



L A P T O P
VOYAGER™

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.

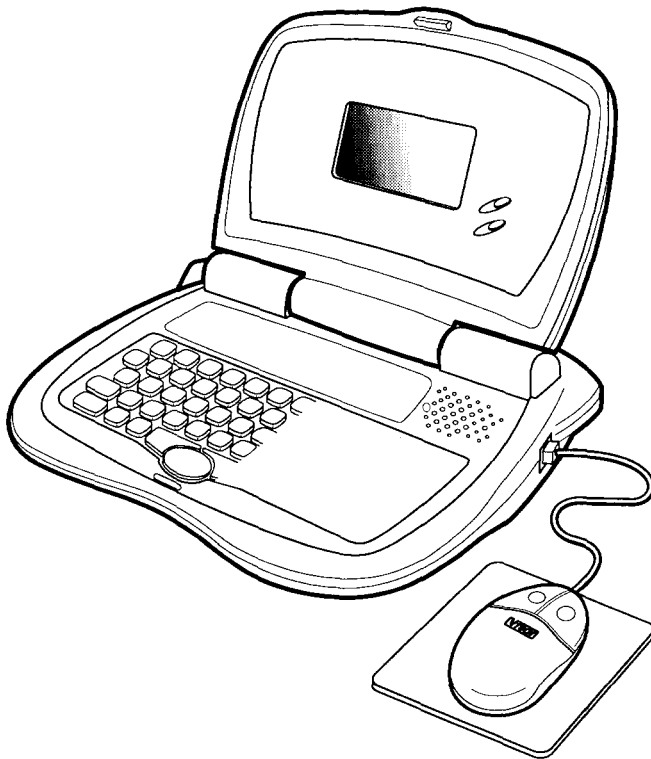
INDEX

INTRODUCTION	1
POWER SOURCE	1
HOW TO INSTALL BATTERIES	2
AC ADAPTOR CONNECTION	3
ON/OFF SWITCH	4
CONTRAST SWITCH	4
VOLUME SWITCH	4
MOUSE	5
MEMBRANE ACTIVITY SELECTOR AND FUNCTION	6
KEYBOARD DESCRIPTION AND FUNCTION	7-9
HOW TO BEGIN PLAYING THE ACTIVITIES	9-10
DESCRIPTION OF ACTIVITIES	10-15
HOW TO PLAY WITH THE MATCHBOOKS	15
SCORING	16
CARE AND MAINTENANCE	17

INTRODUCTION

Thank you for purchasing the **VTECH® Laptop Voyager™** learning toy! 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 **Laptop Voyager™** educational toy is an exciting, multi-purpose electronic learning laptop offering a wide range of interesting and educational topics. It opens a wonderful world of learning to children with 30 different activities to choose from. Get ready for hours of fun learning!

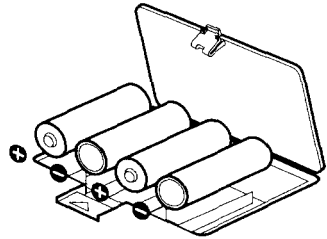


POWER SOURCE

The **Laptop Voyager™** learning product operates on 4 “AA” batteries (UM-3/LR6).

HOW TO INSTALL BATTERIES

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 4 "AA" batteries (UM-3/LR6) as illustrated.
DO NOT USE RECHARGEABLE BATTERIES.
4. Close 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.

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 CONNECTION

Use a standard 9V  300mA center-positive  AC adaptor.

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

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

1. 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.

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 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 Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

Do not leave the adaptor plugged in for long periods of time if the unit is not in use.

In the U.S.A.: Many retailers carry this type of adaptor. However, if you are unable to find one locally, the **VTECH®** AC Adaptor is perfectly suited to operate your **Laptop Voyager™** learning laptop. For information on how to purchase a **VTECH®** AC Adaptor, call our Consumer Services Department at 1-800-521-2010.

In CANADA: Please see the enclosed **VTECH®** adaptor offer coupon.

ON/OFF SWITCH



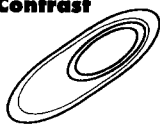
Turn on your **Laptop Voyager™** learning product by pressing the **ON** button on the membrane activity selector. The unit will display an opening animation before you can select an activity. Turn the unit **OFF** by pressing the **OFF** button on the membrane activity selector.

