



Smart Start Learning Laptop™

USER'S MANUAL



Dear Parent:

At VTech® we know that children have the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain and develop minds, at VTech® we see the potential in every child.

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INTRODUCTION

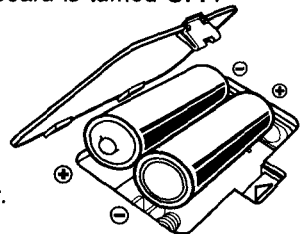
Thank you for purchasing the **VTECH® SMART START LEARNING LAPTOP™**. We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns please call our Consumer Services Department at 1-800-521-2010 in U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

VTECH®'s SMART START LEARNING LAPTOP™ opens a new world of fun learning for children while teaching them a wide range of topics. Twenty-five two-sided game cards teach spelling, picture-matching, math, music and more.



INSTALLING BATTERIES

1. Make sure the **ON/OFF** button on the membrane keyboard is turned **OFF**.
2. To insert batteries, remove the battery cover on the bottom of the unit.
3. Insert 2 "AA" (UM-3/LR6) batteries following the diagram. (The use of alkaline batteries is recommended for maximum performance.)
4. After inserting the batteries, replace the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from equipment 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.
- The supply terminals are not to be short-circuited.

TROUBLE SHOOTING

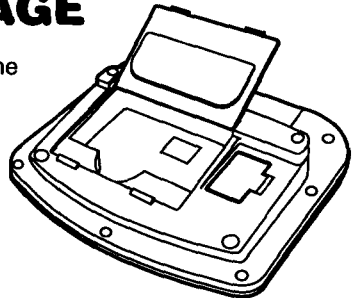
NOTE: If for some reason the program/activity stops working, then please follow these steps:

- 1) Please turn the unit off.
- 2) Interrupt the power supply by removing the batteries or disconnecting the adaptor.
- 3) Let the unit stand for a few minutes, then replace the batteries or reconnect the adaptor.
- 4) Turn the unit on. The unit will now be ready to play again.

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

ACTIVITY CARD STORAGE

All 25 activity cards can be conveniently stored in the special compartment located on the back of the **SMART START LEARNING LAPTOP™**.



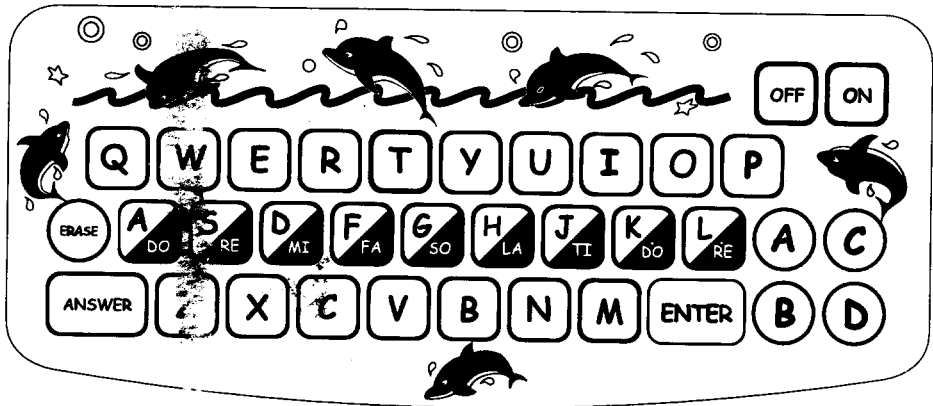
GETTING STARTED

Turn the **SMART START LEARNING LAPTOP™** on by pressing the **ON** button. Choose a card; insert it into the window so that the holes slide in first and press

firmly. Be sure the card is inserted completely or the **SMART START LEARNING LAPTOP™** will not be able to read it.

Depending on which ones are inserted, activity cards are played either by using the color coded **(A)**, **(B)**, **(C)** or **(D)** button or by using the keyboard.

