LEARNING PAD™ main unit
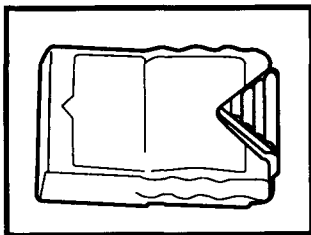
THE AMAZING WORD PARK™ cartridge
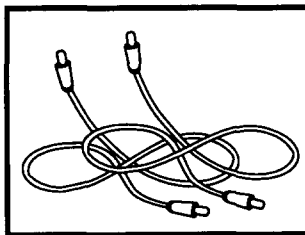
2 Hook-up Cables
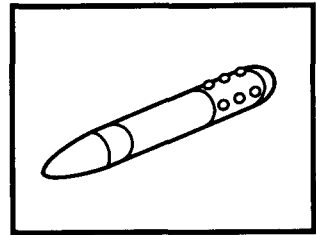
Stylus (Drawing Pen)

PREPARATION

THE LEARNING PAD™ system can be operated using either 6 "D" batteries or a standard 9V adaptor (not included).

Battery Installation:

1. Make sure the unit is **OFF.**
2. Locate the battery cover on the bottom of the unit.
3. Remove the battery cover.
4. Insert 6 "D" batteries as illustrated. **DO NOT USE RECHARGEABLE BATTERIES.**
5. Replace the battery cover.
6. Turn the unit **ON.**
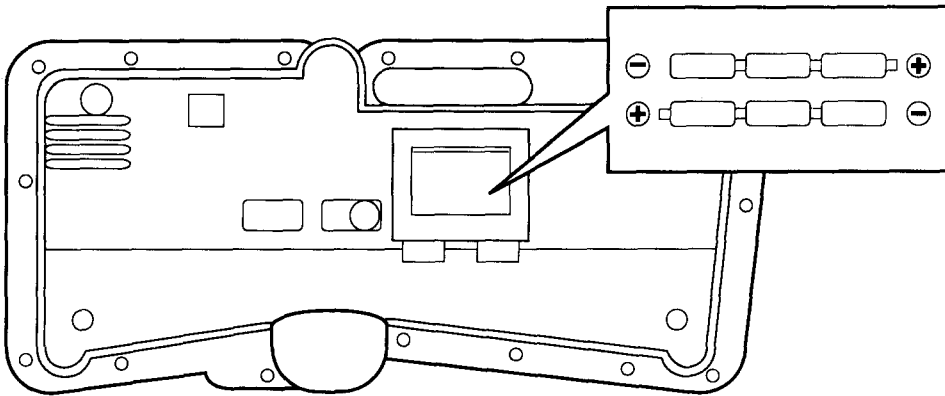
NOTE: If the unit suddenly stops working or the sound becomes weak turn the unit off for 15 seconds, then turn it back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

AC Adaptor Installation:

Use of a standard 9 volt, center-positive AC adaptor is recommended by **VTECH**®*.

1. Make sure the unit is **OFF.**
2. Locate the adaptor jack on the back of the unit.
3. Plug the adaptor into the unit's adaptor jack.
4. Plug the adaptor into a wall socket.
5. Turn the unit **ON.**
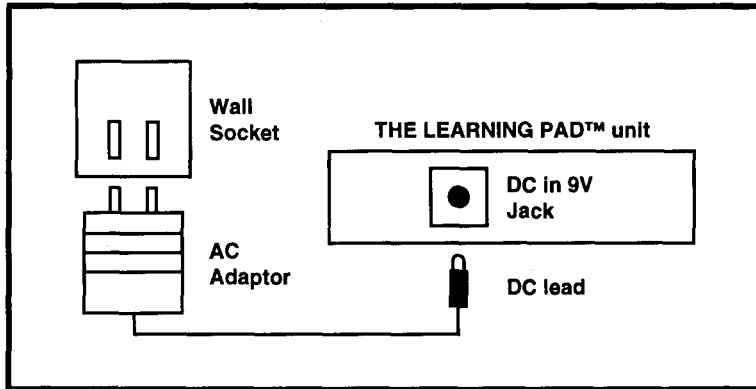
NOTE: If the unit suddenly stops working or the sound seems weak it may be the result of the adaptor connection. Turn the unit off and unplug the adaptor from the unit for 15 seconds. Next plug the adaptor back in and turn the unit on. If the problem persists it may be the result of the adaptor's wiring or the unit. Please call our Consumer Services Dept. at 1-800-521-2010.

*The **VTECH**® AC adaptor is perfectly suited to operate this product. Many retailers carry the adaptor, however, if you are unable to find one locally, send $15.00 (which includes shipping and handling) to:

ADAPTOR OFFER
c/o **VTECH**® INDUSTRIES, INC.
101 E. Palatine Rd.
Wheeling, IL 60090-5822

(Illinois residents please add 8% sales tax.)

Hook-Up

Before you begin the hook-up process, check to make sure that **THE LEARNING PAD™** system has power. To do this turn the unit **ON**, you should see the power indicator light come on next to the **ON/OFF** buttons.

If you do not see the indicator light, check the power source. Make sure that the batteries are installed correctly or the AC adaptor is connected correctly. The unit will not function if the batteries are incorrectly installed. Improperly installed batteries could damage the unit.

• TV Hook-Up

There are many brands of TV's in the US, these directions cover the most common hook-up procedure. If your TV does not have one of the jacks indicated please proceed to the "**Additional Hook-up Instructions**" section of this manual.

