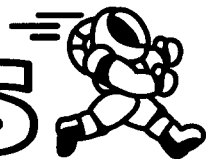
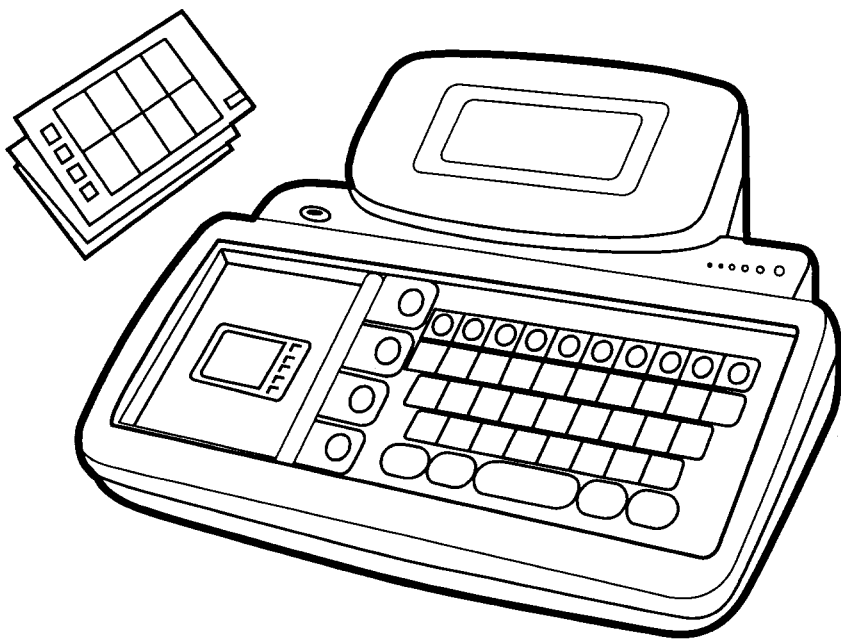


Smart Start BASIC™ PLUS



USER'S MANUAL



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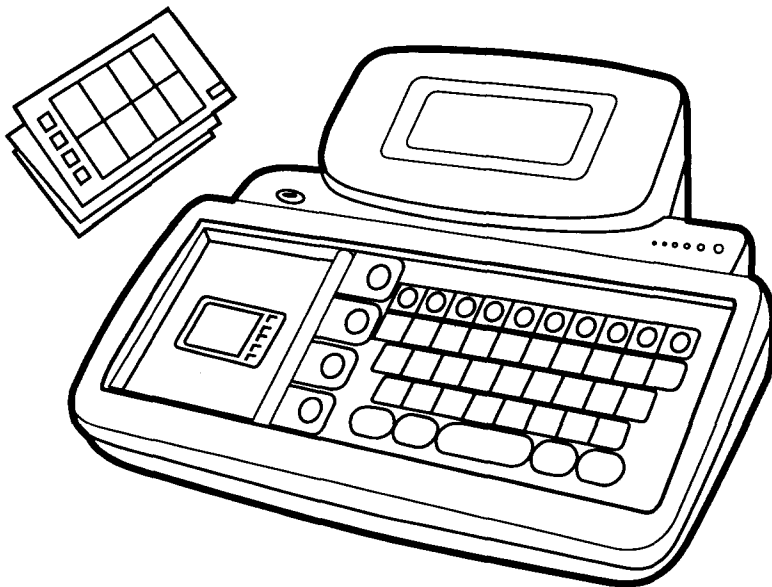
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INTRODUCTION

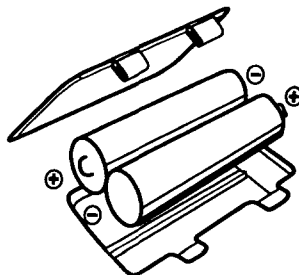
Thank you for purchasing **VTECH®'S SMART START BASIC™ PLUS** learning aid. We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns please call our Consumer Services Department at 1-800-521-2010.

VTECH®'S SMART START BASIC™ PLUS opens a new world of fun learning for children while teaching them a wide range of topics. 25 two-sided game cards teach spelling, picture-matching, math, music and more. **SMART START BASIC™ PLUS** can also be used in conjunction with the Smart Start Matchbook series (sold separately) for an even greater variety of fun learning activities.



INSTALLING BATTERIES

SMART START BASIC™ PLUS operates on 2 "AA" (UM-3/LR6) batteries, (not included). To insert batteries remove the battery door on the bottom of the unit. Place the batteries in the compartment and make certain to match the + and - markings correctly. After inserting the batteries, replace the battery cover.



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.

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.