KEYBOARD

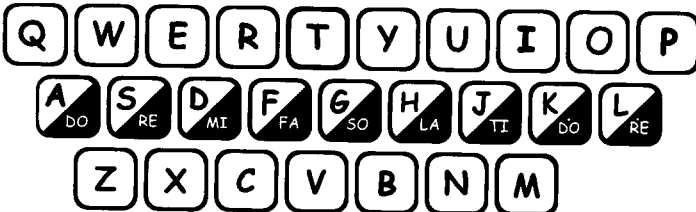


Turns the power on.



Turns the power off. (In order to preserve battery life, the **SMART START LEARNING LAPTOP™** will automatically shut off after 4 - 5 minutes if there is no input.)

LETTER KEYS:



Use the letter keys for typing in the correct letters or words to answer questions.

MUSIC KEYS:



The second row of letter keys is also used as music keys and each represents a note from “DO” to “RE” for music play.

ENTER KEY:



Press the **ENTER** key after you have typed in your answer.

ERASE KEY:



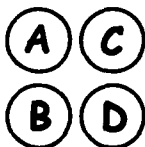
Press the **ERASE** key when you want to delete your answer before pressing the **ENTER** key.

ANSWER KEY:



Press the **ANSWER** key to learn the answer to a particular question.

A B C D KEYS:



These keys are used to answer questions on activity cards.

SCORING

The **SMART START LEARNING LAPTOP™** will ask five questions at a time for each card. If you answer correctly on the first try, the 3 dolphins on the screen will swim from right to left, jump up, then hit the ball and you will receive 20 points! If you answer incorrectly on the first try, one dolphin will disappear and the **SMART START LEARNING LAPTOP™** will let you try again. If you answer incorrectly on the second try, another dolphin will disappear and the **SMART START LEARNING LAPTOP™** will let you try a third time. If you answer incorrectly on the third try, the last dolphin will disappear and the **SMART START LEARNING LAPTOP™** will

display the correct answer. Twenty points are given for a correct answer on the first try. Fourteen points for a correct answer on the second try, and 8 points for a correct answer on the third try. Three chances are given for every question. If you press the **ANSWER** key, you will receive 0 points. After every five questions, the total score will be displayed on the LCD screen.

SMART START LEARNING LAPTOP™ ACTIVITY CARDS

The 25 two-sided **SMART START LEARNING LAPTOP™** activity cards cover missing letter activities, picture matching, spelling, math, music and more.

ACTIVITY CARD DESCRIPTIONS

CARD 1: NEXT LETTER

A question number will appear on the LCD screen. Find that number on the card. Match the letter on the left with the letter that comes right after it in the alphabet. Press the color coded **(A)**, **(B)**, **(C)** or **(D)** button to answer.

CARD 2: LETTER MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the capital letter to the correct lower case letter. Press the color coded **(A)**, **(B)**, **(C)** or **(D)** button to answer.

CARDS 3 & 4: LETTER PATTERNS

A question number will appear on the LCD screen. Find that number on the card. Fill in the missing letter to complete the sequence. Press the correct color coded **(A)**, **(B)**, **(C)** or **(D)** button to answer.

CARD 5: MATCHING

A question number will appear on the LCD screen. Find that number on the card.

Match the object to its name. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 6: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the object to its name. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARDS 7 & 8: FIRST LETTER

A question number will appear on the LCD screen. Find that number on the card. Choose the correct first letter. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARDS 9 & 10: MISSING LETTER

A question number will appear on the LCD screen. Find that number on the card. Insert the missing letter. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 11: FIRST LETTER

A question number will appear on the LCD screen. Find that number on the card. Choose the correct first letter of each animal's name. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 12: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the fruit with its name. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 13: FIRST LETTER

A question number will appear on the LCD screen. Find that number on the card. Choose the correct first letter for each person. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 14: FIRST LETTER

A question number will appear on the LCD screen. Find that number on the card. Choose the correct first letter for the name of each object. Press the correct color

coded (A), (B), (C) or (D) button to answer.

CARD 15: MISSING LETTER

A question number will appear on the LCD screen. Find that number on the card. Choose the correct letter to complete the name of each animal. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 16: FIRST LETTER

A question number will appear on the LCD screen. Find that number on the card. Choose the correct first letter to name the item of clothing. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 17: SCRAMBLED WORDS

A question number will appear on the LCD screen. Find that number on the card. Unscramble the word by using the keyboard to type the letters in the correct order.

