POWER ZONE™ EDGE

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

CAUTION-ELECTRIC TOY
FOR
TOY TRANSFORMER

Not recommended for children under 3 years of age. As with all electrical products, precautions should be observed during handling and use to reduce the risk of electric shock.

Input: AC120V 60 Hz 9W

Output: DC 14.5V No-Load 4.5VA

Ideal to be used with DC 9V 500mA

The adaptor should be periodically examined for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the output cord, blades, housing, or other parts). In the event of such conditions, the transformer should not be used until properly repaired.

INTRODUCTION

Thank you for purchasing the **VTECH® Power Zone™ Edge** learning product! We at **VTECH®** are committed to providing the highest quality products to entertain and educate your children. 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® Power Zone™ Edge** is an electronic learning aid. This unit offers a wide range of exciting and educational activities for interactive learning! The unit's 72 built-in activities and computer skills tools encourage learning in an entertaining and effective manner.

LCD

VOLUME SWITCH

CARTRIDGE DOOR

CONTRAST SWITCH

BACKLIGHT BUTTON

ON BUTTON

OFF BUTTON

AC ADAPTOR

CARTRIDGES

CATEGORY BUTTONS

TYPING KEYBOARD
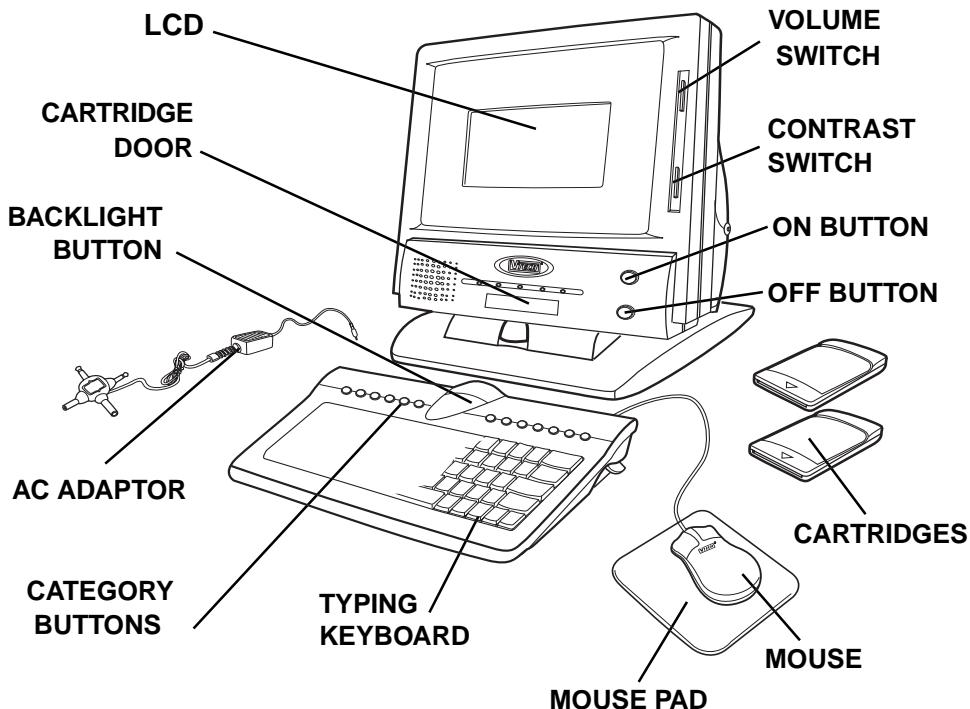
MOUSE

MOUSE PAD

PREPARATION

MOUSE CONNECTION

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

PRINTER CONNECTION (Printer sold separately)
1. Make sure the **VTECH® Power Zone™ Edge** learning aid and printer are turned **OFF**.
2. Locate the printer port on the right side of the **VTECH® Power Zone™ Edge** learning aid.
3. Connect the printer plug to the printer port.
4. Turn **ON** the **VTECH® Power Zone™ Edge** learning aid and the printer. Please refer to Printer Setup for the list of printers that the **VTECH® Power Zone™ Edge** learning aid supports.

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.
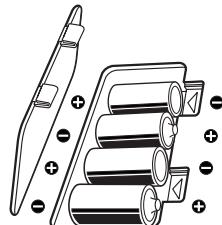
KEYBOARD BATTERY INSTALLATION
1. Locate the battery cover on the bottom of the keyboard and open it.
2. Insert 4 "**AA**" batteries as illustrated.
   DO NOT USE RECHARGEABLE BATTERIES in the keyboard.
3. Close the battery cover.
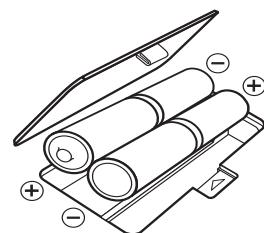
BATTERY NOTICE
• Install batteries correctly observing the polarity (+ , −) signs to avoid leakage.
• Do not mix old and new batteries.
• Do not use batteries of different types.
• Remove exhausted or new batteries from the unit when you are not going to use the unit for a long time.
• Do not dispose 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 **OFF**.
2. Locate the backup battery cover on the bottom of the unit and open it.
3. Insert 1 CR2025 battery as illustrated.
4. Replace the battery cover.
5. Turn the unit **ON**.
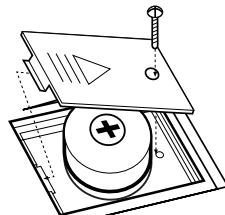
- To avoid damage to the unit from leaky batteries, replace the backup battery at least once a year.

NOTE: While replacing the backup battery, the 4 "**C**" batteries 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
- Card Maker
- System Setup

- Money Manager
- Telephone Book
- Data Pairs 1
- LOGO
- Picture Maker
- Tools

In addition to these activities, newly setup players' names and scores 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, it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

If Your Unit Doesn't Turn ON or Stops Responding

If the unit does not respond when pressing the **ON** button, or if the unit suddenly stops responding, the batteries may need to be replaced or the unit may need to be reset. Before inserting new batteries, press and hold the **RESET** button on the bottom of the unit. Use a small blunt object to gently press the **RESET** button.
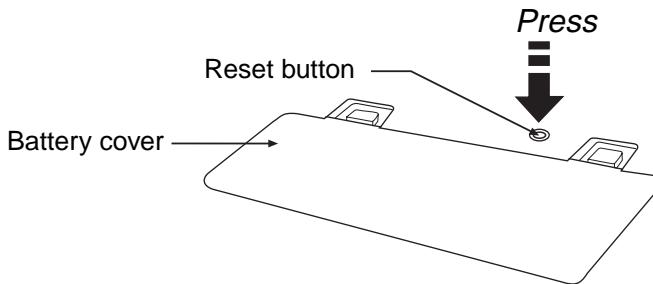
Still Having Problems?

If the problem still persists, we encourage you to contact our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada or 01235-546810 in the U.K. with any problems and/or suggestions that you might have. A service representative will be happy to assist you.

MEMORY INITIALIZATION

If you want to initialize all the memory content in the unit:

1. Turn the unit **OFF**.
2. Hold "**ALT**" and "**R**" keys at the same time and .
3. Press **ON** to turn **ON** the unit.
4. Follow the prompts on the screen.

Warning: If you confirm to initialize the memory, all stored records, will be erased.

AC ADAPTOR CONNECTION

Use a 14.5V 4.5VA (Ideal to be used with DC 9V 500mA) center-positive ╋━●━ ━ adaptor.

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

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

ON/OFF BUTTONS

Turn **ON** your **VTECH® Power Zone™ Edge** learning aid by pressing the **ON** button on the front panel. The unit will show an opening animation and you can select a category or an activity. Turn the unit **OFF** by pressing the **OFF** button on the front panel.