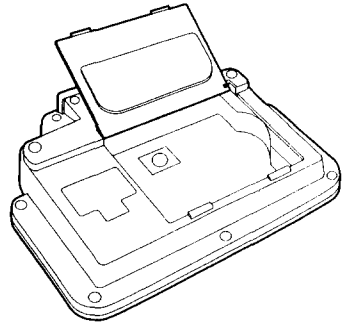
Remove exhausted or new batteries from equipment when you are not going to use for a long time.

Do not dispose of batteries in fire.

Do not attempt to recharge ordinary batteries.

ACTIVITY CARDS STORAGE

All 25 activity cards can be conveniently stored in the special compartment located at the back of **SMART START BASIC™ PLUS**.

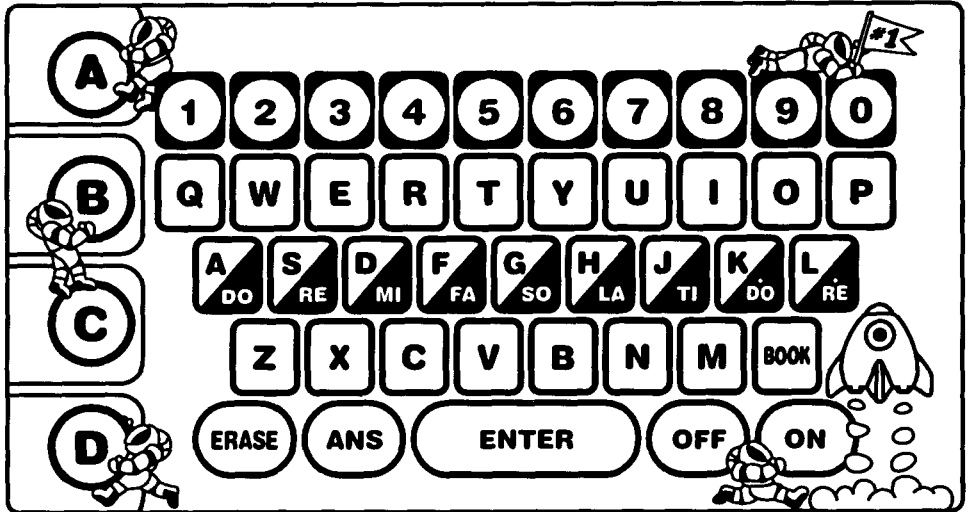


GETTING STARTED

Turn **SMART START BASIC™ PLUS** 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 **SMART START BASIC™ PLUS** will not be able to read it.

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

KEYBOARD



ON key:
Turn on the power.



OFF key:
Turn off the power. (In order to preserve battery life **SMART START BASIC™ PLUS** will automatically turn 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.



NUMBER Keys:

Use the number keys for typing in the matchbook code.



MUSIC Keys:

The second row of letter keys are 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:

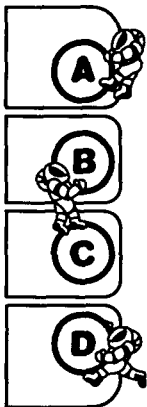
Press the **ANSWER** key to learn the answer to a particular question.



BOOK Key:

Press this key when you want to use a Smart Start Matchbook.

NOTE : If you have an activity card inserted, remember to pull it out before pressing the **BOOK** key, otherwise **SMART START BASIC™ PLUS** will not know that you want to play with a matchbook.



A B C D Keys:

These keys are used to answer questions on activity cards. These keys are also used to answer questions in the Smart Start Matchbooks and are color-coordinated with the answer choices.

SCORING

SMART START BASIC™ PLUS will ask five questions at a time for each card. If you answer correctly on the first try, the 3 astronauts on the screen will run to their spaceship and take off and you will receive 20 points! If you answer incorrectly on the first try, one astronaut will disappear and **SMART START BASIC™ PLUS** will let you try again. If you answer incorrectly on the second try, another astronaut will disappear and **SMART START BASIC™ PLUS** will let you try a third time. If you answer incorrectly on the third try, the last astronaut will disappear and **SMART START BASIC™ PLUS** will display the correct answer. 20 points are given for a correct answer on the first try. 14 points for a correct answer on the second try and 8 points for a correct answer on the third try. 3 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 BASIC PLUS ACTIVITY CARDS

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

ACTIVITY CARD DESCRIPTIONS

CARD 1 : LETTER MATCHING

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

CARD 2 : LETTER PUZZLE

A question number will appear on the LCD screen. Find that question on the card. Match the left half and the right half of the letter. Press the correct color coded (A) (B) (C) or (D) button to answer.

CARD 3 & 4 : LETTER PATTERNS

A question number will appear on the LCD screen. Find that question on the card. Find the next letter in each series to complete the pattern. Press the correct color coded (A) (B) (C) or (D) button to answer.

CARD 5 : BEGINNING LETTERS

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

CARD 6 : ENDING LETTERS

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

CARD 7 : SPELLING

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

CARD 8 : MISSING LETTER

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

CARD 9 : MATCHING

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

CARD 10 : MATCHING

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

CARD 11 : COLOR SCRAMBLE

A question number will appear on the LCD screen. Find that question on the card. Unscramble the word to spell the name of a color. Use the keyboard to type the letters in the correct order.