1. Make sure that both the TV and **THE LEARNING PAD™** learning product are **OFF**.

2. Select one of the enclosed hook-up cables, note that the cables are interchangeable so you can select either one. Plug one end of the cable into the VIDEO OUT jack on the back of **THE LEARNING PAD™** unit. Plug the other end of the cable into the VIDEO IN jack of the TV.

3. You should have one hook-up cable remaining. Take the remaining hook-up cable and plug one end into the AUDIO OUT jack on the back of **THE LEARNING PAD™** unit. Plug the other end of the cable into the AUDIO IN jack of the TV.
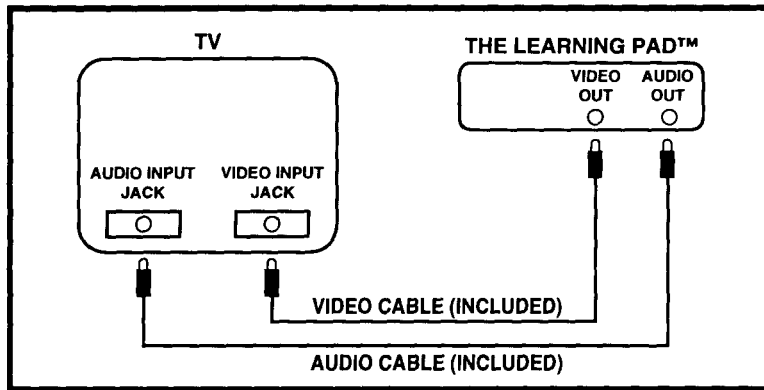
4. Set your TV to "Video" (AV). You should be able to do this with the remote control or with a button on the front of the TV.

NOTE: If you do not see the opening menu of **THE LEARNING PAD™** unit on your TV screen, please see the "**Additional Hook-up Instructions**" section of this manual.

• VCR Hook-Up

There are many brands of VCR's in the US, these directions cover the most common hook-up procedure. If your VCR does not have one of the jacks indicated please proceed to the "**Additional Hook-up Instructions**" section of this manual.

With **THE LEARNING PAD™** system connected to your VCR, it is possible to record your drawings on a video tape.

1. Make sure that the TV, VCR, and **THE LEARNING PAD™** learning product are **OFF**.

2. Connect your VCR and TV as you normally do.

3. Select one of the enclosed hook-up cables, note that the cables are interchangeable so you can select either one. Plug one end of the cable into the VIDEO OUT jack on the back of **THE LEARNING PAD™** unit. Plug the other end of the cable into the VIDEO IN jack of the VCR.

4. You should have one hook-up cable remaining. Take the remaining hook-up cable and plug one end into the AUDIO OUT jack on the back of **THE LEARNING PAD™** unit. Plug the other end of the cable into the AUDIO IN jack of the VCR.

5. Make sure your VCR is in the "Video" mode and that the TV channel matches the VCR output channel.
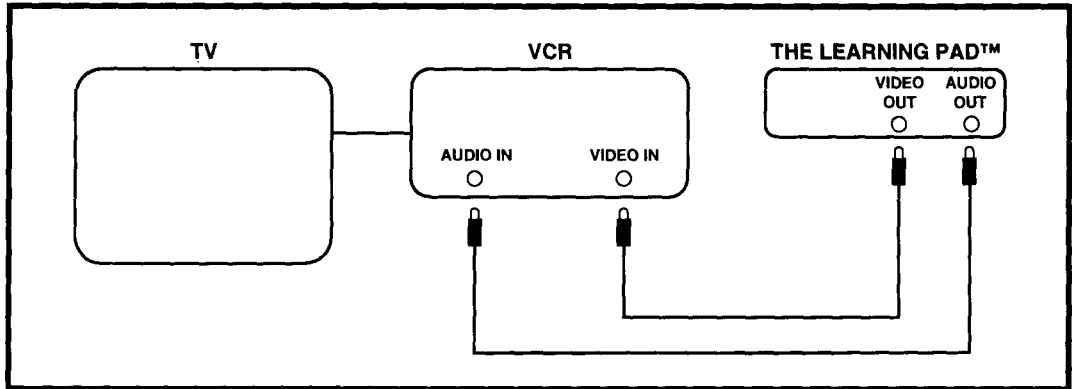
NOTE: If you do not see the opening menu of **THE LEARNING PAD™** unit on your TV screen, please see the **"Additional Hook-up Instructions"** section of this manual.

FEATURES

ON/OFF Buttons

Press these to turn the unit on or off.

ON   OFF

Automatic Shut-Off

If there is no input into **THE LEARNING PAD™** unit for about 15 minutes, the unit will automatically shut off to save power. If you want to turn the unit back on after the automatic shut off has activated, you need to press the **ON** button again. We recommend that you turn the unit **OFF** when not in use. If you will not be playing with **THE LEARNING PAD™** unit for a long period of time, remove the batteries and unplug the adaptor.

Volume

Use the normal volume control on your TV or VCR to adjust the system volume.

KEYBOARD DESCRIPTION

THE LEARNING PAD™ system has a full keyboard so you can interact with the unit just like on a computer.

