Double Team™ ◆

USER'S MANUAL

VTECH®

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INTRODUCTION

Get ready to work your brain and build your game! Your **VTech® Double Team**™ game system comes action-packed with 32 built-in learning activities and action games. If you have any questions about your **VTech® Double Team**™ game system, please call our Consumer Services Department at 1-800-521-2010 in the U.S., or 1-800-267-7377 in Canada.
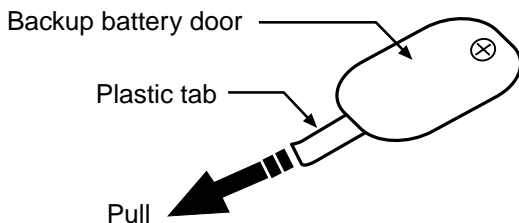
IMPORTANT NOTE:

Some screenshots for this manual may have been taken prior to the completion of the product. Some screens may differ slightly from those in the finished product.

READ ME FIRST
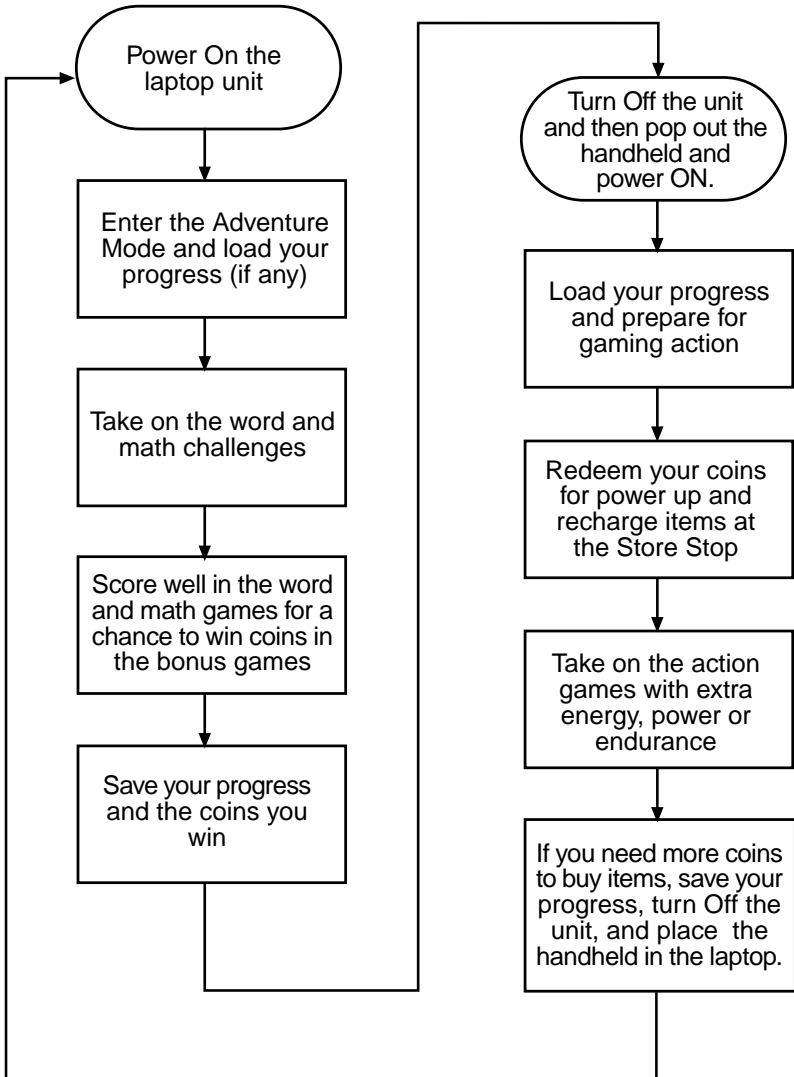
IMPORTANT NOTE:

First Time setup

1. Before turning **ON** the unit, insert the batteries or power adaptor.
2. Remove the protective strip from the backup battery by pulling on the plastic tab. Do not unscrew the backup battery door.

CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
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 submerge the unit in water or get the unit wet.
6. Be sure to take an occasional rest break during extended play.

ADVENTURE MODE QUICK START GUIDE

Power On the laptop unit

Enter the Adventure Mode and load your progress (if any)

Take on the word and math challenges

Score well in the word and math games for a chance to win coins in the bonus games

Save your progress and the coins you win

Turn Off the unit and then pop out the handheld and power ON.

Load your progress and prepare for gaming action

Redeem your coins for power up and recharge items at the Store Stop

Take on the action games with extra energy, power or endurance

If you need more coins to buy items, save your progress, turn Off the unit, and place the handheld in the laptop.