AUTOMATIC TURN-OFF

If there is no input into your **Laptop Voyager™** learning unit, after a few minutes, the unit will automatically turn itself off to save power. To turn the unit back on after an automatic turn off, you will need to press the **ON** button again to restart the unit.

CONTRAST SWITCH

Contrast



The **CONTRAST** switch on the unit allows you to adjust the brightness of the screen.

VOLUME SWITCH



Volume

The **VOLUME** switch on the unit allows you to raise or lower the level of sound.

MOUSE

Your mouse is specially designed for the **Laptop Voyager™** learning toy. Please follow the steps below to connect your mouse.

MOUSE CONNECTION

1. Turn **OFF** your **Laptop Voyager™** unit.
2. Plug the connector, at the end of the mouse cable, into the mouse jack at the side of the unit.
3. Turn **ON** the **Laptop Voyager™** unit. After the opening animation, select a category from the membrane category selector. When entering an activity, you may use the keyboard and/or the mouse to play the game.

MOUSE OVERVIEW

Once the mouse is installed you may move the mouse cursor around the screen freely. The mouse cursor will look like an arrow or a pointing hand. The mouse has a roller ball in it and therefore should be used on a flat surface. A mouse pad is ideal, but you may also try a piece of paper, a notebook or a magazine. A clean flat surface is important to be able to use your mouse effectively.



Your mouse is very easy to use. To use the mouse, move it in the direction that you would like the pointer on the screen to move.

To move the pointer to the right side of the screen move the mouse to the right.

To move the pointer to the left side of the screen, move the mouse to the left.

To move the pointer to the top of the screen, move the mouse away from you.

To move the pointer to the bottom of the screen, pull the mouse towards you.

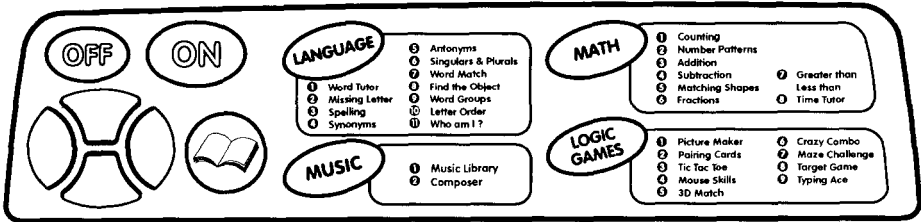
Left mouse key's function is same as the function of "**ENTER**" key.

Right mouse key's function is same as the function of "**ESC**" key. But these two key's function are different in "Mouse Skills" activity.

MOUSE MAINTENANCE

To clean the mouse, you need to open the cover on the bottom of the mouse by using a screw driver. The arrow indicator on the cover shows the releasing direction. Once the cover is removed, the mouse ball should be taken out, and the contents inside the mouse should be cleaned with a dry cloth. The mouse ball should also be cleaned with a dry cloth. Once you have finished cleaning the mouse, place the mouse ball back into the mouse, replace the cover and screw the cover back on the mouse.

MEMBRANE CATEGORY SELECTOR AND FUNCTION



There are 30 activities in the **Laptop Voyager™** learning product, which have been grouped into 4 learning categories: Language, Math, Music, Logic Games. To play an activity first select a learning category. Listen to the name of the activity you want to play, and press the **ENTER** key.



Press the **ON** key to turn the unit on.



Press the **OFF** key to turn the unit off.

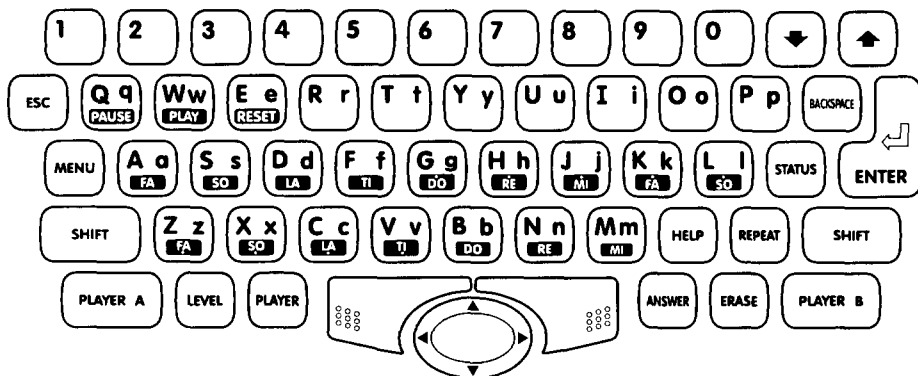


Press this button when you want to play with the Smart Start Matchbooks.