Keyboard Front View
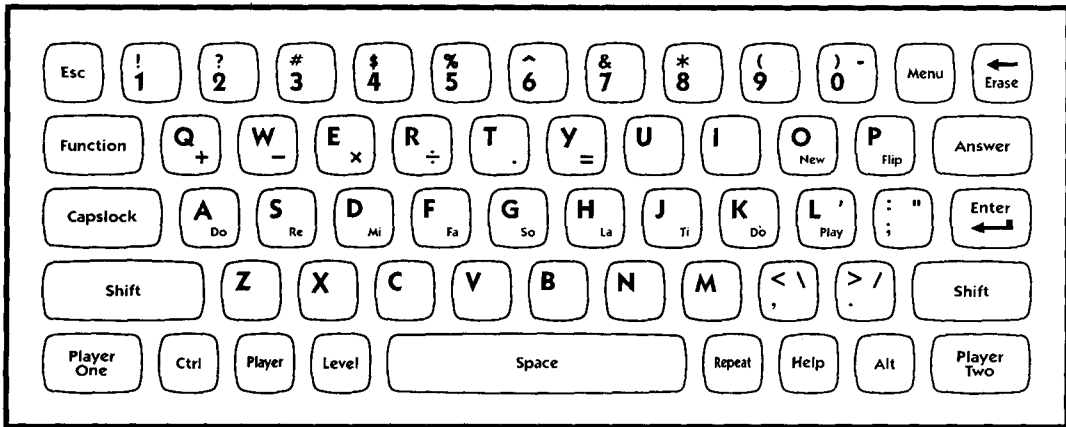
Special Keys on Keyboard

ESC
Press this key to escape from the current activity.

Menu
Press this key to return to the main menu.

Erase
Press this key to delete the character to the left of the cursor.

Answer
Press this key to skip the question and see the answer.

Capslock
Press this key to have all typed letters appear on-screen as capitals.

Enter
After typing or choosing an answer, press this key to register your selection.

Ctrl
This key lets you access the **Ctrl** button **"sub-functions"**. If a key has a sub-function it is shown as a blue character in the lower, right hand corner of the key. For example + is the sub-function of the letter Q on the keyboard. However, for activities in the main unit and the enclosed cartridge it is not necessary to access any **Ctrl** button sub-functions.

Player

Press this key to choose between either One Player or Two Player mode.

(Note: not all activities have multiple player modes).

Player One/Player Two
When you are in 2-player mode, the players are in head-to-head competition. When prompted by a question use your Player One or Player Two key to earn the right to answer.

(Note: These buttons are used only in activities with a 2-player mode.)

Level
Press this key to adjust the level of difficulty in an expansion cartridge activity.

Repeat
Press this key to have the unit repeat a question or instruction.

Help
Press this key to receive a hint for the question.

Alt
Similar to the **Ctrl** key, the **Alt** key accesses sub-functions. The sub-functions accessible via the **Alt** key are located in the upper, right hand corner of the key. For example " **/** " is the **Alt** sub-function of the " **>** " key.

CURSOR CONTROLS

Directional Cursor Keys

Press the Directional Cursor Keys to move the on-screen cursor. Press the yellow **Fire I** or **Fire II** button to confirm your selection.
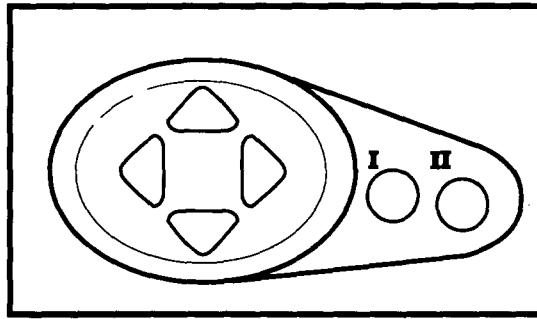
Drawing Pad Controls

You can also move the cursor by using the Drawing Pad and Stylus. Simply place the Stylus on the Drawing Pad and move to the desired location. The on-screen cursor will follow your movement! When using this method of cursor control you can make a selection by pressing the **DRAWING PAD ENTER** Button.
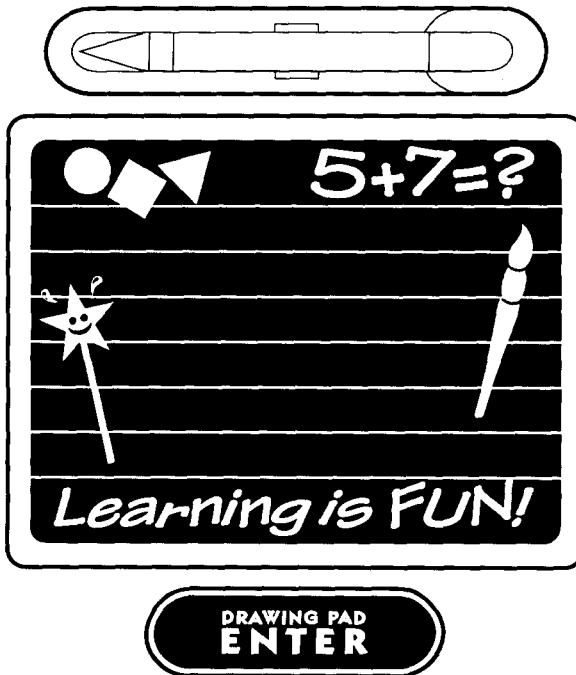
GETTING STARTED

1. Turn the unit on by pressing the green, **ON** button.
2. **THE LEARNING PAD™** unit's main menu will appear.
3. Each icon represents an activity. Select an activity by moving the on-screen cursor to an icon.
4. When the name of the activity you would like to try appears press **ENTER**, **Fire 1**, or **DRAWING PAD ENTER**.