SETTING UP

- **Handheld lock**
- **Volume**
- **Contrast**
- **LCD Screen**
- **Cursor Pad**
- **Laptop lock**
- **Direction Pad (D-Pad)**
- **Power**
- **Keyboard**
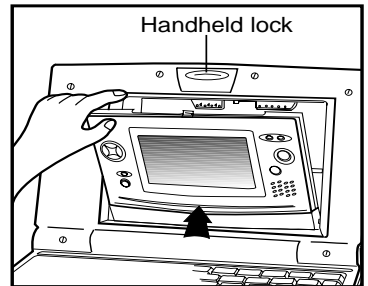
REMOVING THE HANDHELD UNIT

Make sure your **VTech® Double Team**™ game system is turned OFF. Press the Handheld lock. The handheld should automatically move forward. Gently pull the handheld from the laptop base.
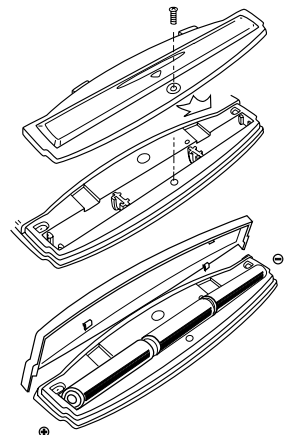

Handheld lock

POWER SOURCE

The **Double Team**™ game system operates on 3 AAA size batteries (UM-4 or LR03) or a standard 9V ⎓ 300mA AC center-positive + –●)– – adaptor when the handheld is placed in the laptop.
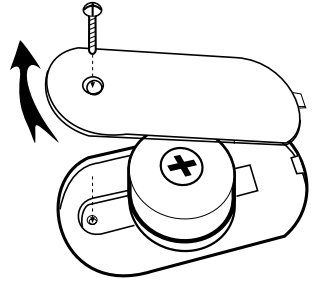
BATTERY INSTALLATION

MAIN BATTERY INSTALLATION

1. Make sure the unit is OFF.
2. Detach the handheld from the laptop unit.
3. Locate the battery door on the bottom of the handheld unit.
4. Use a screwdriver to loosen the screw of the battery door, and then slide and lift the battery door.
5. Insert three "AAA" size batteries (UM-4 or LR03) into the battery compartment as shown.
6. Replace the battery cover and lock the battery door latch.

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BACKUP BATTERY INSTALLATION

Your Double team comes with a backup battery already installed. To avoid damage to the unit from leaky batteries, replace the backup battery at least once a year. Do not remove both backup battery and three "AAA" batteries at the same time, otherwise, all saved adventure mode game data and organizer data will be erased.

1. Make sure the unit is OFF.
2. Detach the handheld unit from the Laptop unit.
3. Locate the backup battery cover on the bottom of the handheld unit.
4. Loosen the screw of the backup battery cover and push it aside as illustrated.
5. Insert a CR2032 battery as illustrated.
6. Replace the backup battery cover and tighten the screw to secure the backup battery cover.

Do not remove both backup battery and 3 AAA batteries at the same time, otherwise, all saved adventure mode game data and organizer data will be erased.

BATTERY NOTICE

- Install batteries correctly observing the correct polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove the batteries from the unit when it will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- Do not short-circuit the supply terminals.
- DO NOT USE RECHARGEABLE BATTERIES in this unit. (The use of alkaline batteries is recommended for best performance.)

IF YOUR VTECH® DOUBLE TEAM™ STOPS RESPONDING

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.
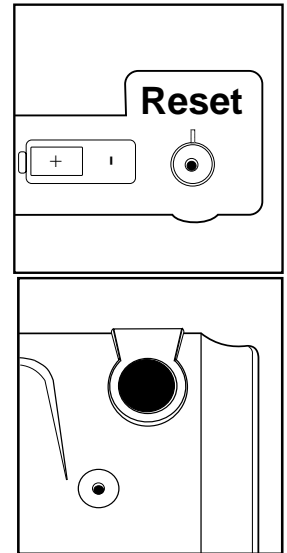
STILL HAVING PROBLEMS?

If you encounter problems when playing the handheld, reset the handheld using the steps below:

1. Press the battery door latch and lift the battery cover.
2. Use the tip of an unfolded paperclip (or similar object *without* a sharp tip), to gently press the Reset button and Power On the unit again.

If you encounter problems when playing the laptop, reset the laptop using the steps below:

1. Locate the Reset button on the bottom of the laptop.
2. Use the tip of an unfolded paperclip (or similar object without a sharp tip), to gently press the reset button and Power On the unit again.

If you are still having problems, we 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.