These keys are color answer keys that are used in conjunction with the questions found in the Smart Start Matchbooks.

KEYBOARD DESCRIPTION AND FUNCTION



The **Laptop Voyager™** learning product has a full alphanumeric keyboard with 53 keys. Some keys have two different functions. These keys are used in various activities. Please refer to the description of activities to learn about the dual function keys.

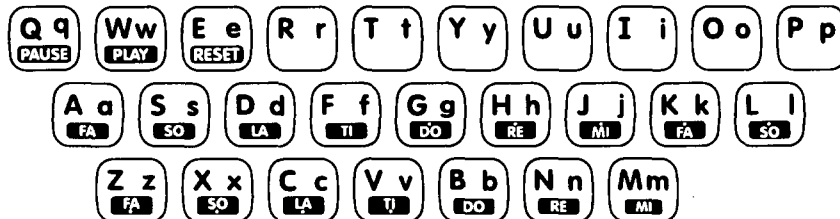
NUMBER KEYS

Use the number keys to answer questions in the mathematics activities and to enter a song number in the Music Library activity.



LETTER KEYS

Use these letter keys when inputting answers for word related activities. They follow the same pattern as standard computers and typewriters.



SPECIAL KEYS



The **ESC** key allows you to exit the current state.



Press the **PAUSE** key to insert a musical rest when creating music in the Composer activity.



Press this key to hear the music you have created in the Composer activity and songs in Music Library.



The **RESET** key is used to erase the music you have created in the Composer activity.



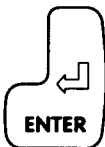
Press the **BACKSPACE** key to delete characters you have typed.



Press this key to show the main menu that lets the player select a new category.



Press this key to show the Player Mode, the Level, the Chances remaining, and the Score.



Press this key to confirm your answer.



Press the **SHIFT** key together with a **LETTER KEY** to change the letter case. This key is only used in the Typing Ace activity.



Press this key when you need help with a question. You will be provided with a clue to a problem.



Press the **REPEAT** key to repeat the question or word.



Press this key to change levels. There are 3 levels of play in most of the activities.



Press the **PLAYER** key at any time to change from the single player mode to the two player mode or vice versa. In most of activities.



Press this key to get the answer to any question.



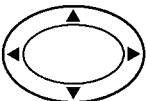
Press this key to delete a letter or number already inputted.



In the two player mode, press these two keys to buzz-in to answer the question.



Press these keys to select a multiple choice answer or to scroll through the activities.



This button can be used to control the cursor on the screen.



The function of Left pick key is same as left mouse button.



The function of Right pick key is same as right mouse button.

HOW TO BEGIN PLAYING THE ACTIVITIES

1. Turn on your **Laptop Voyager™** learning toy by pressing the **ON** key.
2. Select one of the categories (Language, Math, Music or Logic Games) you want to play by pressing the name of the category.
3. When you hear the name of the activity you want to play, press the **ENTER** key.
4. Choose the number of players by pressing the **PLAYER** key.
5. Set the level of play by pressing the **LEVEL** key.

Note: After a period of time, if you do not select an activity, the unit will automatically enter one of the 30 activities randomly.

1. In main menu, it will auto select a category.
2. In sub-menu, it will auto enter one of 30 activities randomly.

Note: There are no levels for the following activities:

Word Tutor	Find the Object	Who Am I?
Word Groups	Fractions	Music Library
Composer	Picture Maker	Tic Tac Toe
3D Match	Crazy Combo	Matchbook Activities

Note: There is no two-player mode for the following activities:

Word Tutor	Music Library	Composer
Maze Challenge	Typing Ace	Matchbook Activities

Note: There is no scoring function in the following activities:

Word Tutor	Music Library	Composer
Maze Challenge	Target Game	Tic Tac Toe

Note: The **HELP** key does not work in the following activities:

Word Tutor	Music Library
Composer	Pairing Cards
Maze Challenge	Tic Tac Toe
Matchbook Activities	

DESCRIPTION OF ACTIVITIES

LANGUAGE

1. WORD TUTOR

Choose any letter using the keyboard. Press the **ENTER** key to confirm your choice. An animation of a word beginning with the letter you chose will appear on the screen. Next, the spelling of the word will appear on the screen. If a letter is not chosen, the unit will automatically choose one for you.