CARD 18: MISSING LETTER

A question number will appear on the LCD screen. Find that number on the card. Insert the missing letter to complete the name of each animal. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 19: SPELLING

A question number will appear on the LCD screen. Find that number on the card. Using the letters on the keyboard, spell the name of each shape. The number of dashes underneath each picture represents how many letters are in the word.

CARD 20: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match each object with its correct shape. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 21: SPELLING

A question number will appear on the LCD screen. Find that number on the card. Using the letters on the keyboard, spell the color of each object. The number of dashes underneath each picture represents how many letters are in the word.

CARD 22: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the pictures that rhyme with each other. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 23: SPELLING

A question number will appear on the LCD screen. Find that number on the card. Using the letters on the keyboard, spell the name of each animal. The number of dashes underneath each picture represents how many letters are in the word.

CARD 24: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the upper side of each picture with its lower side. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 25: COUNTING

A question number will appear on the LCD screen. Find that number on the card. Count the objects and enter the correct number. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 26: COUNTING

A question number will appear on the LCD screen. Find that number on the card. Count the animals and enter the correct number. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARDS 27 & 28: ADDITION

A question number will appear on the LCD screen. Find that number on the card. Solve each equation and enter the correct answer. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARDS 29 & 30: SUBTRACTION

A question number will appear on the LCD screen. Find that number on the card. Solve each equation and enter the correct answer. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 31: ADDITION

A question number will appear on the LCD screen. Find that number on the card. Solve each equation and enter the correct answer. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 32: SUBTRACTION

A question number will appear on the LCD screen. Find that number on the card. Solve each equation and enter the correct answer. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARDS 33 & 34: TELLING TIME

A question number will appear on the LCD screen. Find that number on the card. Match the time on the clock face with the digital time on the bottom row. Press the correct color coded (A), (B), (C) or (D) button to answer on the right.

CARD 35: SCRAMBLED WORDS

A question number will appear on the LCD screen. Find that number on the card. Unscramble the word for each color by using the keyboard to type the letters in the correct order.

CARD 36: COLOR MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the jar color with the correct color jam on each piece of bread. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 37: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the objects on the top row with the objects on the bottom row. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 38: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the people with the items they would use. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 39: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the missing part to the correct face. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 40: WHICH OBJECTS GO TOGETHER?

A question number will appear on the LCD screen. Find that number on the card. Match the object on the top row to the corresponding object on the bottom row. Press the correct coded (A), (B), (C) or (D) button to answer.

CARD 41: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the animal to its favorite food. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 42: WHICH OBJECTS GO TOGETHER?

A question number will appear on the LCD screen. Find that number on the card. Match the object on the top row to the corresponding object on the bottom row. Press the correct coded (A), (B), (C) or (D) button to answer.

CARD 43: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match the baby animal to its mother. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 44: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Match each animal with its home. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 45: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Follow the maze to find the key for each house. Press the correct color coded (A), (B), (C) or (D) button to answer.

CARD 46: MATCHING

A question number will appear on the LCD screen. Find that number on the card. Follow the maze and match the children with the fish on their line. Press the correct color coded **(A)**, **(B)**, **(C)** or **(D)** button to answer.

CARD 47: LONDON BRIDGE or PLAY A TUNE

Press the music keys **DO** through **RE** in the same order that they appear on the card to hear London Bridge or press the keys to make your own song.

CARD 48: TWINKLE, TWINKLE, LITTLE STAR or PLAY A TUNE

Press the music keys **DO** through **RE** in the same order that they appear on the card to hear Twinkle, Twinkle Little Star or press the keys to make your own song.

CARD 49: A CROOKED MAN or PLAY A TUNE

Press the music keys **DO** through **RE** in the same order that they appear on the card to hear A Crooked Man or press the keys to make your own song.

CARD 50: OLD MACDONALD or PLAY A TUNE

Press the music keys **DO** through **RE** in the same order that they appear on the card to hear Old MacDonald or press the keys to make your own song.

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 any heat source.
3. Remove the batteries when the unit is not in use for an extended period.
4. Do not drop the unit on hard surfaces or get it 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 which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Note:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver