MASTER PAD DELUXE
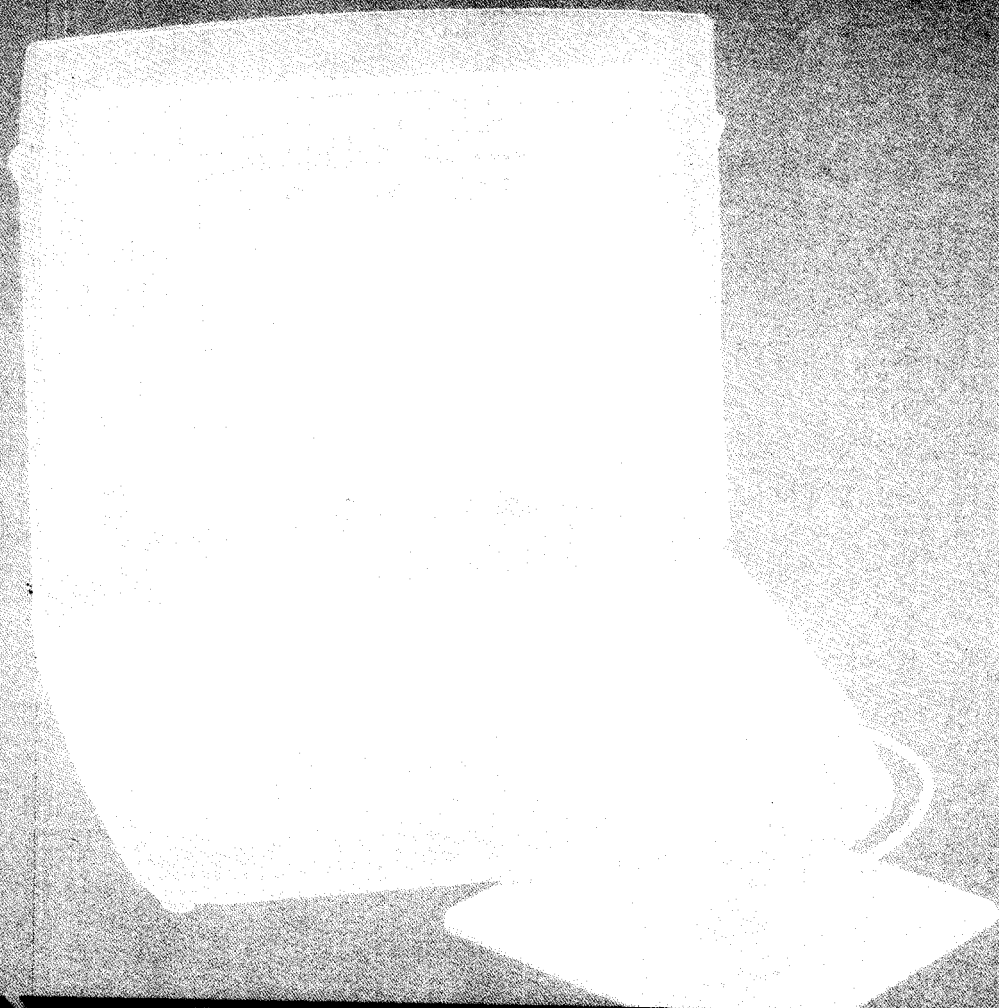
USER'S MANUAL

Dear Parent:

*At **VTECH**® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all **VTECH**® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.*

*When it comes to providing interactive products that enlighten, entertain and develop minds, at **VTECH**® we see the potential in every child.*

CONTENTS

INTRODUCTION

Thank you for purchasing the **VTECH® Master Pad Deluxe** learning aid! We at **VTECH®** are committed to providing the highest quality products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **VTECH® Master Pad Deluxe** is an electronic learning aid. This unit offers a wide range of exciting and educational activities for interactive learning! The unit's 63 built-in activities and computer skills encourage learning in an entertaining and effective manner.

SCREEN LOCK   LCD DISPLAY   SCREEN LOCK

CONTRAST SWITCH   VOLUME SWITCH

CATEGORY SELECTOR   LEDS

TYPING KEYBOARD   OFF BUTTON

ON BUTTON

CARTRIDGE DOOR

CURSOR KEY   MOUSE

LOCATION OF RESET KEY   MOUSE PAD
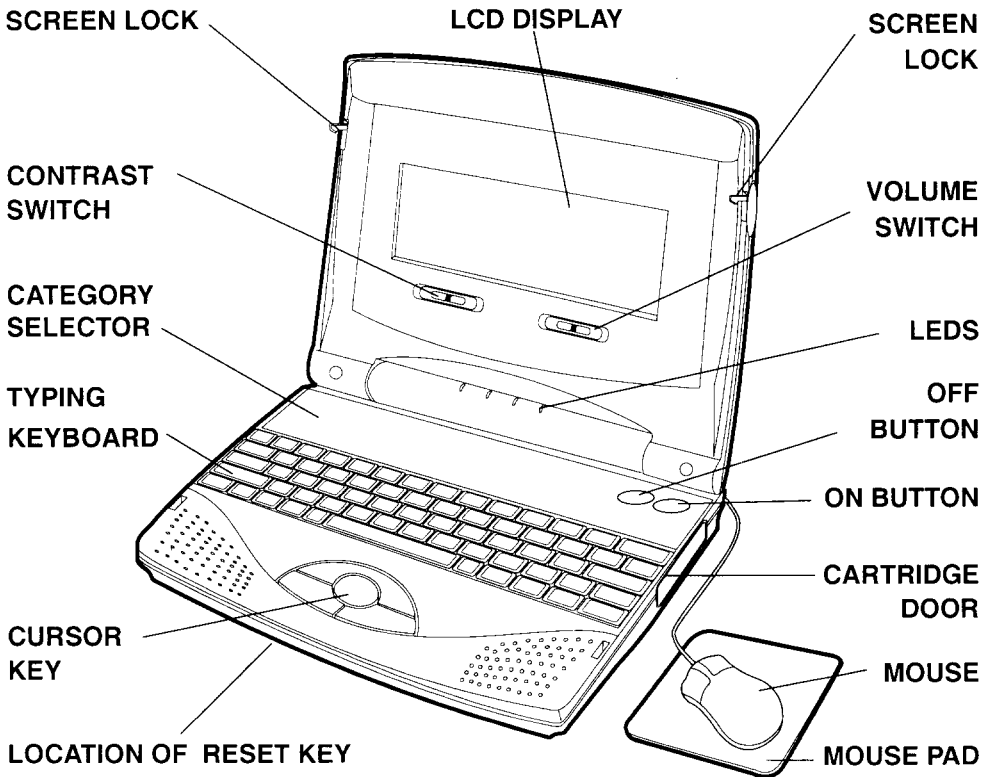
GETTING STARTED

MOUSE CONNECTION

1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the back of the unit.
3. Plug the mouse into the unit's mouse jack.
4. Turn the unit **ON**.