AUTOMATIC SHUT-OFF

If there is no input into the **VTECH® Power Zone™ Edge** learning product for several minutes, the unit will automatically shut off to save power. After the automatic shut-off is activated, you need to press the **ON** button again. We recommend that you turn the unit **OFF** when not playing with it. If the **VTECH® Power Zone™ Edge** learning product is not going to be used for a long period, remove the batteries and unplug the adaptor.

VOLUME SWITCH

Adjust the volume by sliding the **Volume Switch** up to raise the volume and down to lower the volume.

CONTRAST SWITCH

Adjust the image on the screen by sliding the **Contrast Switch** up for higher contrast and down for lower contrast.

MOUSE, KEYBOARD AND CURSOR CONTROL

MOUSE

Left mouse
button

Right mouse
button

Mouse door
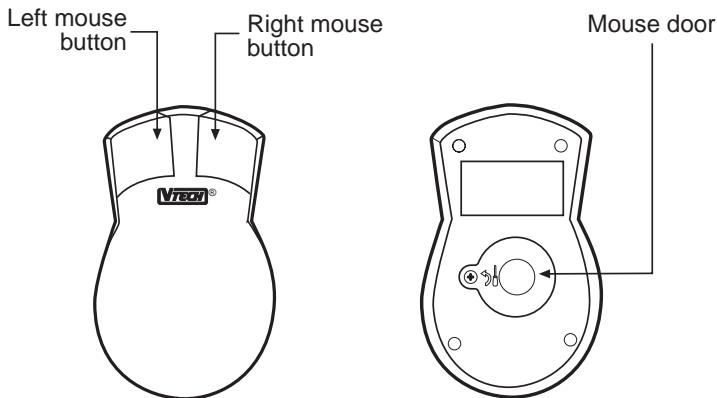
To use the mouse, push it in the direction that you would like the pointer on the screen to move. To move the pointer to the right side of the screen, push the mouse to the right. To move the pointer to the left side of the screen, push the mouse to the left. To move the pointer to the top of the screen, 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 the **Enter** key.

CLEANING THE MOUSE

To clean the mouse, you need to open the cover on the bottom of the mouse by using a screwdriver. Twisting in the direction of the arrows will release the cover. 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, place the cover back on the mouse and screw the cover back onto the mouse.
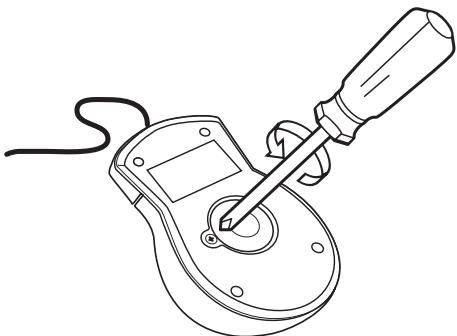
KEYBOARD
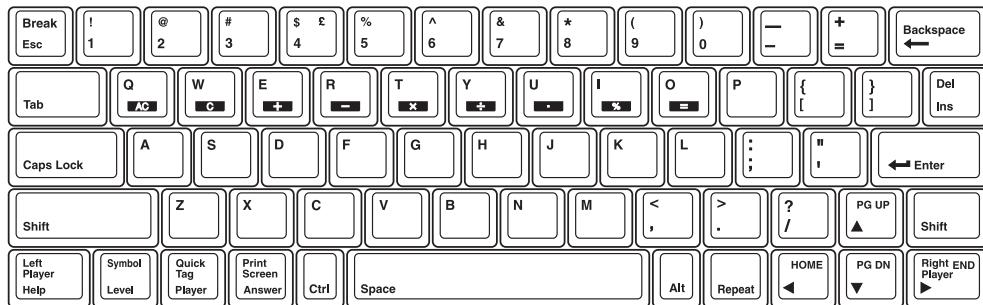
The **VTECH® Power Zone™ Edge** learning aid has a full alphanumeric keyboard with 65 keys.

Key labels

Some keys have two different functions. 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:

Escape 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.

Break Key:

Press the **Shift** key and **Break** key simultaneously when you want to interrupt a running program in **LOGO**.

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.
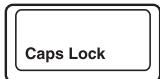
Caps Lock Key:

Caps Lock

Press this key to make letters you type appear in capitals without having to press the **Shift** key each time. Press once to activate this key. Press it again to release it.

Repeat Key:

Repeat

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:

Print Screen Answer

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:

← Enter

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

Player Key:

Quick Tag Player

Press this key to select 1-player or 2-player mode.

Note: The following activities do not have 2-player mode:
Creative Writing
Robot Hunt
3D Race Rally
Treasure Hunt
3D Maze
All Art Studio
All Personal Office
Data Pairs 1 & 2
Test Trainer 1 & 2

Quick Tag Key:

Quick Tag Player

Press **Shift** & the **Quick Tag** key to mark a question for later review. Also press to retrieve the question.

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 the fourth level being the most difficult. Levels can be changed at any time during an activity.

Note: The following activities do not have levels:
Creative Writing
Magic 24
All Art Studio
All Personal Office
Data Pairs 1 & 2
Test Trainer 1 & 2

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.
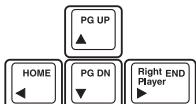
Directional Keys:

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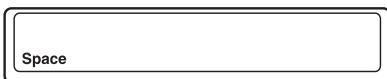
Space Bar:

Use this to insert a space.

Left Player/Right Player Keys:

A question is asked, the first person to press his or her player key will get the opportunity to answer the question first.

BACK LIGHT KEY

Press the key to turn ON/OFF the backlight.

CATEGORY BUTTONS

There are 72 activities in the **VTech® Power Zone™ Edge** learning aid divided into 7 categories. Press any category button to go to the menu list of activities.
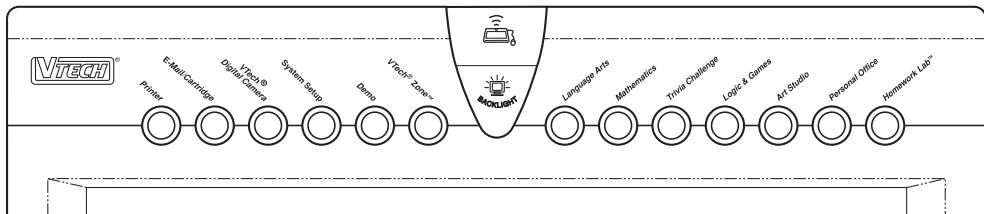
Category buttons go directly to the activities for Language Arts, Mathematics, Trivia Challenge, Logic & Games, Art Studio, Personal Office and Homework Lab™.

System Setup:

Press this button and the system setup screen will be shown. For details in setting, please refer to System Setup page 34-35.

Demo:

The **Demo** button is available at any time to demonstrate activities. The **Demo** button in Main Menu will demonstrate all activities and then return to the Main Menu. If the **Demo** button is pressed when a player is in an activity, it will demonstrate that particular activity. Once the demonstration is done, it will return to either the menu or the activity.

Printer:

When the printer button is pressed, the unit will display the printer selection window. The player can press this button to change the printer. For details, please refer to Printer Setup.

VTech® Zone™

This **VTech® Power Zone™ Edge** is designed for wireless interaction witn **VTECH® Power Zone™** products (sold separately).

E-Mail/Cartridge:

With the optional **VTech® E-mail Kit** (sold separately) and e-mail service subscription, you can send and receive e-mail.

When the Cartridge button is pressed, the unit will run the cartridge. If a cartridge is not in the cartridge slot the unit will display a message that a cartridge is not inserted.

VTech® Digital Camera:

With the **VTech® Digital Camera** (sold separately), a player can take pictures and download them to the **Power Zone™ Edge**.

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

DESCRIPTION OF ACTIVITIES

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, the number of chances remaining and the score for each player. It also shows the level and the time left in the game.

Time Left

Player 1   100   00:30   LI   100 Player 2

Level
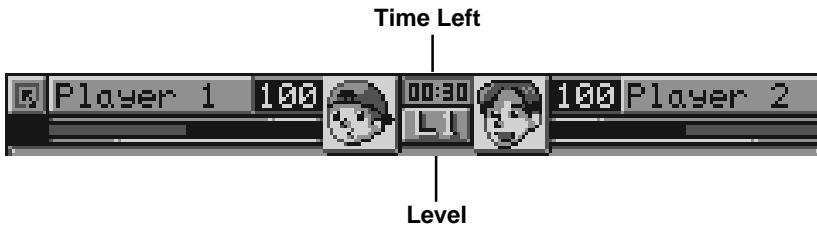
LANGUAGE ARTS

WORD CHALLENGE

A meaning of a word will be displayed on the screen followed by three multiple choices. Determine the word with the given meaning, then use **Up/Down** key to choose 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 answer directly.

COMPREHENSION

A paragraph will first appear and then questions related to the paragraph with multiple choices will be given. Use **Up/Down** key to choose the answer or select the answer using the mouse. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1, 2 or 3 to answer directly.

SECRET WORD

Guess the secret word by typing in the correct letters. Press **Enter** to see if the letters are correct. There is no **Help** function but you get 20 chances to find the correct answer.

 A correct guess (both the letter and its position)

 An incorrect guess

 The letter is in the word but in the wrong position

GRAMMAR QUIZ

A sentence will be displayed with one word missing. Three multiple choice answers will appear. Use **Up/Down** key to choose the answer or use the mouse to answer. Press the **Enter** key or the left mouse button for the answer that will make the sentence grammatically correct, or type in 1, 2 or 3 to answer directly.

PARTS OF SPEECH

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

WORD SEARCH

This activity shows a 22 x 9 matrix with 10 words hiding in the puzzle. You have to find all 10 words in the puzzle. To locate a word use the arrow keys or the mouse to highlight the word that you want, and then press the **Enter**

key or the left mouse button. You can select a word from a horizontal or vertical direction. To change the direction of the word you are selecting, use the spacebar or the icon. The icon or spacebar enable you to switch back and forth between the horizontal and vertical position.

CROSSWORD

This activity shows a 16 x 8 grid with 10 words missing in the puzzle. You have to solve all 10 words based on the clues given. First choose a highlighted area where a word is missing and then press the **Enter** key or the left mouse button. The clue will then be provided. Input the correct word and then press the **Enter** key to proceed.

SYNONYMS

A word and a scrambled word will be shown. Rearrange the letters of the scrambled word to create a new word that has the same meaning as the given word. Press the **Enter** key to check your answer.

ANTONYMS

A word and a scrambled word will be shown. Rearrange the letters of the scrambled word to create a new word that has the opposite meaning of the given word. Press the **Enter** key to check your answer.

WORD PUZZLE

This activity shows a 16 x 8 grid. There are 10 words listed next to the grid that need to be correctly placed in the grid. You have to place all 10 words in the grid based on the simile given. First choose a highlighted area where a word is missing and then press the **Enter** key or the left mouse button. Input the correct word and then press the **Enter** key to proceed.

SOUND ALIKES

A sentence will be displayed with one word missing. Two words with the same pronunciation will be given as choices. Select the word that fits the meaning of the sentence. Use **Up/Down** or the mouse to choose the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1 or 2 to answer directly.

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 place the word where you want it, point the mouse in the space between the two words and click the left mouse button. Once you have completed the sentence, press the **Enter** key to confirm your answer.

CREATIVE WRITING

A list of writing topics and ideas will be displayed for the user. Once you select a topic, the activity will launch the Word Processor and you can start writing. You can print your story when you have finished. (printer sold separately*)*

MATHEMATICS

MATH FUN

In levels one and two, a question of 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.

TIME OUT!

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

COMMON GROUND

A question will be shown and you need to determine the lowest common multiple. Input the correct answer and then press the **Enter** key to confirm your answer**.**

FACTOR REACTOR

A question will be shown and you need to determine the greatest common factor. Input the correct answer and then press the **Enter** key to confirm your answer**.**

COORDINATES

This activity shows a coordinate plane and you will be asked to give the coordinates of a point (points), or plot a point (points) with given coordinates To input the coordinates of each point use the arrow keys or the **Up** or **Down** icons and then press the **Enter** key. To plot a point, use the cursor keys or the mouse to move the point to the area which you would like to select and then press the **Enter** key.

SUM IT UP

In levels one and two, an addition problem 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 about an addition problem will appear. Choose the answer from multiple choices and then press the **Enter** key.

MINUS MADNESS

In levels one and two, a subtraction problem 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 about a subtraction problem will appear. Choose the answer from multiple choices and then press the **Enter** key.

MULTIPLICATION

In levels one and two, a multiplication problem 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 about a multiplication problem will appear. Choose the answer from the multiple choices and then press the **Enter** key.

DIVISION

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

ALGEBRA ATTACK!

An algebra question will appear on the screen. Find the value of the unknown number (**X**) and input the correct answer by clicking the number icon on the number bar or typing in the number using the keyboard. Press the **Enter** key or click the icon to confirm your answer. Press the **Help** key to get a simplified Algebra function. By pressing the **Help** key, you lose one chance to answer the question.

GEOMETRY

A 2-dimensional or 3-dimensional object will appear onscreen and you will be asked to find the area, perimeter or volume of the object. Input the correct answer by clicking the number on the number bar or typing in the number using the keyboard. Press the **Enter** key or click the icon to confirm your answer. Press the **Help** key to show a formula. By pressing the **Help** key, you lose one chance to answer the question.

GRAPH IT!

A graph will appear on screen and then a question will be asked related to that graph. Multiple choices are given and you can select the answer by pressing **Up/Down** key or you can use the mouse to select the correct answer and press the **Enter** key or the left mouse button, or type in 1, 2 or 3 to answer directly.

TIC TAC 18

This activity shows a 4 x 4 matrix and you have numbers from 1 to 8. You and the computer (or other player) take turns placing numbers into the matrix. Whoever can create a total of 18 in either a horizontal, vertical or diagonal with 4 numbers first wins the game. If neither player can create a total of 18, the game is a draw.

NOTE: One number can be used only once in a game.

MAGIC 24

4 numbers and 6 mathematics signs [+, -, x, ÷, ( )] will appear. You are expected to use each number and a mathematics sign to create a total of 24. Numbers can be used only once, but mathematics signs can be used many times.

THIS TO THAT

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

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. Press the **Help** key to simplify the fraction. By pressing the **Help** key, you lose one chance to answer the question.

NUMBER PATTERNS

In this activity, you will see a sequence of numbers with one number missing. You must figure out the pattern and input the missing number using the number keys. Press the **Enter** key to confirm your answer.

MATH CHALLENGE

In this activity, the unit will challenge you with random questions from Time Out!, Sum It Up, Minus Madness, Multiplication, Division and This to That. Choose the answer from the multiple choices and press **Enter**. In all four levels, the questions will be in multiple choice format.

TRIVIA CHALLENGE

UNDERSEA LIFE

This challenging trivia game tests your knowledge of undersea life. You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse to choose the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or typing in 1, 2 or 3 to answer directly.

ANIMAL LIFE

This challenging trivia game tests your knowledge of animal life.   You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse to choose the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1, 2 or 3 to answer directly.

