vtech®

Genius Notebook

INTRODUCTION

Thank you for buying the **VTech**® **Genius Notebook**. The **VTech**® **Genius Notebook** is your child's launch pad into a whole world of learning fun! In addition to language basics such as letters and vocabulary words, the **Genius Notebook** introduces Spanish through fun, graphics-enhanced games. Your child will learn basic math, sharpen logic skills and develop musical and artistic creativity - playing and having fun at the same time! Plus, the **Genius Notebook** is loaded with other cool features such as tools to store personal info, vivid animations, fun sound effects, snappy melodies and a realistic keyboard and mouse.

With the **Genius Notebook**, your child will find that learning and fun go hand in hand!

LOCK KEY
LCD SCREEN
BUILT-IN SPEAKER
ON/OFF BUTTON
CONTRAST SWITCH
VOLUME SWITCH
DEMO BUTTON
PROGRESS REPORT BUTTON
CATEGORY KEYS
CHOICE BUTTONS
KEYBOARD
CURSOR PAD
REAL MOUSE
CHOICE BUTTONS
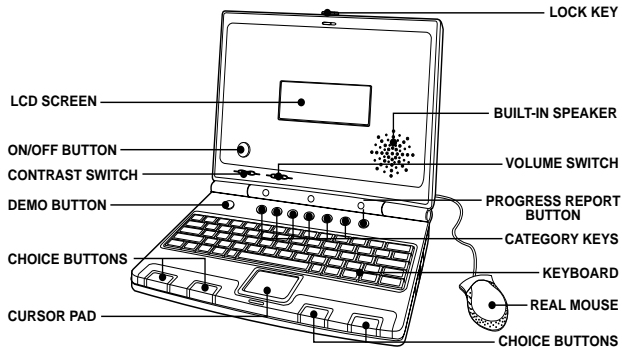
INCLUDED IN THIS PACKAGE

- **Genius Notebook**
- User's manual
- Real mouse
- Mouse pad

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety.
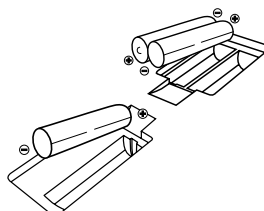
GETTING STARTED

POWER SOURCE

The **Genius Notebook** operates on 3 "AA" size batteries (UM-3/LR6) or a **VTech®** 9V adaptor (sold separately).

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery covers on the bottom of the unit and open them.
3. Insert 3 new "AA" batteries (UM-3/LR6) as illustrated.

RECHARGEABLE BATTERIES ARE NOT RECOMMENDED.

4. Close the battery covers.

NOTE: For best performance, remove all factory-installed batteries and use new, alkaline batteries.

STANDARD FOR BATTERY TOYS

- Do not try to 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;
- Do not mix different types of batteries; Do not mix new and used batteries;
- Only use batteries of the recommended or equivalent type;
- Always insert batteries properly matching the plus (+) and minus (-) signs;
- Batteries that have run out of energy must be removed from the toy;
- Do not short-circuit the supply terminals;
- Do not use more batteries than recommended;
- Do not mix alkaline, standard(carbon-zinc) or rechargeable (nickel-cadmium) batteries
- Remove batteries from the toy if it will not be used for an extended period of time.

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AC/DC ADAPTOR

Use a **VTech®** adaptor or any other standard adaptor that complies with EN61558 AC/DC 9V 300mA center-positive adaptor.

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

NOTE: When the toy is not going to be in use for an extended period of time, unplug the adaptor.

Standard for toys with adaptor
• The toy is not intended for use by children under 3 years old.
• Only use the recommended adaptor with the toy.
• The adaptor is not a toy.
• Never clean a plugged-in toy with liquid.
• Never use more than 1 adaptor.
• Do not leave plugged-in for extended periods of time.

Notice to parents
Regularly examine the adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it.

REAL MOUSE

Use the mouse only on a clean, flat surface, so that the roller ball is not damaged and the cursor moves freely across the screen. Use only a mouse that is compatible with **VTech®** products.