GETTING STARTED

To begin play, turn on your **VTech® Double Team**™ game system by holding the Power button for two seconds. After the animation screens appear, you're ready to play.
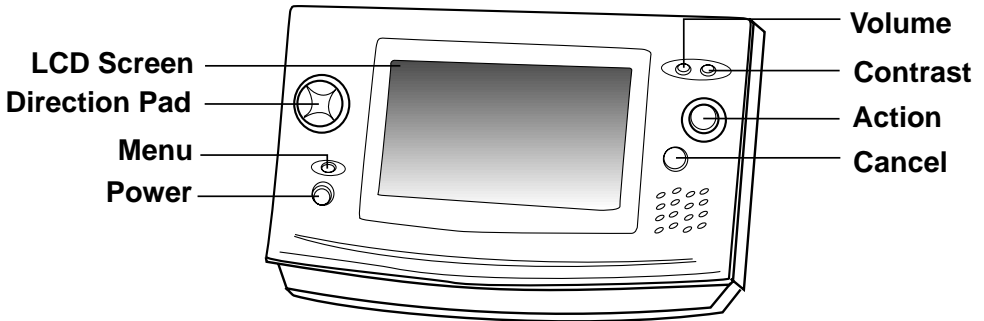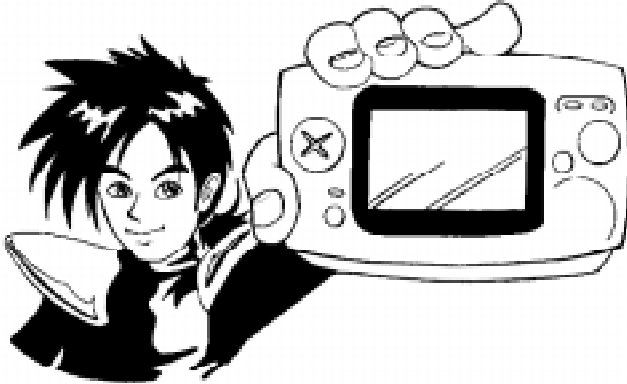
SETTING THE DATE AND TIME

From the Main Menu choose the Setup icon to set the date and time. This is important. You'll be reminded of birthdays once you enter that information in the organizer. To set the date and time, use Up and Down on the Direction Pad to adjust the month, day, year, hour, and minute. Use Left and Right to move your cursor. The first time you power On the unit, you will enter the clock setup automatically.

AUTO SHUT-OFF

Your **VTech® Double Team**™ game system will automatically turn off if the unit is unused for 4 minutes.

HANDHELD CONTROLS

Hi there! I'm Jace. Before we go on our adventure there's a few things that you have to know. It's a good idea to learn the controls of your **VTech® Double Team**™ game system. Let's take a look at the handheld first.

LCD Screen
Direction Pad
Menu
Power

Volume
Contrast
Action
Cancel

POWER

Press and hold this button for two seconds to turn on the unit. Press it again to turn off the unit.

VOLUME

Press this button to change the volume. Volume has four levels: off, low, medium, and high. When you press this button, a control panel will appear on screen. The icons below show the four different volume levels.
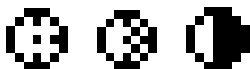

Volume has four levels (shown left to right): off, low, medium, and high.

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CONTRAST

Press this button to change the contrast or darkness level of the LCD screen. Contrast has three levels: low, medium, and high. When you press this button, a control panel will appear on screen. The icons below show the three different contrast levels

Contrast has three levels (shown left to right): low, medium, and high.

DIRECTION PAD (D-PAD)

This is the Direction Pad. I like to call it the D-Pad. Use this pad to control my movement. If you want to make me move left, you need to press Left, the left side of the D-Pad. If you want to make me move right, you need to press Right, the right side of the D-Pad.

You can also use the Direction Pad (D-Pad) to edit text. Press Up and Down to scroll through letters, numbers, and symbols. Left and Right are used to move the cursor position. The cursor position is the place where the letter, number or symbol you choose will be placed.

ACTION

Whew! This button does a lot. You'll have to press this button to choose an item, activity, or game. You'll also use this button to enter your answers to questions or problems. Some of the games that take place during our adventure use the Action button in different ways. Depending on the activity or game you're playing, this button can make me jump, run, or stop. Cool, huh?
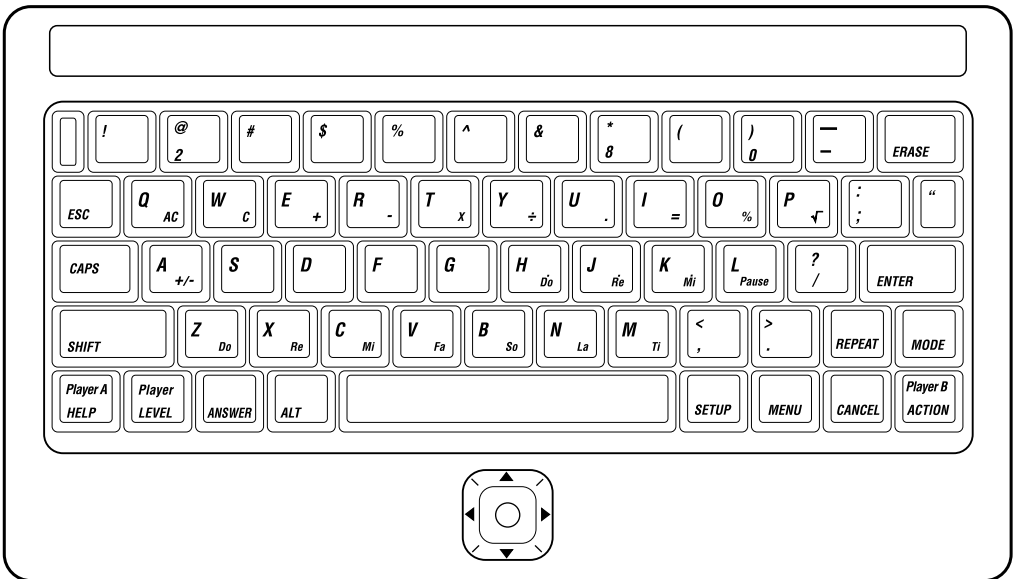
CANCEL