Input Methods for Built-in Activities

For all built-in activities, except **Art Studio**, you can use the Keyboard, Directional Cursor Buttons, Stylus, Drawing Pad, and/or **DRAWING PAD ENTER** to make your selections.

• Letter Pictures

Your cursor is the paintbrush. Select a letter to see fun alphabet animations and to practice writing letters in the **"Mashy"** paint. Or press the question mark key in the lower, left hand corner to play the **"find the letter"** game.

• Art Studio

In this activity you can use the yellow **Function Keys** in the center of the main unit, the **DRAWING PAD**, and the **DRAWING PAD ENTER** Button to work in your own art studio.

Drawing Pad Function keys:

Use these keys to access drawing functions in the **Art Studio** activity of the main unit.

Mark Lock Button
Press this button to maintain the drawing mode. This way you will not have to hold down the **DRAWING PAD ENTER** Button as you draw.

Eraser Button
Press this key to erase all the images on the screen.

Undo Button
Press this key to reverse the most recent function you commanded.

Library Button
Press this button to access pre-drawn clip art you can insert into your drawings. Using this button will only allow you to insert stationary pictures.

9

Animation Button

Press this key to access the pre-drawn clip art you can insert into your drawings. Using this button will allow you to insert mobile pictures. After you press this button you will see two icons.
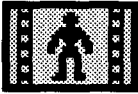
AND
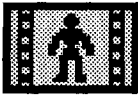
Select Animation Object Icon

Selecting this icon will bring you into the screen which allows you to select and program clip art animations. The screen looks like this:
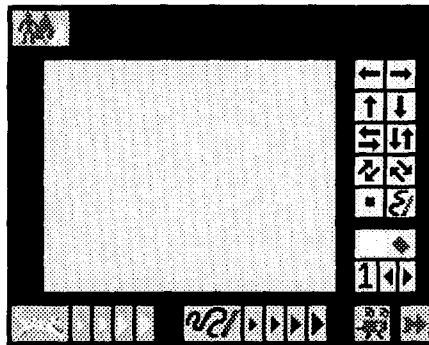
Program Animation screen

How to select objects:

1. Select (Clip Art Access Icon) and then press the **DRAWING PAD ENTER** button.

2. A group of clip art objects will appear on-screen. There are multiple pages of clip art. To see the other pages of clip art select a **"Turn Page"** icon from the upper, left hand corner.

3. Once you have decided on a piece of clip art, highlight it with the flashing box. Press **DRAWING PAD ENTER** to confirm your choice. The screen will return back to Program Animation screen.

How to program objects:

1. Once you are back in the Program Animation screen the object you have selected should appear in the large, grey box.

2. Select the rate of animation by clicking one of the green boxes in the lower, left hand corner of the Program Animation screen. The larger the arrow, the quicker the animation will move through its cycle.

3. Select the speed which the animation travels along its path by clicking one of the light purple boxes in the lower, center portion of the Program Animation screen. The larger the arrow the quicker the animation will travel.

4. Select the path of the animation by selecting one of the orange Path buttons from the upper, right hand corner of the Program Animation selection screen.

> **NOTE:** The Path option in the lower right hand corner is for a **User Designed Path**. If you select this path the screen will switch to a sketch screen where you can draw a path.

   a. Select the User Designed Path icon.

   b. At the sketch screen move the object/cursor across the Drawing Pad, in the desired path, while holding down the **DRAWING PAD ENTER** Button.

   c. A white line will appear corresponding to the path of your stylus.

   d. When finished release the **DRAWING PAD ENTER** Button.

   e. The screen will return to the Program Animation screen.

5. When you select a path the screen will immediately switch to the drawing screen for you to place your object. Place your object by pressing the stylus to the drawing pad. Your object will appear to show your place. Move the object to the desired location and press the **DRAWING PAD ENTER** button. Your object will now remain in this spot.

6. The screen will now shift back to the Program Animation screen. At this point you have your choice to:

   a. Preview the pace of your animation by pressing the green, movie camera icon in the lower, right hand corner.

   b. Exit the Program Animation screen and reenter the drawing screen. Do this by pressing the green, arrow (exit) icon in the lower, right hand corner of the screen.

   c. Select up to 3 additional clip art animations.

How to select more objects:

1. **THE LEARNING PAD™** unit uses a system of layering animations. You are currently on layer 1. To move to the second layer press the icon of the right facing arrow located in the grey box toward the central, right hand side of the Program Animation screen.

2. The number inside the grey box will change from 1 to 2, 3, or 4 depending on how many times you press the "layering" arrow icon.

3. **THE LEARNING PAD™** unit will allow you to put one animation in each layer.

4. Use the same process described in **"How to select objects"** to program each animation.

   NOTE: Every time you pick a path for an object you will shift to the drawing screen. Do not be alarmed that you cannot see animation objects previously placed on the drawing screen. This occurs because each animation object is on its own layer. When you fully exit the Program Animation screen by using the green, arrow (exit) icon in the lower, right hand corner all selected animations should appear on the Drawing Screen.

How to replace objects:

1. Go to the layer of animation which holds the object you would like to replace.

2. Select the [icon] icon located in the small, grey box. This will remove the object from the large, grey box.

3. Follow the steps outlined in **"How to select objects"** to put a new object on-screen.

Play Animation Icon
Select this icon to watch your selected object(s) animate.

Cut/Paste Button
Press this button to access the Edit menu. The Edit menu presents 5 sub-functions, they are:

Copy Icon
Allows you to duplicate an object or an area.