Mouse door →
→ Mouse button
vtech
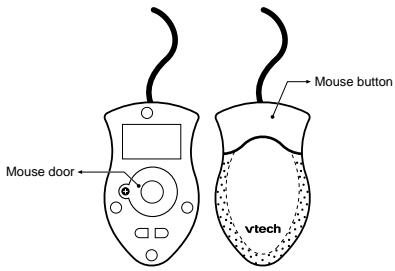
CONNECTING THE MOUSE
1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the back of the unit.
3. Plug the mouse into the mouse jack.

USING THE MOUSE
1. Move the mouse in the direction you want the cursor to move.
2. Click on the mouse button to make a selection.

CLEANING THE MOUSE
1. Following the arrows, use a screwdriver to open the cover on the bottom of the mouse.
2. Take the ball out of the mouse and use a dry cloth to clean the mouse and the ball.
3. Place the ball back into the mouse, place the cover back onto the mouse and screw the cover closed.
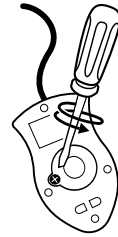
PRODUCT FEATURES

ON/OFF BUTTON ⊚

Turn your **Genius Notebook** learning toy on by pressing the On/Off button. You can turn the unit off by pressing the On/Off button again.

PLAY MODES

In the **Genius Notebook**, you can choose from 6 different categories of play and learning:
1. Language Lab (Spanish)
2. Word Zone
3. Math Mania
4. Game Time
5. Creative Studio
6. My Tools

LEVEL SELECTION `Level`

Pressing this button will change the level of the current activity from level one to level two and then level three. Press it again to go back to level one. Level one is the default setting when starting a new activity.

CONTRAST SWITCH

Adjust the image on the screen by sliding the contrast switch to the right for higher contrast and to the left for lower contrast.

VOLUME SWITCH

Adjust the volume by sliding the volume switch to the right for higher volume and to the left for lower volume.

ONE/TWO PLAYER MODE

Press the [Player] key on the keyboard to switch between One Player and Two Player modes. The activities that can be played with two players are:
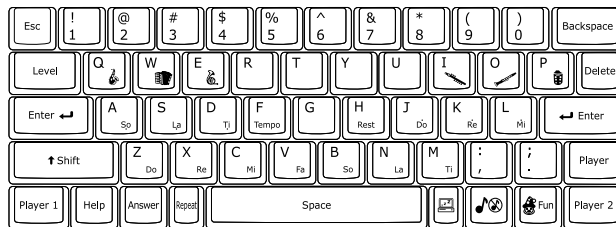
- Word Train
- Talk Show
- Typing Fun
- Mouse's Lunch
- Subtract It
- Show Time
- Costume Ball
- Hide and Seek
- Animal Shadows
- Carrot Patch

SCREEN SAVER

Pressing the Screen Saver key allows you to choose 1 of 3 screen savers to start up after a few minutes of inactivity.

KEYBOARD LAYOUT

Your **Genius Notebook** has a full typing keyboard that doubles as a music keyboard.

FUNCTION KEYS:

1. ○ Demo   Press this button to see a short preview of your **Genius Notebook**.

2. ○ **Progress Report**   Press this button to see how you're doing in most activities.

3. ○ ○ ○ ○ ○ ○ ○
Language Lab (French)   Word Zone   Maths Mania   Game Time   Creative Studio   My Tools   Progress Report

Press one of these buttons to jump to the first activity of a category.

4. | Esc | Press this key to go back to the previous screen.

5. ▭ ▭   ▭ ▭

Use these keys to answer questions in certain activities.

6. | Level | Press this key to change the level in most activities.

7. | Repeat | Press this key to repeat the current question or instruction.

8. | Help | Press this key for help in most activities.

9. | Answer | Press this key to see the correct answer in most activities.

10. | Delete | Press this key to delete what you have typed.

11. | 🐱Fun | Press this key to see a fun cartoon.

12. | ♪⊘ | Press this key to turn the background music on and off.