This is a great button! If you think you've gone to the wrong place and you need to go back, press this button. Press this button if you need to change your answer to a question. This button is used in different activities. If it has a special use in an activity, its use will be explained in the activity and game directions shown later in this book.

MENU

This button takes you to the menu screen while playing in Adventure mode. In Activity mode, pressing it takes you to the Activity menu.
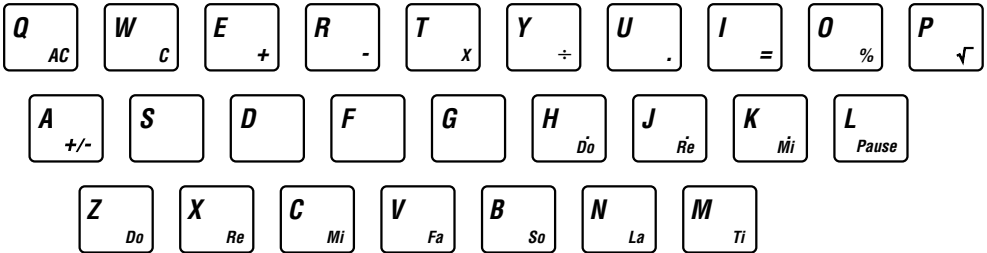
KEYBOARD FUNCTIONS

If you're playing any of the activities when the handheld is docked in the laptop, you'll want to use the keyboard to type in your answers. In this section, we'll take a look at each of the keys on the keyboard.
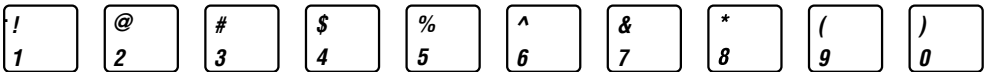
 CURSOR PAD

In some activities, the cursor is a flashing line that appears on screen. It lets you know what part of the screen you are controlling or changing. The cursor pad works just like the D-Pad on the handheld. Use this pad to control my movement or the cursor movement. If you want to make me move left, you need to press Left, the left side of the cursor pad. If you want to make me move right, you need to press Right, the right side of the cursor pad.

| Q (AC) | W (C) | E (+) | R (-) | T (x) | Y (÷) | U (.) | I (=) | O (%) | P (√) |

| A (+/-) | S | D | F | G | H (Do) | J (Re) | K (Mi) | L (Pause) |

| Z (Do) | X (Re) | C (Mi) | V (Fa) | B (So) | N (La) | M (Ti) |

LETTER KEYS

Use these keys to type answers to Word Zone or to enter information into the organizer.

| ! 1 | @ 2 | # 3 | $ 4 | % 5 | ^ 6 | & 7 | * 8 | (9 |) 0 |

NUMBER KEYS

Use these keys to type answers to math challenges or to enter information into the organizer.

| ENTER | **ENTER**

You'll have to press this key to choose an item, activity, or game. You'll also use this button to enter your answers to questions or problems. Some of the games that take place during your adventure use the Enter button in different ways. Depending on the activity or game you're playing, you'll use this button can make me jump or stop. Cool, huh?
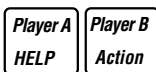
| ESC |

ESC (ESCAPE)

Press this key if you think you've gone to the wrong place and you need to go back.

| Player
LEVEL |

PLAYER

Press **SHIFT+Player** to switch between one and two player modes. Two-player mode is available only when the handheld is docked in the laptop. All action games are one player games.

| Player A
HELP | Player B
Action |

PLAYER A AND PLAYER B

In two-player mode, the first player will press the Player A key to signal that he or she has the answer. The other player will use the Player B key.

| Player
LEVEL |

LEVEL

When you're ready for even greater challenges, press this key to change the skill level. For most of the activities and games, there are four skill levels. Level 1 is the easiest skill level and Level 4 is the most challenging skill level. When you press the Level key, a menu will appear on-screen. Press Left or Right on the cursor pad to choose a skill level, then press Enter or Action to confirm your selection. If you don't want to change the skill level, press the ESC key to go back.

| SHIFT |

SHIFT

Press and hold this key while pressing the letter keys to type capital letters or symbols. For example, if you are typing information into your organizer, press and hold shift, then press the Q key, the letter printed on screen will appear as Q. If you press and hold shift, then press the 4 key, then the $ symbol will appear on screen.

| CAPS
LOCK |

CAPS LOCK

If you're going to type using all capital letters, press this button instead of holding the Shift key. To go back to lowercase, press this button again.

| ALT |

ALT

Press and hold the Alt key and use the Cursor Pad to control the on-screen pointer.

 REPEAT

Didn't catch the questions the first time? No problem! Press this key to repeat a question or problem. This key is not used in the Word Memory or Sentence Builder activities.

 ANSWER

Sometimes questions can get too tough. Press the Answer key to see the correct answer to any question. This key is not used in the Sentence Builder activity.

 ERASE

Press this key to erase the letter, number or symbol in the cursor position. You can also use this key to go back one step in the Equation Builder and Letter Matrix activities.
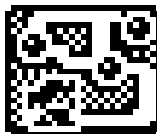
 HELP

This key is really helpful. That's why I like to call it the Help key. After you choose an activity or game, press this key to see a brief explanation of how the activity or game works.

USING MENU SCREENS

To move through the menus, use the Direction Pad or Cursor Pad (when the handheld is docked in the laptop). At activity menu screens, the name of the activity will appear at the bottom of the screen. To choose an item from the menu, press the Action button on the handheld unit, or press Enter on the keyboard.

MAIN MENU

Every time you turn On your **VTech® Double Team**™ game system this will be the first menu that you see. You'll have four modes from which to choose: Adventure mode, Activity mode, Organizer, and Setup.

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ADVENTURE MODE

You've just been transported into a game world where anything can happen. Your quest in this game world is to find the castle that has the doorway that leads home, but many challenges await you- a frozen valley, giant jellyfish, a powerful magician. You can begin your journey in one of two ways: the Training Program or the World Map.

TRAINING PROGRAM

If your handheld is docked in the laptop, you will enter the Training Program. The Training Program tests your knowledge in Language Arts and Math. Do well and you will be rewarded with a chance to earn valuable coins. Redeem these coins at any of the shops in the World Map for items that will prepare you for the action games that lie ahead.

Once you think you have enough coins and want to continue on your journey, save your game (see SAVING YOUR PROGRESS) and turn Off your **VTech® Double Team**™ game system. Remove the handheld from the laptop. Turn On your **VTech® Double Team**™ game system, go into Adventure mode then load your saved game.

Coins can be redeemed at any of the shops (in the World Map) for items that will increase your performance levels in energy, power, and endurance. Increase your performance levels to help you complete the challenges in the action games. Whenever you want to improve your performance levels save your game (see SAVING YOUR PROGRESS), place the handheld into the laptop, go to Adventure mode and choose, "Continue."

ENERGY	♥	Increase energy to increase the number of chances at completing a game.	INITIAL SETTING: 100
POWER	🖳	Increase power to improve your jumping ability.	INITIAL SETTING: 8
ENDURANCE	🎁	Increase endurance to reduce the amount of damage taken during a game.	INITIAL SETTING: 8

CHARACTER STATUS AND COINS

In Adventure mode, you can check your character's status. To check your character's status go to the map view, and then press menu. Now, press Left on the D-pad. You'll see your characters current Energy, Power and Endurance levels.

In Adventure mode, you can check how many coins your character has. To check your character's status go to the map view, and then press menu. Now, press Right on the D-pad. You'll see how many coins your character has.

When you first enter the Training Program you must choose to enter one of two magic rooms. The first room leads to Language Arts or word activities while the second room will take you to Math activities. Do your best in these activities to win a chance to collect coins.

BONUS GAMES AND EARNING COINS

To enter a bonus game and earn coins, you'll need to do well in the Language Arts and Math activities. For example, if you're playing at skill level two, you'll need at least 80 points to play a bonus game and earn coins. This chart shows how many points you'll need at each skill level.

Skill level	Points needed to enter a bonus game
One	>=70
Two	>=80
Three	>=90
Four	>=95

WORLD MAP

If you begin your quest to the castle from the handheld you will first see the World Map. From this map, you will encounter action games throughout your journey. You must complete the games or you cannot continue along your current path. Be warned- to better prepare yourself for these challenges, you should go through the Training Program.

– To move around the World Map, use the Direction Pad.
– If you have completed an action game, but want to play it again, move onto the game icon then press Action.

STORE STOPS

Coins can be redeemed at any of the shops (in the World Map) for items that will increase your performance levels in energy, power, and endurance. Increase your performance levels to help you complete the challenges in the action games. Whenever you want to improve your performance levels save your game (see SAVING YOUR PROGRESS), place the handheld into the laptop, enter Adventure mode and choose, "Continue."

Item	Cost	Effect
Potion	5 coins	Increase 50 energy points. Energy points cannot exceed the maximum energy level.
Armor	10 coins	Add two points to endurance
Dumbbell	15 coins	Add two points to power
Heart	30 coins	Increase the maximum energy level by 10 points

Use Up and Down to decide how much of that item you want to buy, then press Action or Enter to confirm - but wait, this is a game world so everything is a challenge- even shopping! The shopkeeper is a bit lazy so he'll ask you to add up your purchase. Enter the correct amount to complete your purchase and leave the shop.

There are only three reasons that you will not be able to buy items.

– You do not have enough coins.

– The total amount that you entered was incorrect.

– The sum of the items you own and want to purchase is greater than 64.

ADVENTURE MODE MENUS

When you press the Menu button on the handheld you will enter the Data menu screen, press Left or Right in the Data menu to enter the Item screen or Status screen.

The Data menu has four options: Save, Load, Continue and Map. Save lets you save your progress. If you want to load saved data, choose Load. To view the full World Map, select Map. To return to your game, choose Continue.

Select Item to go to the Item screen. This is where you can use the items that you bought at any of the shops. Pick an item by using Up and Down. To confirm your selection, press Action on the handheld unit.

The Status menu lets you check your Energy, Power and Endurance.

SAVING YOUR PROGESS

To save your progress, quit your game by pressing Menu or by pressing ESC on the keyboard (when the handheld is docked in the laptop). Choose Save, select which file to use (FILE 1 or FILE 2), then confirm your selection by pressing Action or Enter.

CONTINUING YOUR SAVED GAME

Turn On your **VTech®** Double Team™. Enter Adventure mode and choose, "Continue". Select a data file (FILE 1 or FILE 2) you want to load then press the Action or Enter button. If you have not saved any data, loading data will start a new game.

ACTIVITY MODE

Here, you can play any of the learning activities or action games, but you can't use your enhanced character abilities from Adventure mode.
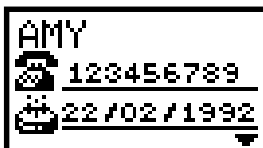
ORGANIZER

To enter information using the handheld use Up and Down on the Direction Pad to scroll through letters, numbers and symbols. Use Left and Right to move the cursor.

PERSONAL INFO

Store your name, a picture you create (in the Face It activity), your phone number, and your birthday. To add pictures from Face It, choose a file that you created in the Face It activity.
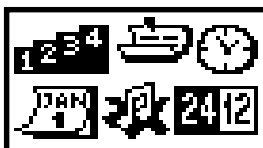
TO DO LIST

Keep a list of homework assignments, chores, and things to buy!

PHONE BOOK

Store information about your friends and family including their name, a picture you create (in the Face it activity), a phone number, and birthday. To add pictures from Face It, choose a file that you created in the Face it activity.

CALCULATOR

Your **VTech® Double Team™** has a calculator that can perform addition, subtraction, multiplication, and division. Use the Direction Pad to select which operation you want the calculator to perform.

SETUP

In Setup you can adjust the skill level of the activities and games, turn off the reminder messasge or background music, adjust date and hour formats and set the time.

WORD ZONE

WORD MEMORY

Each of the letters of a word is hidden under a magician's hats and the hats are shuffled. Remember the word and watch where the letters go. It's your task to place the hats in the correct position to form the original word. Use Left and Right to choose a hat. Press the Action or Enter key to place the hat.
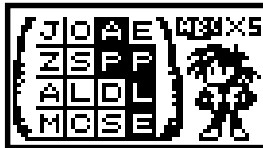
SINGULARS & PLURALS

In this activity you will encounter the machine SP-1. The machine will show you a singular noun. Your task is to type in the plural form of the noun.

PAST OR PRESENT

In this activity you will encounter the machine TM-1. It will show you the present tense of a verb. Your task is to type in the past tense of the verb.

LETTER MATRIX

Huge rocks have blocked your path! The only way to get past each rock is to solve the puzzles that appear on each rock. Here's how the puzzles work. First you'll see a picture on a rock. The picture will change into a matrix of letters. Use the Direction Pad or the Cursor Pad to find the word that describes the picture. Letters in the word are connected in four different directions (up, down, left, or right, but not diagonally). Use Action button or Enter key to choose a letter.

SENTENCE BUILDER

The Sentence Builder has two parts to control. The first part is the verb. The second part is the noun. Choose verbs and nouns to write a correct sentence, then watch the sentence come to life.

MATH CHALLENGE

ROCKET FUEL

Adjust the amount of fuel in your rocket pack based on the distance between the launch pad and the landing pad. You'll see two numbers on screen. Add the two numbers, then enter the correct sum into your rocket pack.
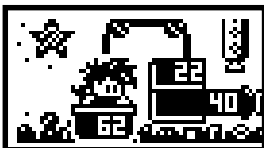
Example: 22+16=38. Enter 38 into the rocket pack for a perfect landing.

COUNTING STARS

Enter the correct weight to balance the weight of your basket. Use subtraction to see how much weight you need to use.

Example: 62-22=40. Use 40 to balance your basket and catch a star.

BALANCING ACT

Meteors are crashing down on you and will throw you off balance. Calculate the product of the two numbers to balance the teetering board.

Example: 3 meteors fall each meteor weighs 2 pounds. 2x3=6. Enter 6 to balance the teetering board.

EQUATION BUILDER

Move from one side of a canyon to the other by making an equation bridge. Pick parts of an equation from the top of the screen to form an equation bridge. Use Left and Right to pick parts and Action or Enter to confirm your choice. If your equation is correct you'll safely cross the bridge.

Example: 142, -, 42 = 100. Some correct answers: 142-42=100, 100=142-42. Can you think of any other answers?

STORE STOP

In Adventure mode, use Up and Down to add an item to your shopping cart. Use Up and Down to decide how much of that item you want to buy, then press Action or Enter to confirm - but wait, this is a game world so everything is a challenge-even shopping! The shopkeeper is a bit lazy so he'll ask you to add up your purchase. Enter the correct amount to complete your purchase and leave the shop. Enter the wrong amount and the shopkeeper will not sell you any items.

In Activity mode, the shopkeeper will select the items for you and you just need to calculate the correct amount. The items will not effect your energy, power, or endurance.

Remember: The items you purchase in Activity mode cannot be used in Adventure mode.

ACTION STATION

FLASH DASH

A power surge has caused an explosion at the creature factory. Your mission is to rescue the creatures inside the factory. Watch out! Those power cables overhead are releasing dangerous blasts of electricity. You can carry up to nine creatures at a time, but if you carry too many creatures, you won't be able to run fast enough and dodge the blasts.
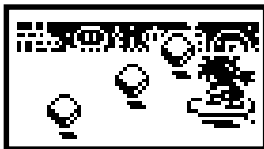
UP PERISCOPE

Pilot the submarine to the ocean surface. Try to avoid hitting any objects underwater. Tap Enter or Action to move up. Release Enter or Action for two seconds to go down. Use Left or Right to avoid hitting any objects.
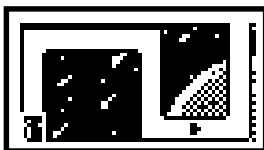

HOVERSCAPE

The low-flying hoverboards cruise on a cushion of air. Use Up and Down to avoid hitting objects. You can also press Action or Enter to jump over obstacles. You only have a limited number of jumps so don't jump too much. In Adventure mode, you can increase your jump ability by increasing your Power.

SOLAR BLAST CIRCUS

The Solar Blast Circus needs a new star acrobat. Your act is to get shot out of a cannon and into a series of tunnels. Use the Direction Pad or Cursor Pad to avoid hitting any of the tunnel walls.
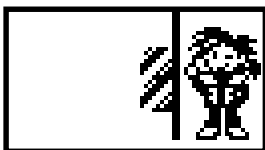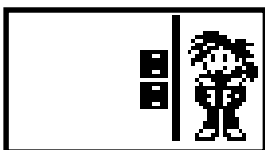

LOGIC ARENA

ICEBERG

Cross the icy channel by hopping icebergs. Use the Direction Pad or Cursor Pad to move. The icebergs float and sink. Can you figure out why? Think fast! Its cold, think and move quickly before you lose all of your energy. If you get stuck and have no place to move, press the Cancel button to restart the stage.
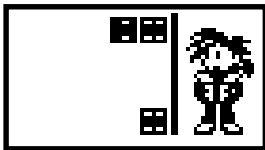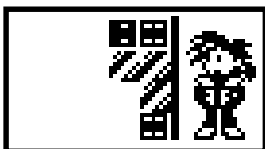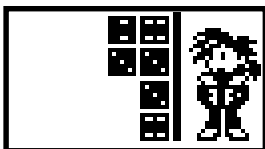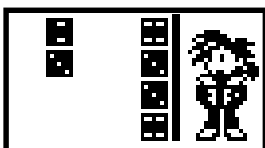
DOMINO CRISIS

Place flying domino numbers together. To clear domino numbers, like numbers have to be placed together and equal to the amount on the domino. For example: To clear a domino with two, you have to place two dominoes with the number two together. To clear a domino with three, you have to place three dominoes with the number three together. Move the dominoes up and down by pressing Up and Down. Press Right to make the dominoes move faster. Press Enter or Action to exchange their positions.
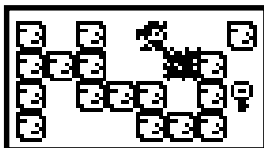

These dominoes will be cleared.

There are two dominoes above with the number three. Place one more domino with the number three to clear the dominoes.
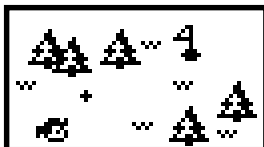
FIRE LOCK

Trapped in an old mine shaft, the only way of escape is to blast your way to the key that will unlock the mine exit. Blast through the walls using the Action button. Be careful. This mine is very old! Explosions will cause the floor to crumble.

DOUBLE TEAM™ GOLF

Play nine holes on **Double Team™**'s own golf course. Use the Direction Pad or Cursor Pad to move the cursor which shows the direction you want to hit the ball. Press Action or Enter to go to the tee.
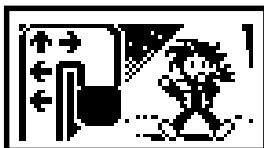

Next, you have to control the power of your swing. At the top of the screen is the Power bar. Press the Action or Enter key when the bar is at its maximum (farthest to the right) for a powerful swing. For lighter strokes, wait until the bar is at its minimum.

MUSIC CHALLENGE

RHYTHM RACE

Press the Direction Pad or Cursor Pad in the direction that the arrow in the black square is pointing on screen. Press the correct direction at the correct time and the ARROW will become bigger.

DJ BEATBOX

DJ Beatbox and his creature want you to move to the beat! Listen to the notes and watch the creature dance. Pay attention. Memorize the beat and the directions the creature moves. Use the Direction Pad or Cursor Pad to repeat the creature's moves at the same beat that the DJ used.
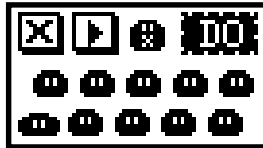
MUSIC LIBRARY

Listen to all eight songs in your **VTech® Double Team™** and watch the creature dance. Use the Direction Pad or Cursor Pad to select a song.

MELODY MAKER

Create your own songs here. Use the keyboard keys marked (Do, Re, Mi, Fa, So, La, Ti, Do, Re, Mi and Pause) or use the Direction Pad to pick your musical notes.

BONUS GAMES

SUPER SKIDOUT

Collect coins without falling over the edge! Press Action or Enter to start running. Press Action or Enter again to brake. You won't be able to stop right away. You'll skid, so don't get too close to the edge.
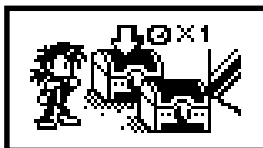
BUCKJUMPER

Collect the coins in the air. Time your jumps on the trampoline to spring higher and grab more coins. You've got one minute to collect as many coins as possible.
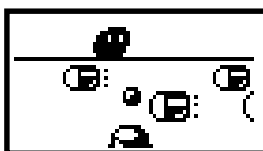
COIN CASTLE

Choose wisely. As you enter each room in Coin Castle you will be presented with two treasure chests. Choose the chest with the key to earn coins. Choose the wrong treasure chest and lose all of the coins you've won. Press the Cancel button to exit Coin Castle and keep all of your coins.
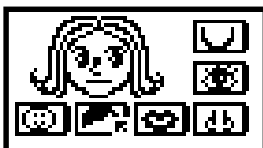
MANIC MOLE

You've got exactly sixty seconds to try to knock down the troublesome creature. Throw balls at the creature without hitting any of the obstacles in the target path.

IMAGINIZER

FACE IT

Make faces and add them to your address book in the Organizer. First, select a file (A01 to A25) to edit, then use the Direction Pad or Cursor Pad to pick face parts. Press Action or Enter to confirm your selection. To change a part you've already selected, pick that part by pressing Action or Enter, then choose a new face part. The face will automatically be saved when you press the Cancel button to exit the activity.

PHOTO GALLERY

View pictures of the games. Use the Direction Pad or Cursor Pad to view the pictures. To exit Photo Gallery, press the Cancel button.

SCORING

One Player mode

Language Arts and Math learning activities except Sentence Builder.

Questions per round	5
Number of chances	3
Enter the correct answer on the first try	Gain 20 points
Enter the correct answer on the second try	Gain 10 points
Enter the correct answer on the third try	Gain 5 points
Total points per round	100 points

Two Player mode

Language Arts and Math learning activities except Sentence Builder.

Questions per round	5
Number of points at the start of a game	100 points
Enter the correct answer on the first try	Gain 20 points
Enter the wrong answer on the first try	Lose 20 points
Other player enters correct answer	Gain 10 points
Other player enters wrong answer	Lose 10 points
Total points per round	200 points

VTECH® ON-LINE

http://www.vtechkids.com

http://www.mydoubleteam.com

Visit our website to find out what's happening at **VTech®** and preview new products.

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 that 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 or 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.

FCC NOTICE

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