

# Gregon 

S C I E N T I F I C

## Dear Parent/Guardian,

Thank you for choosing the B-Smart ${ }^{\text {TM }}$ Learning Laptop.
Designed with fun in mind,
the B-Smart ${ }^{\text {TM }}$ Learning Laptop is packed with stimulating games and activities that will
make an invaluable contribution to your child's development.
The activities used to help further your child's skills include word, mathematics, memory, logic, manners \& safety, typing, music, games and Spanish.

The B-Smart ${ }^{\text {TM }}$ Learning Laptop provides a dependable and
realistic introduction to computers, and encourages creativity and independent learning.

Learning with Barbie ${ }^{\circledR}$ is so much fun!

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## Chapter 1

## About the B-Smart ${ }^{\text {™ }}$ Learning Laptop

## Features

70 English and 10 Spanish Activities!

- Word
- Mathematics
- Memory
- Logic
- Manners \& Safety
- Typing
- Music
- Games
- Spanish


## Multimedia

- Digital sound and animation


## Display

- LCD screen
- Automatic shut-down


## Interface

- QWERTY keyboard
- Number keys
- Game selection instant access buttons
- Directional cursor pad


## Audio

- The voice of Barbie ${ }^{\mathrm{TM}}$

The B-Smart ${ }^{\text {TM }}$ Learning Laptop is supplied with the following parts. Please contact your retailer should any parts be missing.

1 - Unit
2 - Mouse
3 - Mouse pad
4 - Earphones
5 - Instruction manual Card


## Unit



## Chapter 2

## Getting Started

The B-Smart ${ }^{\text {TM }}$ Learning Laptop operates on 3 "AA" size batteries or a 6 V AC adaptor (not included).

## Battery Installation

1. Make sure the unit is turned off.
2. Open the battery cover at the back of the unit using a coin or straight blade screwdriver.
3. Insert 3 "AA" size batteries.
(Note the correct polarity:,+- ).
4. Replace the cover.


## AC Adaptor Connection

Please turn off the unit before plugging in the AC adaptor to prevent damage to the unit. Plug the adaptor into the adaptor jack (center positive type) located on the left hand side of the unit. Plug the adaptor into a wall outlet.

## Caution

- Do not mix different types of batteries or old and new batteries together.
- Only use batteries of the same or equivalent type as recommended.
- Remove all batteries when replacing.
- Remove batteries if the unit is not going to be used for long periods of time.
- Do not dispose of batteries in fire.
- Do not recharge non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Remove exhausted batteries from the toy.
- Do not short-circuit the supply terminals.


## Caution

- The unit must not be connected to a power supply greater than 6 V .
- Only use the recommended adaptor.
- The adaptor is not a toy.
- Do not short-circuit the supply terminals.
- Toys liable to be cleaned with liquid are to be disconnected from the power source before cleaning.
- Due to AC/DC adaptor connection this product is not suitable for children under 3 years to use without adult supervision.


## Mouse Connection

1. Ensure the unit is turned off.
2. Open the panel on the right hand side of the unit and plug the mouse into the mouse jack.
3. Turn the unit ON.
4. To ensure the mouse is kept clean, use it on a clean mouse pad.

## Starting the B-Smart ${ }^{\text {TTN }}$ Learning Laptop

Open the unit by pushing on the jewel situated on the laptop cover. The lid will spring open and the unit will turn on automatically.
Alternatively, if the unit is already open, turn on the B-Smart ${ }^{\text {TM }}$ Learning Laptop using the ©
 button located on the top right hand corner of the keyboard. At the end of a session, remember to turn off the power by pressing the same button.

## Auto-off

If there is no input on the unit after five minutes, the unit says "Catch you later" and automatically turns itself off to conserve power. To start playing again, just press the to turn the unit back on.
$\square$ button

## Storage \& Care

To ensure that the product enjoys a long life, please follow these simple rules:
Regularly examine the unit for damage to the cord, plug, enclosure and other parts. In the event of such damage, the unit must not be used with the adaptor until the damage has been repaired. Always disconnect the power supply before cleaning. Keep the unit clean by wiping the exterior of the unit with a dry cloth. Avoid getting the unit wet. The unit should not be dismantled. Always store the unit away from direct sunlight and high temperatures. Avoid leaving the unit in a car where it is exposed to direct sunlight. The unit should not be subjected to extreme force or shock.

## - Chapter 3

## Game Rules and Selection

## Game Selection

There are 9 categories in the B-Smart ${ }^{\text {TM }}$ Learning Laptop: Word, Mathematics, Memory, Logic, Manners \& Safety, Typing, Music, Games and Spanish.