13. | 💻 | Press this key to change the screen saver. Each press of the button will cycle to the next screen saver.

14. | Player | Press this key to switch between One Player and Two Player modes.
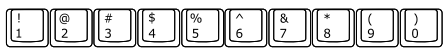
15. | Player 1 || Player 2 | Press these keys to enter different players' answers in Two Player mode.

PRODUCT FEATURES

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16. Use this cursor pad to move the cursor around the screen or cycle the answer choices in the activities.

17. Use these keys to enter letters in letter and word-related activities.

18. Use these keys to enter numbers in number-related activities.

19. Use these keys to enter musical notes in music-related activities.

20. Use these keys to change instruments in music-related activities.

21. Press this key to change the melody tempo in music-related activities.

HOW TO PLAY

ACTIVITY SELECTION

When the unit is turned on, you will be see a short opening scene and enter the Main Menu. Here, activities will cycle onto and off the screen automatically. You can choose an activity in one of these ways:

1) press **Enter** when you see an activity you like.
2) use the cursor pad to cycle through the activities manually, and press **Enter** to choose one.
3) click the mouse button when you see an activity you like.
4) type the activity number and press **Enter**.

If you press a category key (such as 'Word Zone'), the menu will jump to the first activity of that category. An activity can then be chosen in the above ways.

PROGRESSIVE LEARNING FEATURE
In most activities, if a question is answered incorrectly in the first round of a game, it will be repeated up to three times in later rounds. This feature is designed to help children learn by developing memory skills.

ANSWER
In most activities, the answer will be provided after a certain number of tries. It will not be available in Earful of Numbers, Picture Fun, Chat Room, Alphabet Apple, Number Bubbles, Typing Fun, Firefly Count, Carrot Patch and all activities in the Creative Studio and My Tools categories.

SHORT BREAK MODE
After you play five rounds in a row in any activity, you will enjoy a fun musical break!

AUTO POWER OFF
To preserve battery power, the **Genius Notebook** will automatically shut off after several minutes without input. The unit can be turned on again by pressing (⏻).

ACTIVITIES

Your **Genius Notebook** includes a total of 39 activities.

Index	Activity Name	Category Name
01.	Earful of Numbers	
02.	Number Votes	
03.	Picture Fun	
04.	Word Train	Language Lab
05.	Letter Jump	
06.	Mouse's Snack	
07.	Chat Room	
08.	Talk Show	

09.	Alphabet Apple	
10.	Letter Disks	
11.	Alphabet Fishing	
12.	Letter Match	
13.	Letter Bubbles	Word Zone
14.	Typing Fun	
15.	Animal Votes	
16.	Mouse's Lunch	
17.	Odd One Out	
18.	Part and Whole	
19.	Number Star	
20.	Firefly Count	
21.	Pick One Out	
22.	Number Seesaw	
23.	Math Votes	Math Mania
24.	Mouse's Dinner	
25.	Shopping Spree	
26.	Subtract It	
27.	Ticktock Time	
28.	Show Time	
29.	Costume Ball	
30.	Hide and Seek	Game Time
31.	Animal Shadows	
32.	Carrot Patch	
33.	Stamp Factory	
34.	Party Faces	Creative Studio
35.	Concert Master	
36.	Melody Maker	
37.	About Me	
38.	My Favorites	My Tools
39.	Parents' Message	

ACTIVITIES

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LANGUAGE LAB

01. EARFUL OF NUMBERS

You will see four disks marked with numbers from 1 to 10. Choose a disk to hear the Spanish word for that number. Use the mouse, the cursor pad and Enter or the choice buttons.

02. NUMBER VOTES

Let's vote in an election! Vote for the number that matches the Spanish word at the top of the screen. Use the mouse, the cursor pad and Enter or the choice buttons.

03. PICTURE FUN

Choose a Spanish word to see its picture and hear it spoken aloud.

04. WORD TRAIN

You will see a Spanish word at the top of the screen, and a train will ride by with pictures on it. Choose the picture that matches the Spanish word.