CARD 12 : COLOR MATCHING

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

CARD 13 : RHYMING

A question number will appear on the LCD screen. Find that question on the card. Find the rhyming word. Match the word on the left to the word on the right. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 14 : OPPOSITES

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

CARD 15 : ACTION WORDS

A question number will appear on the LCD screen. Find that question on the card. Find the correct action word for each picture. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 16 : COMPOUND WORDS

A question number will appear on the LCD screen. Find that question on the card. Put the pictures in the left column together to make a compound word. 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 question on the card. Unscramble the word by using the keyboard to type the letters in the correct order.

CARD 18 : HOMONYMS

A question number will appear on the LCD screen. Find that question on the card. Match the words that sound the same but are spelled differently. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 19 & 20 : REBUS FUN

A question number will appear on the LCD screen. Find that question on the card. Find a new word by solving the puzzle in the left column and matching it to the correct word in the right column. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 21 & 22 : COUNTING

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

CARD 23 : SMALLER NUMBER

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

CARD 24 : BIGGER NUMBER

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

CARD 25 & 26: ADDITION

A question number will appear on the LCD screen. Find that question on the card. Find the correct answer by counting the number of objects. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 27 & 28 : SUBTRACTION

A question number will appear on the LCD screen. Find that question on the card. Find the correct answer by taking away the crossed out objects from the total number of objects. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 29 : ADDITION

A question number will appear on the LCD screen. Find that question on the card and press the corresponding color **(A)** **(B)** **(C)** or **(D)** button to answer. Find the answer to each question.

CARD 30 : SUBTRACTION

A question number will appear on the LCD screen. Find that question on the card and press the corresponding color coded **(A)** **(B)** **(C)** or **(D)** button to answer. Find the answer to each question.

CARD 31 & 32 : NUMBER PATTERNS

A question number will appear on the LCD screen. Find that question on the card. What number is missing in each pattern? Find the correct number in the right column and press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 33 & 34 : TELLING TIME

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

CARD 35 : SHAPE WORDS

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

CARD 36 : SHAPE UP

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

CARD 37 : SHAPE PATTERNS

A question number will appear on the LCD screen. Find that question on the card. What shape is missing in each pattern? Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 38 : PICTURE PATTERNS

A question number will appear on the LCD screen. Find that question on the card. What object is missing in each pattern? Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 39 & 40: WHAT GOES TOGETHER

A question number will appear on the LCD screen. Find that question on the card. Find the objects that relate to each other. Press the correct coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 41 : PUZZLE PIECES

A question number will appear on the LCD screen. Find that question on the card. Match the puzzle pieces at the bottom of the card with the spaces on the top. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 42 : SLOWEST TO FASTEST

A question number will appear on the LCD screen. Find that question on the card. Put these things in order of how fast they move. Start with the slowest picture. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 43 : ZOOM IN

A question number will appear on the LCD screen. Find that question on the card. Match the picture piece in the left column to the big picture on the right. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 44 : WORD BREAK

A question number will appear on the LCD screen. Find that question on the card. Put the word in the left column together and match it with the correct picture on the right. Press the correct color coded **(A)** **(B)** **(C)** or **(D)** button to answer.

CARD 45 : DISCOVER THE SECRET

A question number will appear on the LCD screen. Find that question on the card. Break the code in the left column by using the pictures on the right to spell a word. Use the keyboard to type the words.

CARD 46 : WEATHER MATCHING

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

CARD 47 : HICKORY DICKORY DOCK

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

CARD 48 : ROW, ROW, ROW YOUR BOAT

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

CARD 49 : MARY HAD A LITTLE LAMB

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

CARD 50 : OH, SUSANNA

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

SMART START BASIC™ PLUS MATCHBOOK SERIES

In addition to the activity cards included in the **SMART START BASIC™ PLUS**, you can also purchase a series of Smart Start Matchbooks to expand your child's learning fun.

Each Smart Start Matchbook is divided into six separate sections with 30 multiple choice questions each.

SECTION	QUESTION
1	1-30
2	31-60
3	61-90
4	91-120
5	121-150
6	TAKEN FROM AMONG ALL 150 QUESTIONS

HOW TO USE THE BOOK

When using the Smart Start Matchbook, press the **BOOK** key and then the code number keys. Then press the **ENTER** key.



SMART START MATCHBOOK SCORING

When using the matchbook series, three points are awarded for each correct answer. One point is deducted for each incorrect try. 10 bonus points are awarded if all 30 questions are answered correctly. The maximum score for each section is 100 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 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 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 product. However, errors sometimes can occur. It is important for you to know that we stand behind our product 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.

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, may cause interference to 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 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