PRINTER CONNECTION

1. Make sure both the **Master Pad Deluxe** learning aid and the printer are turned **OFF**.
2. Locate the printer port on the back of the unit.
3. Connect the printer plug to the printer port.
4. Turn **ON** the unit and the printer.

Please refer to Printer Setup for the list of printers that the **VTECH®** **Master Pad Deluxe** learning aid supports.

POWER SOURCE

The **VTECH®** **Master Pad Deluxe** learning aid can be operated by using 4 "C" size batteries or a 9V ▄▄▄ 300mA AC center-positive ➕–◗–➖ adaptor. (Sold Separately)

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 4 "C" batteries as illustrated. **DO NOT USE RECHARGEABLE BATTERIES** in this unit.
4. Close the battery cover.
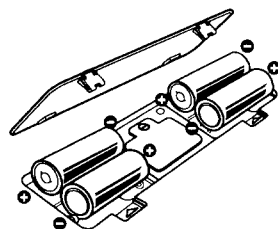
BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the unit when you are not going to use the unit for a long time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- Do not short-circuit supply terminals.

BACKUP BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the backup battery cover inside the battery compartment and open it.
3. Insert 2 "AA" size batteries as illustrated.
4. Replace the battery cover.
5. Turn the unit **ON**.
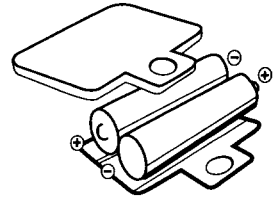
To avoid damage to the unit from leaky batteries, replace the backup battery at least once a year.

NOTE: While replacing the backup battery, the 4 "C" size batteries must be kept in the unit or the unit must be connected to the 9V adaptor while the adaptor is plugged in. When replacing the 4 "C" size batteries the backup battery must be kept in the unit or the unit must be connected to the 9V adaptor while the adaptor is plugged in. If not, you will lose all the information stored in activities such as:

- Word Processor
- Calendar
- Scheduler
- Test Trainer 1
- Money Manager
- Quick Tag
- Telephone Book
- Data Pairs 1
- Logo
- Scoring Statistic

In addition to these activities, player's names, scores and time will also be lost.

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, the batteries may be weak. Please install a new set of batteries and try the unit again.

AC ADAPTOR CONNECTION

Use a standard 9V ▄▄▄ 300mA AC center-positive ➕ ●)➖ adaptor.

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

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

In the U.S.A.: The **VTECH®** AC adaptor is perfectly suited to operate this product. Many retailers carry the adaptor, however, if you are unable to find one locally, call our Consumer Services Department at 1-800-521-2010 or send $10.00 plus $5.00 for shipping and handing (Illinois residents please add 8.25% sales tax) to:

Adaptor c/o

VTECH® Industries, LLC.

101 E. Palatine Road

Wheeling, IL 600900-6500

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

ON/OFF BUTTON

Turn **ON** your **Master Pad Deluxe** learning aid by pressing the **ON** key on the category selector. The unit will show an opening animation, and then you can select a category of your choice. Turn the unit **OFF** by pressing the **OFF** key on the category selector.

NOTE: If the **ON** key is unable to turn on the unit or if the unit suddenly stops working, press **RESET** on the bottom of the unit to restart.

AUTOMATIC SHUT-OFF

If there is no input into the **VTECH®** **Master Pad Deluxe** learning product for several minutes, the unit will automatically shut off to save power. After the auto shut-off is activated, you need to press the **ON** key again. We recommend that you turn the unit **OFF** when not playing with it. If the **VTECH®** **Master Pad Deluxe** learning aid is not going to be used for a long period of time, remove the batteries and unplug the adaptor.

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 to raise the volume and to the left to lower the volume.

MOUSE, KEYBOARD AND CURSOR CONTROL

MOUSE

Left mouse button   Right mouse button   Mouse door

4
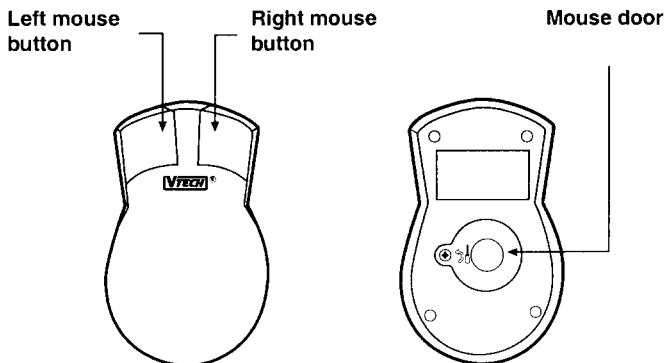
To use the mouse, push it in the direction that you would like the pointer ▷ on the screen to move. To move the pointer to the right side of the screen, push the mouse to the right. To move the pointer to the left side of the screen, push the mouse to the left. To move the pointer to the top of the screen, push the mouse away from you. To move the pointer to the bottom of the screen, pull the mouse towards you.

In most activities, pressing the left mouse button will have the same effect as pressing **Enter**.

CLEANING THE MOUSE

To clean the mouse, you need to open the cover on the bottom of the mouse by using a screw driver. The arrow indicator on the cover shows the releasing direction. Once the cover is removed, the mouse ball should be taken out, and the contents inside the mouse should be cleaned with a dry cloth. The mouse ball should also be cleaned with a dry cloth. Once you have finished cleaning the mouse, place the mouse ball back into the mouse, replace the cover, and screw the cover back on the mouse.
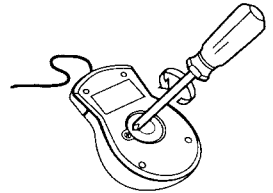
KEYBOARD & CURSOR CONTROL
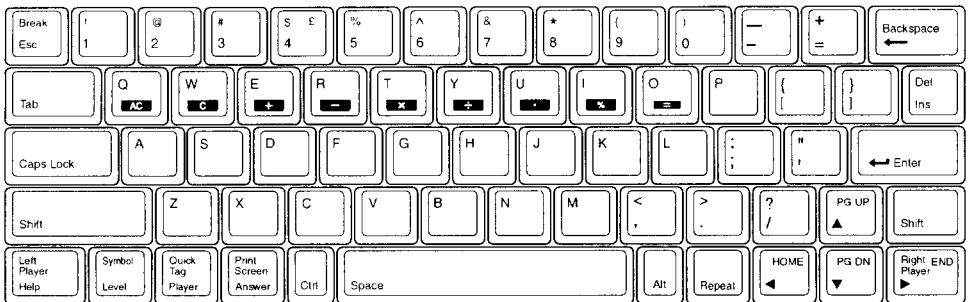
The **VTECH® Master Pad Deluxe** learning aid has a full alphanumeric keyboard with 65 keys.
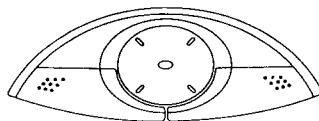
There is also a cursor control that functions in the same manner as the mouse.

Key labels

Some keys have two different functions. These keys are activated when choosing various activities. Please refer to the description of activities to learn about the dual-function keys.

SPECIAL KEYS

In addition to the alphanumeric keys, there are some special function keys:

Esc key:

The **Esc** key allows you to exit the current activity. By repeatedly pressing the **Esc** key, you can go back to the main menu.

Help key:

When you are not sure about the answer, press the **Help** key. **Help** will give you hints and at the same time, you will lose a chance to answer a question. Press this key to receive hints in some of the activities. In activities like Synonyms or Antonyms, **Help** will show one of the letters in the answers as a hint. The **Help** key has slight variations among different activities, so for detailed usage, please refer to the description of the activities.

Caps Lock key:
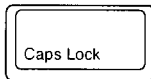
Press this key to make everything you type appear in capital letters. Press once to activate this key. Press it again to release it.

Repeat key:

Press this key to repeat the instructions and the question. (the unit will repeat the question if the question on the screen is only partially visible)

Answer key:

Press this key to find the correct answer to a question. You will not receive points if this key is pressed.

NOTE: In the 2-player mode, the **Answer** key cannot be used during the first player's turn.

Enter key:
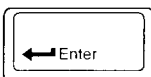
Press this key after typing each answer so the unit registers your input.

6

Player key:

Press this key to select the 1-player or 2-player mode in the activities that have a 2-player mode.

Level key:

Press this key to select a level of difficulty in some of the activities. There are four levels with the first level being the easiest and fourth level being the most difficult. Levels can be changed at any time during an activity.

Symbol key:

Press the **Shift** key and the **Symbol** key together to see a symbol menu that contains
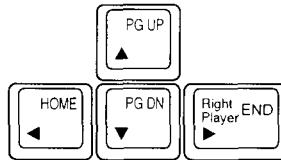
several pages of symbols. Press the [keys] to select a symbol. Then press the **Enter** key or the left mouse button to confirm the selection.

Print Screen key:

Press the **Shift** key and the **Print Screen** key to print the current screen. An exact copy of the screen will be printed.

Backspace key:
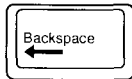
To correct an answer before it has been confirmed, press the **Backspace** key to delete the last entry.

Directional keys:
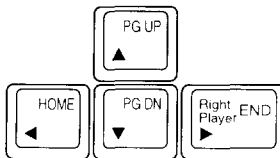
These four keys will move the cursor up, down, left and right.

Space bar:
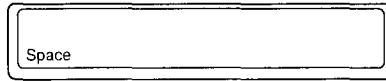
Use this key to insert a space between words or numbers when typing.

Left Player/Right Player keys:

In the 2-player mode of some activities, the players are in head-to-head competition. When a question is asked, the first person to press his or her player button will get the opportunity to answer the question first.

ACTIVITY SELECTION FUNCTIONS

CATEGORY BUTTONS

There are 57 activities (not including 6 computer tools) in the **VTECH® Master Pad Deluxe** learning aid and they are divided into six categories. Press any category button to go to the menu list of corresponding activities.
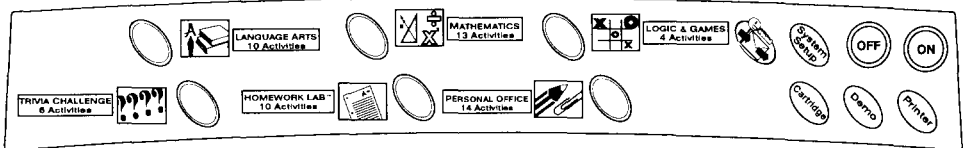
Category buttons

Category buttons are available to go directly to the selected group activities for **Language Arts**, **Mathematics**, **Trivia Challenge**, **Logic & Games**, **Personal Office** and **Homework Lab™**.

Demo

Press **Demo** key to demonstrate any of the learning aid's activities. The **Demo** key in Main Menu will demonstrate all activities and then return to the main menu. If the **Demo** key is pressed when a player is in an activity, it will demonstrate that particular activity and then return to the activity.

Printer

When the printer key is pressed, the unit will display the printer selection window. Whenever the player wants to change the printer, The player can press this key and change the printer. For more detail, please refer to Printer Setup.

Cartridge

When the cartridge key is pressed, the unit will run the activities on the cartridge. If there is no cartridge in the door, the unit will display the message that there is no cartridge inserted.

NOTE: When inserting or removing a cartridge, please make sure the unit is turned **OFF**.

E-mail

With e-mail cartridge and modem (sold separately), player can send/receive the mail to/from friends. But player can not attach the file to outgoing mail and can not open the attached file in the incoming mail. For detail, please refer to e-mail cartridge and modem (sold separately).

System setup

1. FILE CABINET

It allows you to view the main unit file status and memory status. Functions like copy file, move file, rename file, delete file and format memory are also available.

2. QUICK TAG

It allows you to manually quick tag any question so that you can review it later.

3. SOUND EFFECT

You may hear certain sounds when you press keys like **Enter**, **Backspace**, **Player**, **Level**, **Answer**, **Help** and **ESC**. This function allows you to change these sounds.

4. BACKGROUND MUSIC

When you turn the unit **ON/OFF**, you will hear a short melody. This function allows you to change the melodies or turn them **ON** or **OFF**. You can also change the melodies when entering the six categories.

5. DATE & TIME

It allows you to set the time, or set alarm **ON** or **OFF** by selecting the **ON/OFF** icon. Click on the **DST** icon to add or take away one hour for daylight savings time.

6. SCORING STATISTIC

It provides a scoring statistics report for you to review by graphic.

7. PRINTER SETUP

There are a number of printers that the **VTECH® Master Pad Deluxe** learning aid is compatible with. **Printer Setup** allows you to select any one of the printers that the **VTECH® Master Pad Deluxe** supports.

NOTE: The **VTECH® Master Pad Deluxe** learning aid may also work with other models from the manufacturers listed in the printer sheet by selecting one of the Generic printers, but the unit has not been tested with these printers.

NOTE: Many printers can be configured to work like a different model. The **VTECH® Master Pad Deluxe** learning aid can also be used with printers that are setup to work like the printers listed in the printer sheet. Please refer to your printer manual for different configurations.

TROUBLESHOOTING FOR PRINTER ERROR

When a Printer Error message appears, you may have encountered one or more of the following errors:

1. The power cable is not plugged into the electrical outlet properly.

2. The printer cable is not securely connected between the printer and the unit.

3. The printer is not turned **ON**.

4. The paper has jammed in the printer.

5. The printer has run out of paper.

6. The paper did not feed in time.

Please check for these faults and once you have solved the problem, reset the printer or follow the Printer Connection instructions in the Getting Started section in this manual to try printing again. If you have any other problems with your printer, please refer to your printer's manual for details.

DESCRIPTION OF ACTIVITIES

ACTIVITIES WITH LEVELS AND 2-PLAYER MODE

ACTIVITY	LEVEL	2-PLAYER MODE
All Language Arts		
Except Creative Writing	1-4	YES
Creative Writing	NO	NO
All Mathematics	1-4	YES
All Trivia Challenge	1-4	YES
Ship Command	1-4	NO
3D Race Rally	1-4	NO
3D Tic Tac Toe	1-4	YES
3D Maze	1-4	NO
All Personal Office	NO	NO
German Translator	NO	NO
German Tester	NO	YES
French Translator	NO	NO
French Tester	NO	YES
Spanish Translator	NO	NO
Spanish Tester	NO	YES
Data Pairs 1	NO	NO
Data Pairs 2	NO	YES
Test Trainer 1	NO	NO
Test Trainer 2	NO	YES

GENERAL DISPLAY

In most of the activities, you will see a display of the status information, as well as icons and a working window. The status information includes the player's name or players' names, the number of chances remaining and the score for each player. It also shows the level and the time left in the game.

chance   score   time left   level   player2

player1
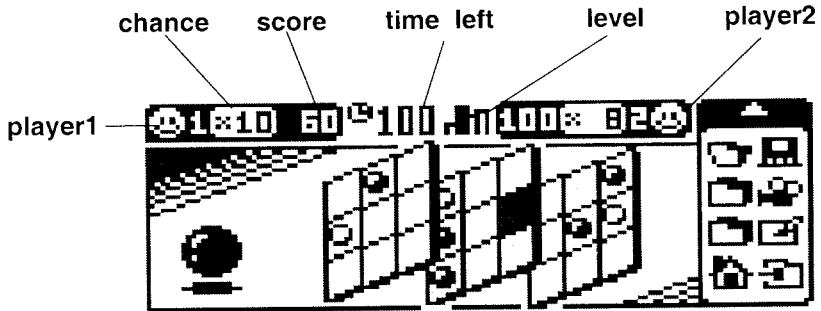
LANGUAGE ARTS

1. WORD CHALLENGE

First a meaning of a word will be displayed on the screen, then a multiple choice of 3 words will appear. Determine the word with the given meaning then press arrow keys to select the answer or use the mouse to answer. Press the **Enter** key or the left mouse button to confirm your answer or type in 1, 2 or 3 to choose the answer.

2. COMPREHENSION

A paragraph will first appear and then questions related to the paragraph with multiple choices will be given. Type in 1, 2 or 3 for the answer or select the answer using the mouse. Press the **Enter** key or the left mouse button to confirm your answer.

3. SECRET WORD

Guess the secret word by filling in the correct letters. Once you press **Enter** to confirm the word and it is not correct, some hints or letters will be given. The hint includes a correct letter. There is no **Help** function but you get 20 chances to find the correct answer.

'✓'   for a correct guess (both the letter and its position)

'✗'   for an incorrect guess

'✗'   means the letter is guessed correctly but in the wrong position

4. GRAMMAR QUIZ

A sentence will be displayed with one word missing and three multiple choice words will appear. Press the **Enter** key or the left mouse button for the answer that will make the sentence grammatically correct or type in 1 or 2 to choose the answer.

5. PARTS OF SPEECH

A sentence will be displayed on the screen and the unit will ask you to find the correct part of speech, such as a noun or a verb based on the given question. Pick the best word for the answer by using the mouse or the cursor control and press **Enter**.

6. SYNONYMS

A word and a scrambled word will be shown. Rearrange the characters of the scrambled word to make up a new word that has the same meaning as the given word.

7. ANTONYMS

A word and a scrambled word will be shown. Rearrange the characters of the scrambled word to make up a new word that has the opposite meaning of the given word.

8. SOUND ALIKES

A sentence will be displayed with one word missing. Two words with the same pronunciation will be given for choices. Select the word that fits the meaning of the sentence. Press the **Enter** key or the left mouse button or type in 1 or 2 to choose the answer.

9. SENTENCE SHUFFLE

A sentence will be shown with its words in random order. You will be asked to reconstruct the sentence. To select a word, move the pointer to the desired word and press the left mouse button. To move a word, move the pointer to the desired location (space between two words) and press the left mouse button. Once you have completed the sentence, press the **Enter** key.

10. CREATIVE WRITING

A list of writing topics and ideas will be displayed for the user. Once the player makes a selection, the activity will enter the Word Processor and the player can start their creative writing. The player can print their story when they have finished. (printer sold separately)

MATHEMATICS

1. MATH FUN

In levels one and two, a question of either addition, subtraction, multiplication or division will appear on the screen. Input the correct answer using the number keys and then press the **Enter** key. In levels three and four, a written question that includes an addition, subtraction, multiplication, or division problem will be displayed. Choose the answer from multiple choices and then press the **Enter** key.

2. TIME OUT!

In the two lower levels, a question of time calculation will appear on the screen. Input the correct answer then press the **Enter** key. In the two higher levels, a written question about time calculation will appear. Choose the answer from multiple choices and then press the **Enter** key.

3. COMMON GROUND

A question will be shown and the player should find the lowest common multiple. Input the correct answer and then press the **Enter** key to confirm your answer.

4. FACTOR REACTOR

A question will be shown and the player should find the greatest common factor. Input the correct answer and then press the **Enter** key to confirm your answer.

5. SUM IT UP

In the two lower levels, an addition problem will appear on the screen. Input the correct answer using the number keys and then press the **Enter** key. In the two higher levels, a written question including an addition problem will appear. Choose the answer from multiple choices and then press the **Enter** key.

6. MINUS MADNESS

In the two lower levels, a subtraction problem will appear on the screen. Input the correct answer using the number keys and then press the **Enter** key. In the two higher levels, a written question including a subtraction problem will appear. Choose the answer from multiple choices and then press the **Enter** key.

7. MULTIPLICATION

In the two lower levels, a multiplication problem will appear on the screen. Input the correct answer using the number keys and then press the **Enter** key. In the two higher levels, a written question including a multiplication problem will appear. Choose the answer from multiple choices and then press the **Enter** key.

8. DIVISION

In the two lower levels, a division problem will appear on the screen. Input the correct answer using the number keys and then press the **Enter** key. In the two higher levels, a written question including a division problem will appear. Choose the answer from multiple choices and then press the **Enter** key.

9. ALGEBRA ATTACK!

An algebra question will appear on the screen. Find the value of the unknown number (X) and input the correct answer using the number keys. Press the **Enter** key to confirm your answer.

10. THIS TO THAT

In the two lower levels, a question about converting units of measurement will appear. Input the correct answer and then press the **Enter** key. In the two higher levels, a written question about units of measurement will appear. Choose the correct answer from multiple choices and then press the **Enter** key.

11. FRACTION ACTION

In this activity, a question involving fractions will appear on the screen. Input the correct answer using the number keys and then press the **Enter** key.

12. NUMBER PATTERNS

In this activity, you will see a sequence of numbers related in some way. You're expected to find out the pattern and input the answer using the number keys and then press the **Enter** key.

13. MATH CHALLENGE

In this activity, the unit will challenge player with the questions from Time Out!, Sum It Up, Minus Madness, Multiplication, Division and This to That. Player needs to select the answer from multiple choice and input 1, 2 or 3 for the answer. In all four levels, the questions will be in multiple choice.

TRIVIA CHALLENGE

1. UNDERSEA LIFE

This challenging trivia game tests your knowledge of Undersea Life. You are asked a question and you are given three answers to choose from. You can select your answer by typing in 1, 2 or 3 or you can use the mouse for the correct answer and press the **Enter** key or the left mouse button.

2. ENTERTAINMENT

This challenging trivia game tests your knowledge of TV shows, movies and music. Multiple choices are given and you can select the answer by typing in 1, 2 or 3 or you can use the mouse for the correct answer and press the **Enter** key or the left mouse button.

3. MYSTERY EVENTS

This game tests your knowledge of a variety of mysterious events. Multiple choices are given and you can select the answer by typing in 1, 2 or 3 or you can use the mouse for the correct answer and press the **Enter** key or the left mouse button.

4. GEOGRAPHY

This game tests your knowledge of Geography. Multiple choices are given and you can select the answer by typing in 1, 2 or 3 or you can use the mouse for the correct answer and press the **Enter** key or the left mouse button.

5. BIOLOGY

This game is a challenging test of your knowledge of Biology. Multiple choices are given and you can select the answer by typing in 1, 2 or 3 or you can use the mouse for the correct answer and press the **Enter** key or the left mouse button.

6. KNOWLEDGE CHALLENGE

This game tests your knowledge of various topics. You are given a question with three answers to choose from. You can select your answer by typing in 1, 2 or 3 or you can use the mouse for the correct answer and press the **Enter** key or the left mouse button.

LOGIC & GAMES

1. SHIP COMMAND

The mission of this strategy game is to defeat your opponent's (the computer) ships and at the same time to keep your own ships safe from attack. First select a team and the computer will use the other team. Then place the ships on the board. There are 3 small ships and 1 large ship for all levels. The ships will turn into smaller icons that will fit into the boards. Press the right mouse button to flip the direction of a ship 90 degrees. There are three icon functions: **Random**, **Clear, Start game** down the middle of the screen. Once you select the **Random** icon, the computer will randomly place the ships on the board for you. Press the **Clear** button to put back all the ships on board to the ship pool. Press the **Start game** button to confirm the arrangement of the ships. When the game starts, select a square within the grid by moving the mouse or pressing cursor keys. Click the right mouse key or press the **Enter** key to attack. You can continue to attack if you hit the target; if you miss, it becomes the computer's turn. The game will end if all of your or the opponent's ships have been destroyed.

2. 3D RACE RALLY

In this action game, you will have to drive along the track as fast as you can to win the race. First, select a car by pressing the cursor key or click directly on the car. Confirm the selection by pressing the **Enter** key. When the game starts, the time limit is 50 seconds. Time is decreased when driving on the road, and as you pass through a checkpoint extra time is added. You have to avoid colliding with the obstacles on the track. Use cursor keys to control the car. Press the **Up** key to increase speed, the **Down** key for decreasing speed. If you want to move the car to the left or turn left, press the **Left** key. Press the **Right** key to move the car to the right or turn right. The game will come to an end when the driver finishes the race within the time limit.

3. 3D TIC TAC TOE

In this strategy game you can either play with a partner or against the computer. First, select a **Shape** by pressing the cursor keys and press Enter to confirm or click on the **Shape** icon. When the game starts, the screen will show a 3-dimensional board. Move the peg alternating with the other player. The first player who gets '3-in-a-row' in any direction wins the game.

NOTE: You cannot select **Shapes** in 2-player mode.

4. 3D MAZE

The object of this game is to teach the concept of direction and spatial relation. You have to escape from the 3-dimensional maze with the help of a 2-dimensional map within a set time limit.

PERSONAL OFFICE

1. CARD MAKER

The **Master Pad Deluxe** learning aid has several built-in pictures for you to create your own card for different occasions. You can add your own greeting message on the card to give to your friends and relatives.

To create a folded card:

- Choose a picture to be used on the card. Use the left mouse button click **Up/Down** icon to select the picture you like.

- Type in your text message. You are allowed to type up to 5 lines of text.

- When finished, click the **PRINT** icon to print the card. (printer sold separately)

- To create a new card, click the **NEW** icon.

2. WORD PROCESSOR

The **Master Pad Deluxe** learning aid offers one of the most important applications found in computers - word processing. With the word processor, documents can be created, edited, saved and printed. The word processor activity has five menu icons along the top of the screen. Each of these icons has a list of functions. They will give you a clear understanding of the primary functions of the word processor activity.

FILE

New	create a new file
Open	open a file from the optional **RAM** cartridge
Save	save the file onto the optional **RAM** cartridge
Save As	save the file under a different name onto the optional **RAM** cartridge
Delete	delete file from the optional **RAM** cartridge
Print	print the current file
Exit	escape from the activity

New

Every time you enter the Word Processor activity, the last file you worked on will be displayed. **New** is the command to create a new file. Select **New** from the **FILE** menu icon and it will ask whether you want to quit the current file. If you type "Y", it will clear the memory. If you type "N", you will return to the document.

Open

Open is the command used to retrieve an existing file from the optional **RAM** cartridge. Select **Open** from the **FILE** menu and it will list out all the files in the **RAM** cartridge. Select the file you want to retrieve and press the **Enter** key or the left mouse button. The selected file will appear on the screen.

Save

Saving a file is a very important option of the Word Processor because if you forget to save the file, you will not have the ability to retrieve the file and continue to work on it. In order to save a file, select **Save** from the **FILE** menu and it will show a save menu. The unit will prompt you with the file name. You need to type in a name and then press the **Enter** key to save the file or revise the name before pressing the **Enter** key to confirm. Please note that the file name should be no longer than 8 characters.

Save as

You can save the document under a different name. But please note that if you already have the document in the unit, you can not save another document in the unit. You have to use a **RAM** Cartridge to save the document.

Delete

To delete a file.

Select delete from **FILE** menu and it will list out all the files in **RAM** cartridge.

Select the file you want to delete and press the **Enter** key or left mouse button to confirm.

Print

In order to use the print feature, you must connect the unit to one of the printers that works with the **Master Pad Deluxe** learning aid. Please see the list of compatible printers listed in the Printer Setup section by going to **System Setup.** It is wise to save your file before printing. Select **Print** from the **FILE** menu icon and it will print the file.

Exit

Select **Exit** from the **FILE** menu icon, it will escape from the Word Processor and return to the Category Menu.

EDIT

Cut	Cut a block of text
Paste	Paste a block of text
Copy	Copy a block of text

Most simple editing can be accomplished by using the **Backspace** and the **Del/Ins** keys. When you need to change larger blocks of text, use the block editing features. The **EDIT** menu is for editing blocks of text.

Defining a Block

The first step in block editing is to define or mark a block of text. To define a block, click the character at the start and the end of text with right mouse button or right cursor button. You can also press the "shift" key and the "**Up/Down/Left/Right**" keys to define a block.

Cutting a Block

To cut a block of text, first define the block and select **Cut** from the **EDIT** menu. The block will be removed from its current position and will be placed in memory. You can now paste the block in any location in the document.

Pasting a Block

After you have used the **Cut** or **Copy** option, move the cursor to the position where you want the block of text to be pasted. Select the **Paste** icon from the **EDIT** menu and the block of text you defined will be pasted to the selected location.

Copy a Block

To copy a block of text, first define the block and select the **Copy** icon from the **EDIT** menu. The block will be placed in memory. You can now add a copy of the block into any position within the text.

TOOLS

Spell check

The spell check feature checks a word to see if it is spelled correctly. To check the spelling of a word, move the cursor to the beginning of the word and select **Spell check** from the **TOOLS** menu. If the word does not exist in the memory, it will give you a list of possible words for reference. You are also able to select one of the suggested words for replacement. Press the **Esc** key to return to the document.

FORMAT

Tab

You can insert **Tab** by clicking the **Tab** icon or pressing the **Tab** key.

INSERT

Symbols

The **Symbols** tool gives you a list of useful characters which you can use in your documents. Select **Symbols** from the **INSERT** menu icon to get a list of characters and

symbols for input. Press the [HOME ◀] [PG UP ▲] [PG DN ▼] [Right Player ► END] to locate a symbol and press the **Enter** key or the left mouse button to confirm. Press the **Esc** key to return to the document.
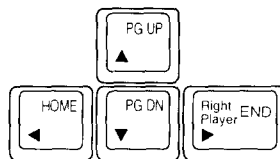
Short Cut Key Table

File	New	Ctrl + N
	Open	Ctrl + O
	Save	Ctrl + S
	Print	Ctrl + P
Edit	Cut	Ctrl + X
	Paste	Ctrl + V
	Copy	Ctrl + C

NOTE: The file of **Word Processor** in main unit will not lost unless all batteries are removed.

3. TELEPHONE BOOK

This activity helps you to keep track of personal information on your friends and relatives. The **Telephone Book** starts by showing an index. You can click or press any letter to show the comesponding list of records. You can also click the **search** icon to search the data by Name or Telephone number. The **Telephone book** also provides four function for mastering the records, And they are **New**, **Edit**, **Delete** and **Save**. New function enables you to create new record, Edit function allows you to edit the existing records, Delete function allows you to delete unused records, and you can save your editing record with save function.

4. SCHEDULER

This activity keeps a full schedule for you including a schedule alarm that can be set **ON/OFF**.

FUNCTION

New	Create a blank schedule table
Save	Save record(s) of current day
Edit	Edit existing record(s)
Alarm	Set or clear alarm of current record
Delete	Delete a record
Delete All	Delete all the records

New

This is the command to create a blank schedule table to input. Choose the **New** icon from the **FUNCTION** menu.

Save

This is the commend to save the editing record.

Edit

This is the command to edit the record that already exists.

Alarm

This is the command to set or clear the birthday alarm of current record.

Delete

Choose the **Delete** icon from the **FUNCTION** menu when you want to delete a record. You will be asked to confirm the deletion.

Delete All

Choose the **Delete All** icon from the **FUNCTION** menu when you want to delete all the records of a particular date. You will be asked to confirm the deletion.

Search

This is the command to search an existing record. Player can search a record from the date or content.

5. SPELL CHECKER

This activity is used to check the correct spelling of words. Type a word you want to check and press the enter key to confirm. If the word is spelled correctly, the unit will advise you that the word is correct, but if the word is not in the database in the unit, it will advise you that the word cannot be found, and the unit will offer you a suggested list of words.

6. CALENDAR

This activity gives a calendar between the year 1900 to 2099. The screen will show a monthly calendar and you can go directly to any monthly calendar between 1900 to 2099. Extra functions like search, holiday set and print are also available. The **Search** icon is used to search a record.

The **Holiday Set** icon is used to set or clear any day as your holiday. The **Print** icon is used to print out the current calendar.

7. CONVERSION PAD

This activity offers you some basic unit conversion. First the screen will display the categories of the unit for you to choose, such as speed, time, weight and so on. Then a basic screen will appear; you can input the value and convert the input value.

8. CALCULATOR

This is an eight-digit fully functional calculator for addition, subtraction, multiplication and division. You can move the cursor to click on the calculator buttons or use the keys from the keyboard to perform a calculation.

Please press the **AC** button to clear the calculator before carrying out each calculation.

9. LOGO

The activity 'LOGO' lets you experience the **LOGO** programming. You can learn more in other reference books.

Learn the **LOGO** programming language in this activity. **LOGO** is a programming language that can be used to teach your **PC** to do some new things. One thing **LOGO** can teach your **PC** is how to draw pictures. This system of drawing is called Turtle Graphics.

COMMANDS

Instructions to the Turtle are called commands. Each command begins with a key word telling the Turtle what to do. For example, "forward" is a command that tells the Turtle to move forward; "right" is a command that tells the Turtle to turn to the right. Often, commands will require additional information such as how far forward the Turtle should go. For example, "forward 10" tells the Turtle to move forward 10 Turtle steps; "right 90" is a command that tells the Turtle to turn 90 degrees (a quarter turn) to the right. If additional information is required for a command, it must appear immediately after the command, separated from the command by a space.

In the home position, the Turtle, represented by a triangle, sits at the center of the screen pointing straight up. This location is indicated with the pair of numbers (0,0). The first number of this pair indicates how far left or right the Turtle is from the center of the screen; it is also called the x-coordinate. The second number indicates how far up or down the Turtle is from the center of the screen; it is also called the y-coordinate. For example, the pair (10, -5) indicates that the Turtle is 10 steps to the right and 5 steps below the center of the screen.

ROUTINES

Additional commands can be created by defining new **LOGO** routines, For example, here is a **LOGO** routine to tell your **PC** how to make a square:

The title "to square" – should be indented way as well as the final line "end" . The command lines should be single spaced. Also if possible we would like all the examples to appear in fixed pitch font Example:

```
to square
forward  10
right      90
forward  10
right      90
forward  10
right      90
forward  10
right      90
end
```

Drawing a square consists of going forward and turning right four times. This can be written more concisely using a repeat command:

```
to square
    repeat 4 [forward 10 right 90]
end
```

The repeat command has two sets of additional information or input - a number indicating the number of times to repeat the command ("4") and the list of commands to be repeated "(forward 10 right 90)". Once this routine is defined, one need only to write "square" and **LOGO** will draw a 10-step square at the current Turtle location.

This routine can draw squares of only one size. To enable it to draw squares of varying sizes, define the command with an input:

```
to square :n
      repeat 4 [forward :n right 90]
end
```

This command contains additional information or input ":n" which indicates the variable size of the square. Once this routine is defined, one can write "square 5" to have **LOGO** draw a 5-step square at the current Turtle location. "square 10" will **LOGO** draw a 10-step square, "square 15" will **LOGO** draw a 15-step square, and so on.

A routine to draw an equilateral triangle is as follows:

```
to triangle :n
      right 30
      repeat 3 [forward :n right 120]
      left 30
end
```

After the routines for a square and a triangle have been defined, a routine to draw a simple house can be made from a square with a triangle on top:

```
to house :n
      square :n
      forward :n
      triangle :n
      back :n
end
```

VARIABLES

LOGO can interpret a string of characters in four ways:

1. Numeric value

   The strings "123" and "25.6" are recognized as numeric values.

2. Command

   The strings "square" and "triangle", when created in the routines defined above, are recognized as commands.

3. Text

   To print the word "house", if one writes

   print house

   LOGO sees the word "house" as a command. To enable **LOGO** to treat the word "house" as text, there must be double quote marks placed immediately before it. It would be written as

   print "house"

4. Variable name

   Placing a colon ":" before a word enables **LOGO** to read the word as a variable. In the example above, "forward :n" enables **LOGO** to read ":n" as a variable and use it as input to the command "forward."

1. Drawing Commands

forward	(fd)	n	turtle goes forward N steps.
back	(bk)	n	turtle goes back N steps.
left	(lt)	n	rotate the turtle left (counterclockwise) N degrees.
right	(rt)	n	rotate the turtle right (clockwise) N degrees.
setx		n	turtle goes to X = N coordinate.
sety		n	turtle goes to Y = N coordinate.
setxy		x y	turtle goes to (x,y) coordinate.
setheading	(seth)	n	turn the turtle N degrees (clockwise) from the straight up position.
setpc		n	set pen color to N(N = 0,1). (0=white, 1=black).
setbg		n	set background color to N(N = 0,1). (0=white, 1=black).
pencolor	(pc)		get current color N of pen(N=0,1). (0=white, 1=black).
background	(bg)		get current background color N(N=0,1). (0=white, 1=black).
penup	(pu)		put the turtle's pen up. When the turtle moves, it does not draw a line.
pendown	(pd)		put the turtle's pen down and draws a line when the turtle moves.(default status)
showturtle	(st)		make the turtle shape visible.(default status)
hideturtle	(ht)		make the turtle shape invisible.
home			move the turtle to the center of the screen, points the turtle straight up (HEADING 0), but does not clear the graphics screen or alter the pen state.
clearscreen	(cs)		erase the graphics screen, returns the turtle to the center of the screen, and sets the turtle's heading to 0. **CLEARSCREEN** does not affect the pen state or screen colors.
xcor			output the X coordinate of the turtle.
ycor			output the Y coordinate of the turtle.
heading			output the turtle's degree.
turtlestate	(ts)		output 4 turtle properties: pen down? turtle visible? background color pen color
wrap			make the turtle remain inside the graphics window no matter how large a movement command is given. Any time the turtle moves off the window borders, it wraps around the window and reappears on the opposite edge.
window			remove the boundaries from the turtle's field of movement. If the turtle moves beyond the borders of the graphics window, it continues to move, but cannot be seen.
fence			prevent the turtle from moving beyond the edge of the graphics window. If you try to move the turtle off the window, it does not move and Logo displays a message.

2. Mathematics Commands

abs	n	output the absolute value of its input.
arctan	n	output the arctangent of its input.
cos	n	output the cosine of its input.
expn	n	calculate the natural base e (2.71828. . .) raised to the power specified by its input.
int	n	output the integer portion of its input by removing the decimal portion, if any. No rounding occurs.
log	n	output the natural logarithm of its input.
log10	n	output the base 10 logarithm of its input.
product	m n	output the product of its inputs. **PRODUCT** expects two inputs, but will accept more if it and all its inputs are enclosed in parentheses.
quotient	m n	output the result of dividing the first input by the second input.
random	n	output a randomly selected number from 1 through its input.
remainder	m n	output an integer which is the remainder of dividing the first input by the second.
round	n	output the number rounded to the nearest integer.
sin	n	output the sine of its input.
sqrt	n	output the square root of its input.
sum	m n	output the result of adding its inputs. **SUM** expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.

3. Word & List Commands

first		n	output the first element of its input.
last		n	output the last element of its input.
butfirst	(bf)	n	output all but the first element of its input
butlast	(bl)	n	output all but the last element of its input
word		m n	output a word made up of its inputs. **WORD** expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.
sentence	(se)	m n	output a list made up of its inputs. **SENTENCE** expects two inputs, but will accept more if it and its inputs are enclosed in parentheses.
list		m n	output a list composed of its inputs. **LIST** expects two inputs, but can accept more if it and its inputs are enclosed in paretheses.
firstput	(fput)	m n	output an object which is created by putting the first input at the beginning of the second input.
lastput	(lput)	m n	output a new object which is created by placing the first input at the end of the second input.

4. Logical Commands

and	**m n**	accept one or more inputs which must be either **TRUE** or **FALSE**. output **TRUE** if inputs true; otherwise, output **FALSE**.
not	**n**	output **TRUE** if input false; otherwise, output **FALSE**.
or	**m n**	output **FALSE** if all of its inputs are false; otherwise, it outputs **TRUE**. **OR** accepts one or more inputs which must be either **TRUE** or **FALSE**.

5. Other Commands

edit	**n**	enter the Logo editor and open an edit window.
load	**n**	transfers the contents of the file specified by its input from the disk to the workspace.
save	**n**	save the contents of the workspace to a file on the disk.
open	**n**	open a device. If the specified file or device does not exist, **OPEN** outputs **FALSE**.
close	**n**	close a device.
print	**n**	print its inputs to the output stream.
type	**n**	print its inputs on the screen, and the prompt appears after the last character printed.
thing	**n**	output the value associated with the variable named in the input.
pause		temporarily halt the execution of a procedure.
wait	**n**	insert a pause before the next instruction is run. The length of the pause is the input to **WAIT** times 1/20 of a second.
readchar	**(rc)**	output the first character from the input stream. If no character is waiting to be read, **READCHAR** waits for input from the keyboard.
readword	**(rw)**	output in the form of a word from the input stream. If no line is waiting to be read, **READWORD** waits for input from the keyboard.
readlist	**(rl)**	output in the form of a list from the input stream. If no line is waiting to be read, **READLIST** waits for input from the keyboard.
cleartext	**(ct)**	clear output window content.
pots		print the titles of all user-defined procedures. **POTS** stands for "Print Out Titles".
erase	**(er) n**	remove the definition of its input from the workspace. The input to **ERASE** must be a procedure name.
eraseall	**(erall)**	remove all procedures and variables from the workspace.

6. Flow control Commands

if <condition> **then** [commands]	The <condition> must result in a value of either **TRUE** or **FALSE**. If the <condition> is **TRUE** then the commands in [commands] are executed.

if <condition> **then** [commands1] **else** [commands2]	If <condition> is **TRUE** then the commands in [commands1] are executed. Otherwise the commands in [commands2] are executed.
label <label>	This command marks a location in the program so execution of **LOGO** commands can be started or resumed at this point with a **GO** command.
go <label>	<label> must be a label defined elsewhere in the program with a **LABEL** command. The **GO** command causes command execution to jump to the location of the **LABEL** command with the corresponding <label>.
repeat <count> [commands]	<count> must be an integer. The commands in [commands] are executed <count> times. **REPEAT** commands can be nested (i.e.: the [commands] part may contain **REPEAT** commands).
while <condition> [commands]	<condition> must be **TRUE** or **FALSE**. If it is **TRUE**, the commands in [commands] are executed. If it is still **TRUE**, the [commands] are executed again and again until <condition> is **FALSE**.
to <name> <inputs>	This is the command to create a new command in **LOGO**. For example "**TO SQUARE :N**" would create a new command called **SQUARE** with one input.
end	This must be the last line in any new command description.
make	**MAKE** defines a variable using the name of the first input and assigns the second input as the value of that variable. Once you have created the variable, you can get its contents by using :name. Think of the colon (:) as "the value of name".
stop	**STOP** makes Logo halt execution of the current procedure and return to the calling procedure.
output **(op)**	make its input the output of the procedure. **OUTPUT** can only be used within a procedure. After the object of **OUTPUT** is run, control returns to the calling procedure or to toplevel.

10.LOGO BEGINNER

This activity contains some samples **LOGO** programming for beginners.

11.LOGO INTERMEDIATE

This activity contains some samples **LOGO** programming at the intermediate level.

12.LOGO ADVANCED

This activity contains some samples **LOGO** programming at the advanced level.

13. MONEY MANAGER

This activity offers you a system of money management. With this money manager, money transactions can be edited and deleted. The money manager activity has three menu icons **New, Edit, Delete** along the top left corner of the basic screen. Once you select the

NEW command, a screen will appear for you to input the money transaction, such as date, content and expense. You can edit a record by selecting the **EDIT** command. Also you can delete the record by selecting the **DELETE** command.

14. TYPING CHALLENGE

The unit will display a paragraph. Begin typing the letters displayed in the paragraph and a timer will start counting at the same time. Once you have finished typing the paragraph, the unit will tell you the speed and accuracy of your typing.

HOMEWORK LAB™

1. GERMAN TRANSLATOR

This activity will help you learn German phrases and vocabulary words. You will be introduced to simple German words and phrases.

2. GERMAN TESTER

In this activity, you will be tested on those German words and phrases which you've learned in the German Translator activity.

3. FRENCH TRANSLATOR

This activity will help you learn French phrases and vocabulary words. You will be introduced to simple French words and phrases.

4. FRENCH TESTER

In this activity, you will be tested on those French words and phrases which you've learned in the French Translator activity.

5. SPANISH TRANSLATOR

This activity will help you learn about Spanish phrases and vocabulary words. You will be introduced to simple Spanish words and phrases.

6. SPANISH TESTER

In this activity, you will be tested on those Spanish words and phrases which you've learned in the Spanish Translator activity.

7. DATA PAIRS 1

In this activity you will be given the flexibility to input pairs of data. With these data pairs, you can take a quiz on stored data pairs in **Data Pairs 2**.

8. DATA PAIRS 2

In this activity, you can take a quiz on stored data pairs which you inputted in **Data Pairs 1**. Also you may choose which side of the data (original or corresponding) to be tested on.

9. TEST TRAINER 1

In this activity you are allowed to input your own questions and answers. The display area is enough for you to input the questions. With these questions, you can take a quiz on stored questions in **TEST TRAINER 2**.

10. TEST TRAINER 2

In this activity you can be tested on those stored questions which you inputted in **Test Trainer 1**.

USER PREFERENCES

Click the **User Preferences** icon to enter. Inside the user preference, you are able to choose the following items:

GENERAL

Several settings are available in this section, including:

- **Personal Information**

  This lets you enter your personal information such as name, telephone, address, birthday and so on.

- **Math Input Direction**

  This allows you set the number input direction in mathematics games.

- **Date Format**

  This allows you to set the date style.

- **Start-Up Preference**

  This allows you to set your start-up message when you start the unit.

DISPLAY

Several settings are available in this section, including:

- **Screen Saver**

  When there is no input for a while, an animated picture will appear and move around on the screen. You may select a type of screen saver and set the time to start the screen saver.

- **Bubble**

  You may set the bubble **ON** or **OFF** by clicking the **ON/OFF** icon.

- **Mouse Pointer**

  You may select a type of mouse pointer.

- **Message Scroll Speed**

  It allows you to adjust the message scroll speed in the unit.

SCORING

The following table lists how the scoring is done for each of the activities that keep socre in the **Master Pad Deluxe**.

ACTIVITIES :

Activity	Scoring Mode
Word Challenge	1
Comprehension	1
Secret Word	2
Grammar Quiz	1
Parts of Speech	1
Synonyms	1
Antonyms	1
Sound Alikes	1
Sentence Shuffle	1
Creative Writing	NO
All Mathematics	1
Trivia Challenge	1
All Logic & Games	NO
All Personal Office Except Typing challenge	NO
Typing Challenge	3
German Translator	NO
German Tester	1
French Translator	NO
French Tester	1
Spanish Translator	NO
Spanish Tester	1
Data Pairs 1	NO
Data Pairs 2	1
Test Trainer 1	NO
Test Trainer 2	1
All System Setup	NO

SCORING TYPE

Code	1-Player Mode		2-Player Mode	
1	Questions per round	5	Questions per round	5
	Correct answer on 1st try	20	Starting Score	100
	Correct answer on 2nd try	10	Correct answer	
	Correct answer on 3rd try	5	1st player	20
			2nd player	10
			Wrong answer	
			1st player	-20
			2nd player	-10
2	Question per round	5		
	Correct answer	20		
3	$$\text{accuracy} = \frac{\text{corrected}}{\text{total}} \times 100\%$$ $$\text{speed} = \frac{\text{letters}}{\text{time(second)}} \times \frac{60\ \text{seconds/min}}{6\ \text{letters/word}}$$			

HOW TO USE AN EXPANSION CARTRIDGE

The **VTECH® Master Pad Deluxe** learning aid offers optional expansion cartridges.

To use a cartridge, follow these steps:

1. Turn the unit **OFF**.

2. Insert a cartridge into the slot located on the side of the unit with the label facing up. You should feel the cartridge click into place.

3. Turn the unit **ON**.

4. Press the **CARTRIDGE** button on the keyboard and the cartridge activities will be accessed.

NOTE: For information on purchasing cartridges, call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada. A service representative will be happy to help you.

CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.

2. Keep the unit out of direct sunlight and away from direct sources of heat.

3. Remove batteries when the unit will not be in use for a long period of time.

4. Do not drop the unit on hard surfaces or try to dismantle it.

5. Do not immerse the unit in water or get the unit wet.

IMPORTANT NOTE: Creating and developing electronic learning aids is accompanied by a responsibility that we at **VTECH®** take very seriously. We make every effort to ensure the accuracy of the information 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 our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE: This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• reorient the receiving antenna

• relocate this product with respect to the receiver

• move this product away from the receiver