05. LETTER JUMP

Help the frog jump to the lily pad with the letter that begins the Spanish word. Use the cursor pad, mouse or keyboard.

06. MOUSE'S SNACK
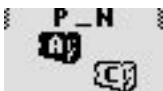
Let's feed the hungry mouse! Choose the letter cheese that completes the Spanish word at the top of the screen. Use the mouse or the keyboard to choose.

07. CHAT ROOM

Let's have a chat! Pictures scroll by on the screen, with phrases spoken in English. Choose a picture to learn the phrase in Spanish.

ACTIVITIES

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08. TALK SHOW

Choose the picture that matches the Spanish phrase you heard. Use the mouse or the cursor pad and Enter to choose.

WORD ZONE

09. ALPHABET APPLE

Some alphabet apples are falling from the tree. To pick a letter apple, press the letter key or cursor pad.

10. LETTER DISKS

Click on a disk at the top of the screen to hear its letter sound. Then, use the mouse, cursor pad and Enter or keyboard to choose the matching letter.

11. ALPHABET FISHING

Let's go fishing! Put the alphabet fish in order by using the cursor pad and Enter, mouse, choice buttons or keyboard.

12. LETTER MATCH

Several pairs of letter cards will display on the screen. Pair up the capital letter with the small letter using the cursor pad and Enter or mouse.

13. LETTER BUBBLES

It's fun to blow bubbles! Catch the bubble that fills in the letter pattern at the bottom of the screen. Use the mouse or the keyboard.

14. TYPING FUN

Pop the letters falling down the screen by typing them as fast as you can!

ACTIVITIES

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15. ANIMAL VOTES

The animal election is getting very exciting! Vote for the missing letter by using the mouse, cursor pad and Enter, or choice buttons.

16. MOUSE'S LUNCH

Let's feed the hungry mouse. Complete the word at the top of the screen by clicking a letter cheese, or typing the letter on the keyboard.

17. ODD ONE OUT

Choose the word that does not belong in the group.

18. PART AND WHOLE

Read the word at the top of the screen, and find the word that is a "part" of that word. Use the mouse or the cursor pad and Enter to match the part and whole.

MATH MANIA

19. NUMBER STAR

Twinkle, twinkle, little star! Catch a star by typing its number on the keyboard. Now, make a wish!

20. FIREFLY COUNT

Catch as many fireflies as you can, by using the mouse or the cursor pad and Enter. Hurry, before time runs out!

21. PICK ONE OUT

Two number bugs will pop out of the holes. Catch the one that fills in the number pattern.

ACTIVITIES

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22. NUMBER SEESAW

Balance the seesaw! To add an object to one side, click the icon at the bottom of the screen. To enter your answer, click the arrow icon at the top. You can also use the to switch between the icons.

23. MATH VOTES

Welcome to the math election! Complete the number pattern by voting for one of the four number choices. Use the mouse, cursor pad and Enter, or choice buttons to vote.

24. MOUSE'S DINNER

Feed the hungry mouse! Listen to the clue, and choose the cheese with the bigger or smaller number.

25. SHOPPING SPREE

Let's go shopping! Choose an object to buy, then use the mouse or cursor pad and Enter to add up coins to the price shown.

26. SUBTRACT IT

Help the frog jump to the lily pad that answers the math problem. Use the cursor pad, mouse or keyboard to choose an answer.

27. TICKTOCK TIME

Move the hands on the clock to match the time shown. To drag the hands, use the mouse to click on the arrows below the clock. You can also move the arrows with the cursor pad.

GAME TIME

28. SHOW TIME

It's show time, so let's dress up! Use the cursor pad and Enter or mouse to choose the outfit you saw at the start of the game.

29. COSTUME BALL

All the animals are dressed up for a fancy ball! Can you recognize the masked animal from the four choices? Use the mouse or cursor pad and Enter to choose.

30. HIDE AND SEEK

The cat and mouse are playing hide and seek! Remember where the mouse is hidden and help the cat find it.

31. ANIMAL SHADOWS

Can you guess which animal goes with which shadow? Scroll through the animals at the right to find one that matches the shadow on the left.

32. CARROT PATCH

Rabbits love carrots! Use the mouse or choice buttons to grab the carrots as fast as you can.

CREATIVE STUDIO

33. STAMP FACTORY

Let's make stamp art! Choose a stamp design at the right side of the screen, and drag it anywhere you like. Click on the eraser icon to start over.

34. PARTY FACES

It's time to make some funny faces for a party. Use the mouse to drag different eyes, mouths, hair and other fun party looks onto the face on the screen.

35. CONCERT MASTER

Conduct your own concert! Choose a number to play a melody, and use the cursor pad and Enter to change the melody's instrument. Then sit back and watch the performance!

Melody List:
a. "Baa, Baa, Black Sheep"
b. "Found a Peanut"
c. "Frere Jacques"
d. "Camptown Races"
e. "Goosey Goosey Gander"
f. "Hickory Dickory Dock"
g. "If You're Happy and You Know It"
h. "London Bridge"
i. "Polly Wolly Doodle"

36. MELODY MAKER

Want to make your own music? Use the musical note keys to make a new melody, and press Enter to play it. Press the instrument keys to change instruments.

MY TOOLS

37. ABOUT ME

Use this tool to store all your vital info: your name, birthday, address, phone number, email address, your best friend's name and your interests.

38. MY FAVORITES

Choose a category, such as food, animals, or clothes, and select your favorite things.

39. PARENTS' MESSAGE

Here is a place for your Mom or Dad to leave a special message for you.

CARE & MAINTENANCE

1. Keep your **Genius Notebook** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. Never try to dismantle it.
5. Always keep the **Genius Notebook** away from water.

TROUBLESHOOTING

1. If your **Genius Notebook** stops working or does not turn on:
• Check your batteries. Make sure the batteries are fresh and properly installed.
• If you are still having problems, visit our website at www.vtechkids.com for troubleshooting tips.
2. If, when pressing the On/Off button, nothing happens:
• Make sure your unit is plugged in.
• If you are using batteries, check to see that they are aligned correctly.
3. If you turn the unit on, but cannot see anything on the screen:
• Adjust the contrast switch to adjust the darkness of the screen.
4. If you can't hear any sound:
• Adjust the volume switch to adjust the sound level of the speaker.
5. If the screen is frozen and not responding to any input:
• Use the tip of a paper clip (or a similar object without a sharp tip) to gently press the Reset button.

TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual error message or problem you are experiencing.
- The actions you took right before the error message or problem occurred.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

OTHER INFO

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COMPANY : VTech® Electronics North America, L.L.C.

ADDRESS : 1155 W. Dundee Road, Suite 130, Arlington Heights, IL 60004, USA

TEL NO. : (847) 400-3600

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

OTHER INFO

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equipment generates, uses and can radiate radio frequency energy and, 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.

IMPORTANT NOTE:

Creating and developing **Genius Notebook** products 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 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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Dear Parent,

*At **VTech®**, we know that in order to effectively reach kids, today's learning tools have to be plugged into the fast-paced world around them. That's why we created the Grade School Learning Series - an engaging set of stylized, interactive computers specially designed to get grade-school kids up to speed with their fast-paced, tech-savvy world.*

Every product in the Grade School Learning Series covers a wide range of school basics - math, language, social studies, science, and even an intro to basic Spanish. Activities are presented in a fast-paced, arcade-game style that kids will recognize and enjoy. Each learning machine is loaded with hi-tech features such as word processors, electronic address books, plug-in accessories, and PC uplinks - tools that go hand-in-hand with the way kids learn, play and use information. And of course, each laptop is designed to travel easily along with a busy grade-schooler.

*With the Grade School Learning Series, kids can access a way to learn that closely matches they way they already live and play. We thank you for trusting VTech® with the important job of helping your child learn and succeed. We hope to help your child discover that **"It's Cool to be Smart!"***

Sincerely,

*Your Friends at **VTech®***

To learn more about the Grade School Learning Series and other VTech® toys, visit www.vtechkids.com