The main category selection menu will automatically scroll to the next category every 2 seconds. The player can also use the left and right arrow keys to scroll to the next category and press enter to select. Alternatively, the mouse can be used to move between the categories and then clicking the
 left mouse key to select. All the games under a category are listed in the game selection menu. The player can use the mouse or the up and down arrow keys to scroll through the activity names and press $\underbrace{\text { Enter }}_{\text {Intio }}$ to play. Alternatively, the player can press one of the instant access buttons to go straight to a particular game category. Every 15 seconds if the unit is idle, Barbie ${ }^{\circledR}$ will say "Press enter to select a category".

## Attempts

In most activities the player will have three attempts per question. Barbie ${ }^{\circledR}$ will reveal the correct answer after three incorrect attempts.
If there is no input after 30 seconds, Barbie ${ }^{\circledR}$ will repeat the instruction prompt.

## Levels

Some of the activities have different levels. At the end of each round (consisting of ten questions) a summary score screen will be shown so the player can see how well they have done. If the player has 80 or more points they will go up a level. A score between 41 to 79 will mean repeating the same level. A score of 40 or less will mean going down a level. If the player has successfully completed all levels in an activity, they will be able to choose if they want to play again. In some of the games with no levels, after the player has completed a round of questions the 'Play Again?' screen will appear.

## Time Limit

For most games, the player has 90 seconds to answer each question.

## Language

All the activities have English instructions, and the Spanish activities have additional Spanish instructions.

## Chapter 4

## Useful Features and Controls

## Keyboard

The B-Smart ${ }^{\text {TM }}$ Learning Laptop features a fully functional computer keyboard.

## Instant Access Buttons

Pressing an instant access button will bring the player to a list of activities in that category.

## Arrow Keys



Use the arrow keys $\leftrightarrow \rightarrow \uparrow \downarrow$ to make a selection or to navigate in the games.

## Directional Cursor Pad

The B-Smart ${ }^{\text {TM }}$ Learning Laptop comes with a directional cursor pad below the keyboard. The pad can be pushed up, down, left or right to move the cursor on screen for selection and navigation in the games. To submit an answer, press the left submit button.


## Settings

Use the volume and contrast controls located at the top left of the keyboard. The choices are high, medium and low.

## Demo

Press Demo to see a demonstration of some of the exciting features and activities in the B-Smart ${ }^{\text {TM }}$ Learning Laptop.


## Help

Press the $\underset{\substack{\text { Hepuda } \\ \text { Ayde }}}{\text { key for extra hints to a question. Using this function will reduce the total score for the current }}$ question. Not all games have this function.

## Repeat

Press the $\underset{\substack{\text { Repeat } \\ \text { Repert }}}{ }$ key to repeat a question or an instruction.
ESC
Press Ess to exit the game and return to the previous menu.

## Backlight Key

Press the key to turn the LCD backlight on and off.

## Shape Keys

The player can use the $\square$ keys in the memory game 'Ready, Steady, Go!' to submit their answer.

## Answer

Press the $\begin{gathered}\text { Answer } \\ \text { Repese } \\ \text { key to reveal the correct answer to a question. The player needs to think carefully before pressing this }\end{gathered}$ key as no points will be awarded for that question.

## Delete

Pressing $\begin{gathered}\text { Delete } \\ \text { Borar }\end{gathered}$ deletes the previously entered letter or number.

## Enter

Pressing $\underbrace{\text { Enter }}_{\text {Intror }}$ submits an answer.

## Barbie ${ }^{\mathrm{TM}}$ Silhouette

Press the ${ }^{\text { }}$ key to play short fun animation with music.

## Shift

Hold down the $\begin{aligned} \text { ishift } \\ \text { sey }\end{aligned}$ and numbers $6,7,8,9,0$ or the math symbol keys to access the second function. This can be used in the game 'Calculator' and in the Spanish game 'Mecanografía'.

## Barbie ${ }^{\text {TM }}$ Expansion Cards

Do not scratch or damage the metal contact plate of the Barbie ${ }^{\mathrm{TM}}$ Expansion Card.

1. Insert the Barbie ${ }^{\mathrm{TM}}$ Expansion Card into the expansion card slot located on the right hand side of the unit.
2. The current activity is interrupted and the Barbie ${ }^{\mathrm{TM}}$ Expansion Card animation begins.
3. After the title screen, a menu screen appears with two direction icons and a title of one of the activities included on the Barbie ${ }^{\mathrm{TM}}$ Expansion Card.
4. Use the arrow keys or directional cursor pad to scroll through the titles.
5. Press the enter key to select an activity.