Move Icon
Allows you to move an object from one place to another place.
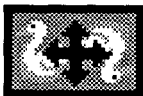
Mirror Icon
Allows you to create the mirror image of a selected object.

Horizontal Mirror Icon

Vertical Mirror Icon

Rotate Icon
Allows you to rotate an object.

Rotate 90 degrees

Rotate 180 degrees

Rotate 270 degrees

Erase Icon
Works like a pencil eraser. Allows you to erase part of an image by moving the cursor over the area you wish to erase.

Letter and Number icon
Allows you to add text to your creations. Select this icon then use the keyboard to type in the characters you want to see on-screen.

Drawing Cartridge Icon
VTECH® plans to release this cartridge in the future. It will allow you to save your drawings so you can recall them and continue working later.

Palette Button
Press this button to access your color selections.

Pen Button
Press this button to access the drawing tool menu. You have six different tools to choose from:

Pen
Allows you to draw like a pen.

Spray Paint
Allows you to spray paint.
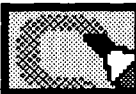
Checker Color
Allows you to draw in a checker print pattern.

Paint Area
There are two ways to paint an area:

Plain Paint
Allows you to paint an area with a solid color. You can choose from any of the colors in the color palette.

Pattern Paint
After you select this icon, the following screen will be shown:
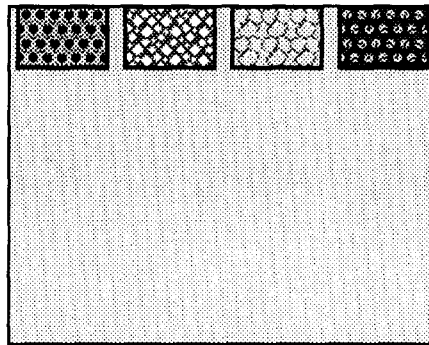
You can select any of these patterns to color a chosen area.

Stamp
After you select this icon, the following screen will appear:
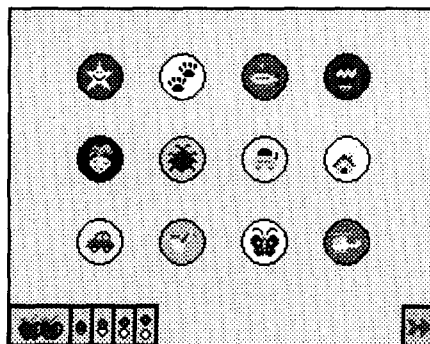
Each icon is a different stamp.
1. Select an icon.
2. Choose the distance between each stamp by selecting 1 of the 4 options in the lower, left hand corner.
3. Select the green, arrow (exit) icon in the lower, right hand corner to return to the drawing screen.

Geometric Shapes

After you select this function 5 new icons will appear. Each icon will help you draw a geometric shape. Once you select an icon, put the stylus on the drawing pad and press the **DRAWING PAD ENTER** button. This point is where your shape will begin. Move the pen across the drawing pad and you will see your shape appear. When the shape appears as you would like it, press the **DRAWING PAD ENTER** button again. Your shape should now remain stationary.

Straight-line

Circle

Rectangle
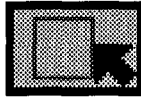
Square

Ellipse

• Letter Drops

In this activity you can become familiar with the layout of the standard **"QWERTY"** keyboard. Use the keyboard to type the letters as they fall in the raindrops. This activity will help you to learn the location of each letter on a computer keyboard.

• Ship-Shape

Your cursor is the oven mitt. Select any of the crackers from this tasty bakery and the unit will either pronounce the geometric name or ask you to draw a shape. Once you have learned all the names, select the question mark icon in the lower, left hand corner to play the **"find the shape"** game.

• Coins and Gumballs

Practice your counting! Your cursor is the gloved hand. Select the numbered coins on the top of the screen. As you select a coin, that number will appear in the view area of the magic gumball machine at the bottom of the screen. Once you have selected a number pull the handle on the magic gumball machine. The unit will either prompt you to draw the selected number or the magic gumball machine will make the selected number of gumballs appear. If you pick a large number the magic gumball machine will even bundle the gumballs into groups of 10 to help you count. Or you can select the question mark icon to play the **"find the number"** game.

• Cartridge

This icon lets you access an installed cartridge. Correct installation is described in **THE AMAZING WORD PARK™** expansion cartridge section of this manual.

NOTE: This icon will not show up unless the cartridge is inserted.

THE AMAZING WORD PARK™ Cartridge

Installing the Cartridge

1. Make sure **THE LEARNING PAD**™ unit is **OFF**.

2. Locate the cartridge slot on the right hand side of the unit.

3. Slide the cartridge into the slot with the label facing up.

4. Push the cartridge firmly until it locks into place.

5. Turn **THE LEARNING PAD**™ unit **ON**.

6. Select the cartridge icon in the Main Menu and **THE AMAZING WORD PARK**™ cartridge's opening animation will appear!

Introduction

THE AMAZING WORD PARK™ cartridge lets you spend the day at a colorful amusement park full of activities and learning.

Inside The Park

The cartridge will open to a colorful screen called the Cartridge Main Menu. From this menu you can enter any one of **THE AMAZING WORD PARK**™ expansion cartridge activities.

Getting Started

Like any amusement park the first place you should go is the ticket booth. At the ticket booth you are asked to choose either 1 or 2 player mode, input your name and select a level. Like the main unit activities you can use the Keyboard, Directional Cursor Keys, Fire Buttons, Stylus, Drawing Pad, or **DRAWING PAD ENTER** to make your selections.

NOTE: The ticket booth is not mandatory. You can enter any activity simply by selecting an icon.

Activities

• The Bumper Cars

You are the red car. Three purple cars will appear on the screen. All the cars have a flag on top which holds a word. You must bump the purple car which has the homophone partner of your car. Homophones are words which sound the same, but are spelled differently. (For example: one and won.)

Note: You have only two chances for each question.
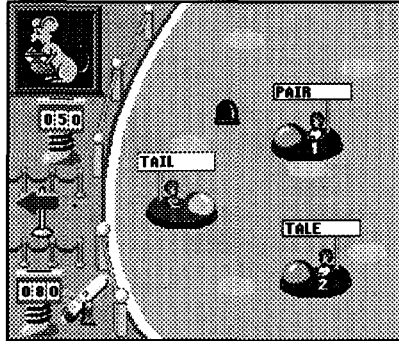
• The Shooting Gallery

As the ducks roll past you must find the letter which completes the given word. Select the letter using any of the input methods.
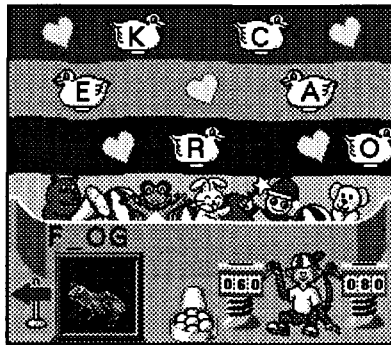
• The Ring Toss

In Ring Toss you must shoot down all the letters to spell the word in the picture box.

• Toy Land

Choose the object which matches the word.

• The Fishing Pond

Catch the fish which correctly completes the sequence.

• The Petting Zoo

Match each young animal with its parent.

Two Player Mode

When you are in 2-player mode, the players are in head-to-head competition. After a question the system will say **"Who knows the answer?"**. Once you hear this phrase press your Player One or Player Two key to earn the right to answer.

The Amazing Word Park™ Scoring

The Bumper Cars
Correct answer on first try = 20 points
Correct answer on second try = 15 points

The Petting Zoo
Correct answer on first try = 20 points
Correct answer on second try = 15 points
Correct answer on third try = 10 points

The Shooting Gallery, The Ring Toss, Toy Land, The Fishing Pond
Correct answer on first try = 10 points
Correct answer on second try = 8 points
Correct answer on third try = 5 points

CARE AND MAINTENANCE

1. Keep **THE LEARNING PAD™** learning product clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from heat.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Unplug the AC adaptor when the unit is not in use.
5. Do not drop the unit on hard surfaces or try to dismantle the unit.
6. Do not expose the unit to moisture or get it wet.

ADDITIONAL HOOK-UP INSTRUCTIONS

TV HOOK-UP

If you have followed the directions outlined in the hook-up section, but no picture appeared on the screen please follow the instructions below:

1. Many TV's do not have an automated switchover function built-in. If you are not seeing **THE LEARNING PAD™** unit's title screen, you must take a few more simple steps. Most TV's talk to your antennae or cable TV signal and, normally, won't talk to **THE LEARNING PAD™** unit unless you tell the TV to. To get your TV to talk to **THE LEARNING PAD™** unit requires you to press a button or two. Usually, you will find this button(s) on your remote control or on your TV (sometimes it's hidden under a plastic control panel that you must physically open up, check your TV manual to be sure). Here are some of the names which this button may be called.

   a) Input; Input Select; Input Sel.; Source; Select; Video; A/V; Aux.; AU.; Display; Monitor; Mode; Ext; Action. By pressing one of these, you tell the TV to talk to **THE LEARNING PAD™** unit. On some TVs, each time you press the button, the TV shuffles through the choices. For example, after you first press the Input button,

the TV switches to Auxiliary and displays the word **"AUX"** on the TV screen. After the second time you press Input, the TV displays the word **"CATV"**. The third time displays the word **"AUX"** again. And so on, and so on.

b) Your TV may have on-screen programming. This means if you press a button the TV will display a menu of choices to select from. If this is the case and you still haven't found the switchover button, it might be hidden here. To find this screen, you need to press a button on either the remote control or TV. This button may be named Program, Menu, Select, Picture, Video, Display, or On Screen. When the screen with all of the choices appears, look for one that has a name like Input, Input Select, Input Sel., Source, Select, Video, A/V, Aux., AU., Display, Monitor, Mode, Ext, or Action. Sometimes Ant. (short for Antennae) appears. If you select this, it may give you the option between CATV/ TV/ AUX in which case you would choose AUX. It may not offer you a third choice in which case you may see a choice between CATV/ AIR or CATV/ TV. Then you would select AIR or TV.

c) Another option is that you may have a dedicated channel other than channel 3 or 4 on your TV for **THE LEARNING PAD™** unit. Occasionally, instead of having a special button, the TV has a special channel. Only when the TV is turned to this channel can the TV talk to **THE LEARNING PAD™** unit. To find if one of these channels is right for you, set your TV to channel 4. Find the channel down button on your remote control or TV. Simply press the channel down button until you reach channel 91. You will see channels 4, 3, 2, 1, (maybe 00, Aux, L, or A/V), 99, 98 until you reach channel 91. If while scanning the channels you see **THE LEARNING PAD™** unit's title screen appear you have found the special channel.