2. MISSING LETTER

An animation will appear on the screen above a word with one missing letter. The next screen will show three letters. Select the letter to complete the spelling of the word. You can select any of the letters by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press **ENTER** when the unit highlights the choice you think is correct.

3. SPELLING

An animation will appear on the screen and the unit will say the word. You must type the correct word in the spaces below the picture. The number of spaces determines the number of letters in the correct word. You must press the **ENTER** key to confirm your answer.

4. SYNONYMS

A word will appear on the screen followed by three choices. Choose the word with a similar meaning of the given word by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also select a choice by pressing the **ENTER** key when your choice is highlighted.

5. ANTONYMS

A word will appear on the screen followed by three choices. Choose the word with the opposite meaning of the given word by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also select a choice by pressing the **ENTER** key when your choice is highlighted.


6. SINGULARS & PLURALS

A word will appear in either plural or singular form. If the singular form of a word appears, you must spell the plural form. If the plural form of a word appears, you must spell the singular form. Press the **ENTER** key to confirm your answer.

7. WORD MATCH

A word will appear followed by three pictures. Choose the picture that matches the word by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when your choice is highlighted.

8. FIND THE OBJECT

A picture will appear on the screen. Find the helmet  in the picture. You must determine the location of the helmet relative to the other object in the picture. A screen with three choices will appear. Select one of these choices by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when your choice is highlighted.

9. WORD GROUPS

Two words will appear on the screen followed by three choices. Select the word that best fits in the same category as the first two words by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when your choice is highlighted.

10. LETTER ORDER

A set of letters, in alphabetical order, will appear on the screen followed by three choices. Select the letter(s) that complete the alphabetical order by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when your choice is highlighted.

11. WHO AM I ?

A picture of a person will appear on the screen. You must identify the person. Select the correct answer by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also select an answer by pressing the **ENTER** key when your choice is highlighted.

MATH

1. COUNTING

Count the number of objects that appear on the screen. Type in the number. When typing a double-digit number, type from left to right and press the **ENTER** key to confirm your answer.

2. NUMBER PATTERNS

A set of numbers will appear on the screen followed by three choices. Select the number that fits best in the set by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when the correct answer is highlighted.

3. ADDITION

An addition problem using objects or numbers will appear on the screen. Type in the correct answer and press the **ENTER** key to confirm your answer. In Level 1, type from left to right. In Level 2 and 3, type from right to left.

4. SUBTRACTION

A subtraction problem using objects or numbers will appear on the screen. Type in the correct answer and press the **ENTER** key to confirm. In Level 1, type from left to right. In Level 2 and 3, type from right to left.

5. MATCHING SHAPES

A shape will appear on the screen followed by three choices. Select the shape that is the same as the original shape by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when the correct answer is highlighted.

6. FRACTIONS

A figure with shaded area(s) will appear on the screen followed by three choices. Select the correct answer by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when the correct answer is highlighted.

7. GREATER THAN LESS THAN

Objects and numbers will appear on the screen. You must choose the correct symbol (<, >, =) which best describes the relationship between the objects or numbers. Select the correct symbol by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when the correct answer is highlighted.

8. TIME TUTOR

A clock will appear on the screen followed by three time choices. Select the correct time on the clock by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when the correct answer is highlighted.

MUSIC

1. MUSIC LIBRARY

A list of melodies will be shown on the screen. Select a melody by using the mouse, the cursor keys or by typing the number. The melodies are numbered below.

- | | |
|----------------------------|---------------------------|
| 1. London Bridge | 2. Alouette |
| 3. Camptown Races | 4. Hickory, Dickory, Dock |
| 5. Old McDonald Had A Farm | 6. Oh! Susanna |

2. COMPOSER

Create your own song using the music note keys. Press the **PAUSE** key to insert a musical rest. Press the **PLAY** key to hear the song you have created. You can also create a song by using the mouse. When you have reached a desired note, click the mouse and the note will play.