Expansion questions for the following activities are included on the Barbie ${ }^{\mathrm{TM}}$ Expansion Cards:

| Spelling Card | All Mixed Up, Vacuum It Up, See \& Spell |
| :--- | :--- |
| Grammar Card | Multiple Trouble, Capital Magic, Punctuation Puzzle |
| Vocabulary Card | Rhyme Time, Opposites, Facts Fax |

While the Barbie ${ }^{\mathrm{TM}}$ Expansion Card is plugged in, only those activities included on the Barbie ${ }^{\mathrm{TM}}$ Expansion Card are available. To play other games in the B-Smart ${ }^{\text {TM }}$ Learning Laptop, take out the Barbie ${ }^{\mathrm{TM}}$ Expansion Card. Use the instant access buttons to go straight to a game category to select an activity.

NB. Older versions of Barbie ${ }^{\mathrm{TM}}$ Expansion Cards may have different games and may not match the list in the table above.

## Chapter 5

## Activities

## Word

## All Mixed Up!

Rearrange the letters to spell the word correctly.

## Letter Maze

Find the word in the maze by only stepping on the letters in the vocabulary word.

## Vacuum It Up

Delete the extra letter from the word to spell it correctly.

## Butterflies

Move the letters across the screen to the empty spaces to spell the word correctly but avoid the butterflies.

## Secret Code

Move the letters up or down to create a new word.

## Rhyme Time

Select the word that rhymes with the vocabulary animation.

## Match Up



Turn the triangular prism to match the associated words together.

## Opposites

Turn the triangular prism to match the word to its opposite.

## Flower Power

Guess the letters of the hidden word. The flower will grow with the correct attempts.
There are two hints per question which will scroll across the screen if the player presses

## सнннея罗 FLORISI <br> DEHP

HELP or enters an incorrect letter.

## Multiple Trouble

Type the correct plural sound of the noun.

HORSES



Select the correct punctuation mark to make the sentence grammatically correct.

## Mathematics

## Awesome Addition

Complete the addition equation.

## Fab Subtraction

Complete the subtraction equation.


| Operation Math |
| :--- |
| Select the correct operation sign for the equation. |

## Equation Maker

Complete the equations by selecting the correct number.


## Checkout Counter

Simple addition skills are reviewed using the concept of money.

## Raining Shapes

Listen carefully and help puppy catch the correct shape.

## Comparisons

Using the idea of sizes and comparisons, listen carefully and choose which item is smaller or larger.


## More Or Less

Find the equation with the largest or smallest values.

## Blow Out The Candles

Blow out the candles using the correct combination of numbers shown on the screen.

## Speedy Sums

Answer as many sums as you can before the time runs out.

## Butterfly Whiz

Select the answer and move it to complete the equation, but don't bump into the butterflies.

## Picture Sums

Answer the equations correctly to break away the blocks and reveal a surprise gift!

## Code Break

Find the equation that matches the answer (the number not highlighted).

## Time



Tell the time on a clock.

## Memory



## Dolphin Dance

Remember and repeat the number sequence on the jumping dolphins.

## Critter Capers

Pay attention to detail and remember the animal that is shown. The player needs to identify it from a selection of four similar looking animals.


## Flipperty Flip

Find the matching pairs in the grid.

## Memory Lane

A sequence of vocabulary animation is shown on screen. Select the correct word according to the order Barbie ${ }^{\circledR}$ asks for.

## Ready, Steady, Go!

Remember the order in which the shapes arrive. Use the shape keys to give the answer.

## Hide N'Seek

Watch carefully and remember which cat has the jewelry.

## Magic Arrows

Remember the sequence of tones and use the arrow keys to repeat the dance moves.

## See \& Spell

Watch the vocabulary animation and listen to the word. The player needs to spell the word correctly.

## Only Shapes

An image made up of different shapes is shown on screen for a few seconds before disappearing. The image re-appears with one shape missing. Select the missing shape.

## Logic

## Shopping Spree

Pick up all the T-shirts without repeating any steps or hitting any of the hangers.


## Cheer Up!

Fill in the missing number in the sequence.

## The Next Trend

Select the symbol that best completes the sequence.

## Balloon Parade

Listen carefully and re-arrange the balloons in the order Barbie ${ }^{\circledR}$ asks for.

## Shadow Effect

Match the object to its shadow.

## Mirror Mirror

Match the animal to its correct mirror image.

## Spot The Difference

Find the 4 differences between the two images.

## One Of A Kind

Find the item of clothing that looks different from the rest.

## Chow Time

Match the animal to its favorite food.