NOTE: If your TV has channel memory programming, you may need to program in channels 4-91 to see if one of them is the channel you need.

NOTE: To watch television again, you will need to unplug the cables in the AUDIO IN and VIDEO IN plugs on the TV.

TV Coaxial Plugs

1. If your TV does not have RCA plugs with the words AUDIO IN and VIDEO IN underneath them your TV probably has a coaxial plug. A coaxial plug is a plug behind the TV that sticks out 3/4 of an inch. It is silver in color and has grooves around it (If you do not find any coaxial plugs on your TV please refer to the TV OHM Converter section for more help). The coaxial plug may already have a cable connected to it which is why you may not see it immediately. Don't worry. Look at the cables plugged into the TV. Under one it will say ANT (short for antennae) IN or CATV (short for cable TV) IN. When you unplug this cable, you will find a coaxial plug. If this is the case, you will need to purchase an RF modulator. The RF modulator is a box with three plugs and one electric cord. The cables from **THE LEARNING PAD™** unit plug into the RF modulator. The RF modulator will then combine the signals into one coaxial cable that will fit into the coaxial plug behind your TV. After the RF modulator is connected please return to step #4 of the TV Hook-up section of the manual.

NOTE: An RF modulator can be purchased at some electronics stores or ordered through VTECH®, for $17.99 (including shipping and handling) by calling Consumer Services at 1-800-521-2010.

TV OHM Converter

If your TV does not have either RCA plugs or a coaxial plug, then you can probably see two, small screws on the back of your TV. Underneath these screws it says VHF. To connect **THE LEARNING PAD™** unit to your TV you will need to purchase an RF modulator and a 75 OHM converter. The two cables coming from **THE LEARNING PAD™** unit connect to the RF modulator. The RF modulator plugs into the 75 OHM converter. The 75 OHM converter will have two wires which you should connect to the two, small screws on the back of the TV. After the RF modulator/OHM converter is connected please return to step #4 of the TV Hook-up section of the manual.

NOTE: An RF modulator/OHM converter package is available from VTECH®, for $17.99 (including postage and handling) by calling Consumer Services at 1-800-521-2010.

VCR HOOK-UP

If you have followed the directions outlined in the hook-up section, but no picture appeared on the screen please follow the instructions below:

1. Most VCR's require a few more simple steps. Without an automated switchover feature your VCR talks to your antennae or cable TV signal normally and won't talk to **THE LEARNING PAD™** unit unless you tell the VCR to. To get your VCR to talk to **THE LEARNING PAD™** unit requires you to press a button or two. Usually, you will find this button(s) on your remote control or on your VCR (sometimes it's hidden under a plastic control panel that you must physically open up, check your VCR manual to be sure). Here are some of the possibilities this button may be called.

   a) Tuner/Line; Tune/Aux.; Tuner/Ext.; Tuner/AV; Tuner/Cam.; Tuner/AU. In all of these cases you would want to select the second choice. By doing this, you tell the VCR to talk to **THE LEARNING PAD™** unit.

   b) Sometimes VCR manufacturers like to hide this button under a less obvious name. This same button could also be called: Input, Input Select, Input Sel., Source, Select, Video, A/V, Aux., AU., Display, Monitor, or Mode. What occurs next varies from one VCR to the next. Sometimes the Tuner/Other choice appears on the TV screen in which case you would select Other. On other VCR's, each time you press the button, the VCR shuffles through the choices. For example, after you first press the Input button, the VCR switches to Line and displays the word "LINE" on the TV screen. After the second time you press Input, the TV displays the word **"TUNER"**. The third time it displays the word **"LINE"** again. And so on, and so on.

   c) Your VCR may have on-screen programming. This means if you press a button the TV will display a menu of choices to select from. If this is the case and you still haven't found the switchover button, it might be hidden here. To find this screen, you need to press a button on either the remote control or VCR. This button may be named Program, Menu, Select, Picture, Video, Display, On Screen. When the screen with all of the choices appears, look for one that has a name like Input, Input Select, Input Sel., Source, Select, Video, A/V, Aux., AU., Display, Monitor, or Mode. Sometimes Ant. (short for Antennae) appears. If you select this, it may give you the option between CATV/ TV/ AUX in which case you would choose AUX.

d) Another option is that you may have a dedicated channel other than channel 3 or 4 on your VCR for **THE LEARNING PAD™** unit. Occasionally instead of having a special button, the VCR has a special channel, only when the VCR is tuned to this channel can the VCR talk to **THE LEARNING PAD™** unit. To find if one of these channels is right for you, set your VCR to channel 4. Find the channel down button on your remote control or VCR. Simply press the channel down button until you reach channel 91. You will see channels 4, 3, 2, 1, (maybe 00, Aux, L, or A/V), 99, 98 until you reach channel 91. If while scanning the channels you see **THE LEARNING PAD™** unit's title screen appear you have found the special channel. If you do not see the opening demo after reaching channel 91, please proceed to step e.

NOTE: If your VCR has channel memory programming, you may need to program in channels 4-91 to see if one of them is what you need.

e) If the previous step didn't work, turn the VCR back to the original channel it was on (channel 3 or 4). Now take a videocassette tape, and place it in the VCR. Press PLAY on the VCR. When the picture from the tape appears on the TV, press STOP. After pressing STOP, the VCR may start talking to **THE LEARNING PAD™** unit.

NOTE: To watch television again, you would need to unplug the cables that are plugged into the AUDIO IN and VIDEO IN plugs on the VCR.

VCR Coaxial Plugs

1. If your VCR does not have RCA plugs with the words AUDIO IN and VIDEO IN underneath them, your VCR probably has a coaxial plug. A coaxial plug is a plug behind the VCR that sticks out 3/4 of an inch. It is silver in color and has grooves around it. It may already have a cable connected to it which is why you may not see it right away. Don't worry. Look at the cables plugged into the VCR. Under one it says ANT (short for antennae) IN or CATV (short for cable TV) IN. When you unplug this cable, you will find a coaxial plug. If this is the case, you will need to purchase an RF modulator. An RF modulator is a box with three plugs and one electric cord. The cables from **THE LEARNING PAD™** unit plug into the RF modulator. The RF modulator then combines the signals into one coaxial cable which fits into the coaxial plug on your VCR. After the RF modulator is connected, please go to step #5 in VCR Hook-up in the manual.

NOTE: RF modulators are available at some electronic stores or can be ordered through VTECH®, for $17.99 (including shipping and handling), by calling Consumer Services at 1-800-521-2010.

Other Questions

Drawing Pad

Q: Occasionally when I draw, the line breaks up and spaces appear.

A1: Press a little bit harder.

A2: Slow down when you drag the pen across **THE LEARNING PAD™** unit's drawing pad.

A3: Try to hold the pen at different angles. These spaces appear when the pen's impression on **THE LEARNING PAD™** is not being recognized.

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Q: When I draw a diagonal line, the sides are all jagged.

A: This is natural. **THE LEARNING PAD™** unit uses a process called **"pixelization"**. This breaks the screen into tiny squares. As you touch the drawing pad these squares fill with color. Imagine drawing a diagonal line on a piece of graph paper. You must fill in all the individual squares. When you stand back, the image of a diagonal line is projected. **THE LEARNING PAD™** unit follows a similar process.

Q: The cursor sometimes disappears.

A: When you lift the stylus off the drawing pad, the cursor on the TV will disappear. This is meant to happen. Just put the stylus back onto the drawing pad and the cursor will reappear on the TV.

Q: As I move the stylus around, the drawing pad gets marks on it.

A: This is natural. The drawing pad is designed to take this type of use.

Picture

Q: The picture comes up in black and white.

A1: The TV may have a color sentry button that needs to be pressed.

A2: A cable may be loose. Unplug and re-plug the cables on the VCR, TV, and **THE LEARNING PAD™** unit.

A3: Sometimes electronic connections can be sensitive. Some areas of a plug or receptor can be more sensitive than others. To check if you are having a sensitivity problem, slowly unplug the video cable from the VCR/TV. As you unplug the cable watch for a change in the appearance of the picture on the TV screen. If there is no change replug the cable and slowly unplug the end of the video cable connected to **THE LEARNING PAD™** unit. Again, watch the TV screen for a change. Sometimes there is a bad contact where the plug connects with either the VCR/TV or the unit. Slightly unplugging the cable lets the connection be made at a different point allowing color to appear.

A4: Adjust the picture control knobs like contrast and tint on the television set.

A5: Test the cable by switching it with the Audio In cable.

Sound

Q: I get no sound.

A1: Check the volume on the TV. Make sure the mute button is not on.

A2: Check the Audio cable. Make sure it is connected to Audio In on the VCR or TV.

A3: Sometimes electronic connections can be sensitive. Some areas of a plug or receptor can be more sensitive than others. To check if you are having a sensitivity problem, slowly unplug the audio cable from the VCR/TV. As you unplug the cable listen for a change. If there is no change replug the cable and slowly unplug the end of the audio cable connected to **THE LEARNING PAD™** unit. Again, listen for a change. Sometimes there is a bad contact where the plug connects with either the VCR/TV or the unit. Slightly unplugging the cable lets the connection be made at a different point allowing sound to be heard.

A4: Test the cable by switching it with the Video In cable.

A5: If you have a stereo or a hi-fi VCR or TV, you may have plugged the Audio cable into the wrong plug. Look in the VCR or TV manual under Audio connections and see how to hook up a mono audio source. Sometimes there is a dedicated mono plug. Other times you plug the cable either into the right or the left audio in plug and find an audio source option on the on-screen menu. It will offer you a choice between stereo or mono. Select mono.

Consumer Services

Q: How do I call Consumer Services?

A: If, after reviewing this section, you are still having a problem with **THE LEARNING PAD™** unit, please call us at 1-800-521-2010, Monday through Friday, between 8:30 a.m. and 4:00 p.m., Central Time.

WHEN CALLING CONSUMER SERVICES

- Be prepared to describe the question/problem thoroughly.

- If possible, have **THE LEARNING PAD™** unit connected to your VCR or TV and use a phone that is near **THE LEARNING PAD™** unit. This allows the Consumer Service Representative to test out his/her suggestions while you are on the phone.

- Know the brand name of the VCR and TV that you are using.

- Be prepared to describe exactly what you see and hear, you are the representative's only contact with the unit. The smallest detail could be the key.

IMPORTANT NOTE:

Creating and developing learning toys is accompanied by a responsibility that we at **VTECH**® take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our product. 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 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

WARNING: The Epilepsy Foundation of America warns that about 3% of epileptics are photosensitive. Photosensitive individuals can be affected by prolonged exposure to flickering lights such as those which can be produced by video games.

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 with radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC, which are designed to provide reasonable protection from 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 with 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