LOGIC GAMES

1. PICTURE MAKER

A picture will show on the screen. The right side of the picture will disappear. Make the picture whole again by selection one of the half pictures. Select the other half of the picture by using your mouse, cursor keys or by typing 1, 2, or 3. You can also press the **ENTER** key when the correct answer is highlighted.

2. PAIRING CARDS

A group of cards will appear face down on the screen. Use the mouse or the cursor keys to select a card and press the left mouse button to turn it over. Try to match the card. If the cards do not match, they will turn face down again.

3. TIC TAC TOE

First choose if you want to be X or O. The computer will tell you when it is your turn. Try to get three in a row or diagonally to win the game.

4. MOUSE SKILLS

A character will demonstrate random movements. Use the mouse to repeat the movements and test your mouse skills.

5. 3D MATCH

A 3-D object will appear with an arrow. The arrow points to a different view of the object. Three pictures will appear and you have to pick the picture that shows the point of view of the arrow. Type in 1, 2 or 3 or select one of the pictures with the mouse, or press the **ENTER** key when the correct picture shows on the screen.

6. CRAZY COMBO

An animal combination will appear on the screen to create a new animal. For example, a duck's head and a pig's tail form the combination of **DUCK + PIG = DIG**. After the animal combination appears, you will see three choices. Select the correct combo by using the mouse, the cursor keys or by typing 1, 2, or 3. You can also use the **ENTER** key to select the highlighted answer.

7. MAZE CHALLENGE

Use the mouse or the cursor keys to escape the maze.

8. TARGET GAME

In this game you must get the spaceman to his spaceship but watch out for the rocks. Use the mouse to control the spaceman to avoid the rocks. If the spaceman hits a rock, you will lose one chance. If the spaceman picks up a heart, you will earn another chance. To pick up a heart, press the left mouse button when the Spaceman touches the heart on the screen. The square on the right hand side of the screen tells you how close you are to the spaceship.



9. TYPING ACE

A group of letters will scroll across the screen. Type the letters before they scroll off the screen.

HOW TO PLAY WITH THE MATCHBOOKS

In addition to the 30 activities in the **Laptop Voyager™** learning toy, you can also use the Smart Start Matchbooks to expand your learning fun.

Each Matchbook contains a set of multiple choice questions that cover material appropriate for children ages 5 to 8. There are 150 questions that are divided into five sections of 30 questions each. Each section becomes progressively more difficult. Section 6 is a review section with questions taken at random from the first five sections.

1. Press the **ON** key
2. Press the  **BOOK** key on the membrane keyboard.
3. Input the code number of the matchbook and then press the **ENTER** key.
4. Open the matchbook to the section you have entered. The question's number will appear on the screen. Answer the question from the multiple-choice answers given and press the color key  that corresponds to the answer.
5. At the end of each section, your score will be displayed. To continue playing, enter the appropriate numbers.

SCORING

ONE PLAYER MODE SCORING:

In most of the activities, there are 5 questions per round. You have 2 chances to input the correct answer and 1 chance will be deducted for every incorrect answer or if you press the **HELP** key. **HELP** key will have no function in the second try. Scoring is as follows:

Correct answer on the first try:	20 points
Correct answer on the second try:	10 points
Incorrect answer / ANSWER key pressed:	0 points
Total possible points per round:	100 points

Matchbook activities - scoring appears after 30 consecutive questions. The scoring is as follows:

Correct answer on the first try:	3 points
Correct answer on the second try:	2 points
Correct answer on the third try:	1 points
After 3 incorrect tries:	0 points
When ANSWER key is pressed:	0 points
All 30 questions correct :	10 bonus points

TWO PLAYER MODE SCORING:

In most of the activities, there are 5 questions per round. Each player has only 1 chance to input the correct answer. If the first player fails to answer correctly, the second player has a chance to answer. The **ANSWER** key does not work during the first player's turn. The **HELP** key does not work during two-player mode. Scoring is as follows:

Base score for each player:	100 points
Correct answer from the first player:	20 points
Incorrect answer from the first player:	-20 points
Correct answer from the second player:	10 points
Incorrect answer from the second player:	-10 points
Total possible points:	200 points

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 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