## Animal Mystery

Listen carefully to the clues and guess the animal.

## Water The Flower

Use the different sized cups to fill up the vase without over spilling. Try to fill it up with the least number of cups.


## Manners \& Safety

## Good Manners



Learn about good manners with Barbie ${ }^{\circledR}$.

## Miss Manners

Test your knowledge of manners with questions. Answer if a manner is good or bad.

## Cooking Safety

Choose the correct answer for cooking in the kitchen.

## Road Safety

Choose the correct answer for road safety.


## Typing

## Hyper Typer

Learn how to type using the correct fingers.

## Word Drop



Finish typing the word before the curtain reaches the bottom of the stage.

## Puppy Chase

## Letter Street

Finish typing the letters before they leave the screen.

## Letter Shower

Aim the hose at the letter and press the corresponding letter key to get rid of it.

## Music

## Catch The Beat

Select a rhythm style for a melody and add your beat to the song! Type the letter when it reaches the middle of the line.


## Melody Groove

Choose a song and select some dance moves for Barbie ${ }^{\circledR}$.

## Music Maestro

Select a song, choose a musical instrument and follow the notes to play along. (P for piano, B for brass, G for guitar and F for flute).

## Rock Out

Have fun composing a melody.

## Games

## Basketball Hoops

Shoot as many hoops as you can.

## Dazzlin' Surprise

Break away the blocks to reveal a hidden picture.

## Cake Craze

Put the cakes away as fast as you can.


## Bounce Bounce

Repair the gaps in the box created by the bouncing ball.

## Fishing

Match the color of the basket to the fish.

## Butterfly Flight

Help the butterfly get to the other side using the leaves.

## Lucky Go Lucky

Challenge yourself with 10 questions randomly chosen from the other activities.

## Fortune Cookie

Choose a fortune cookie to see what fortune awaits.

## The Star In You

Find out about your star sign and personality by entering your birthday.

## Calculator

Work out mathematical calculations. To access " $x$ " or "‘$\div$ " on the keyboard hold down SHIFT while pressing the corresponding keys to access the second function.

## Spanish

## Mira y aprende

Select a word in English and learn how to say and spell it in Spanish.

## Búsqueda de palabras




```
    050
```



```
1 Globo
2 Cone.jo
3 Hormisa
```

Match the correct Spanish word to the animation.

## El género

Select the correct Spanish word according to the gender asked for.

## Adivinanzas

Use the net to catch the correct Spanish word that matches the English.


## Plurales

Type the correct plural form of the Spanish noun.

## Letras despistadas

Rearrange the letters to spell the Spanish word correctly.

| Deletrea |
| :--- |
| Spell the Spanish word correctly. |

## Mariposas

Move the letters across the screen to the empty spaces to spell the Spanish word correctly but avoid the butterflies.


## Mecanografía

Type the vowels to make puppy drop the shoe. To access the Spanish vowels with the accents, hold down SHIFT and the corresponding number key $(6,7,8,9,0)$ to access the second function.

## Máxima concentración

Use the hint to select the correct vocabulary word.


## - Chapter 6

## Troubleshooting

Developing learning products is a responsibility that we at Oregon Scientific take very seriously.
We make every effort to ensure the accuracy and appropriateness of the information which forms the value of our products. However, errors can sometimes occur. It is important for you to know that we stand behind our products and we encourage you to call our Consumer Services Department with any problems and/or suggestions that you might have. Our service representative will be happy to help you.
Before contacting an authorized service representative at 1-800-853-8883, carry out the following simple checks. It may save you the time of an unnecessary service call.

## No display

Are the batteries installed properly?
Do the batteries need replacing?

## Black-out screen or abnormal display

Disconnect the power supply by removing batteries for at least 10 seconds before connecting the power supply again. In an environment prone to static discharge, the unit may malfunction.
To reset, remove batteries or disconnect the adaptor for at least 10 seconds before connecting the power supply again. Conforms to safety requirements of ASTM F963, EN71 Parts 1,2 and 3 and EN62115.
In an effort to continually improve our products, the actual screen display on the product may differ slightly from the diagrams shown.

Oregon Scientific, Inc.<br>19861 SW 95th Avenue<br>Tualatin, OR 97062, USA<br>Hotline: 1-800-853-8883

## Warning:

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

- There may be small parts that can cause damage to the unit.
- Not suitable for children under 3 years.


## NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful 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 or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.
- This Class B digital apparatus complies with Canadian ICES-003.


## DISPOSAL

Do not dispose of this product as unsorted municipal waste.
Collection of such waste separately for special treatment is necessary.