ENTERTAINMENT

This challenging trivia game tests your knowledge of TV shows, movies and music. You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse for the correct answer. Press the **Enter** key or the left mouse button to confirm your answer,or type in 1, 2 or 3 to answer directly.

MYSTERY EVENTS

This challenging trivia game tests your knowledge of a variety of mysterious and unexplained events. You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse for the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1, 2 or 3 to answer directly.

TECHNOLOGY

This challenging trivia game tests your knowledge of technology and inventions. You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse for the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1, 2 or 3 to answer directly.

SPACE DISCOVERY

This challenging trivia game tests your knowledge of space discovery and astronomy. You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse for the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1, 2 or 3 to answer directly.

GEOGRAPHY

This challenging trivia game tests your knowledge of geography. You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse for the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1, 2 or 3 to answer directly.

BIOLOGY

This challenging trivia game tests your knowledge of biology. You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse for the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1, 2 or 3 to answer directly.

KNOWLEDGE CHALLENGE

This game tests your knowledge of various trivia topics. You are asked a question and are given three answers to choose from. You can select your answer by pressing **Up**/**Down** key or by using the mouse for the correct answer. Press the **Enter** key or the left mouse button to confirm your answer, or type in 1, 2 or 3 to answer directly.

LOGIC & GAMES

ROBOT HUNT

The mission of this strategy game is to find and defeat your opponent's (the computer) robots before yours are found. First select a team. Next place your robots on the board. There are three small robots and two large robots for all levels. Press the right mouse button to flip the direction of a robot 90 degrees. There are three icons,   along the lower right corner of the screen. When you click the icon, the computer will randomly place the robots on the board for you. Click the button to put all the robots back into the robot pool. Press the button to confirm the arrangement of the robots and start the game. When the game starts, select a square within the grid by using the mouse or pressing the cursor keys. Click the left mouse key or press **Enter** key to attack. You can continue to attack if you hit your target. If you miss your target, it becomes the computer's turn. The game will end when all of your opponent's robots or your robots have been destroyed.

In levels 1 and 2 the computer records all the squares you try, even if you miss the enemy robots. In levels 3 and 4 the computer will only record the squares if they contain an enemy robot. If you miss, the square will remain blank, so remember where you have aimed!

3D RACE RALLY

In this action game, the object is 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 on the car directly. Confirm the selection by pressing the **Enter** key. Initially, the time limit is 50 seconds. However, as you drive through checkpoints, extra time will be added. You must avoid colliding with various obstacles on the track and weather conditions may make it hard to drive. Use the cursor keys to control the car. Press the **Up** key to increase the speed, the **Down** key to decrease the speed. If you want to turn the car to the left, press the **Left** key. Press the **Right** key to turn the car to the right.

3D TIC TAC TOE

In this strategy game, you can play either with a partner or against the computer. First select a game piece by pressing the cursor keys or by clicking one of the

 icons. Confirm your selection by pressing the **Enter** key or by clicking the icon. When the game starts, the screen will show a 3-dimensional board, and the player who will go first will be chosen randomly. Move the game pieces alternately with your opponent. The player who gets '3-in-a-row' in any direction first wins the game.

You can place your pieces using the mouse or by using the Tab key and the Directional keys.

TREASURE HUNT

The computer will display a grid. The mission of this game is to find all of the treasure in the grid. The grid also contains enemies and bonus points. Select a tile on the grid to look for the treasure and then press the left mouse button. To find clues on how many treasures there are in a selected row or column, click the icon. Doing so will tell you how many treasure pieces there are in that particular row. However, using a clue will also use up one chance.

DISC CHALLENGE

The computer will display a chessboard with two white tiles and two black tiles located in the middle. When it is the black tile's turn, you or the computer must place the black color tile in a location where there is at least one white tile in any direction between another black tile on the chessboard. If a player is not able to make a move, the turn will go back to the other player. Whoever gets the most tiles in his/her color on the chessboard will win the game.
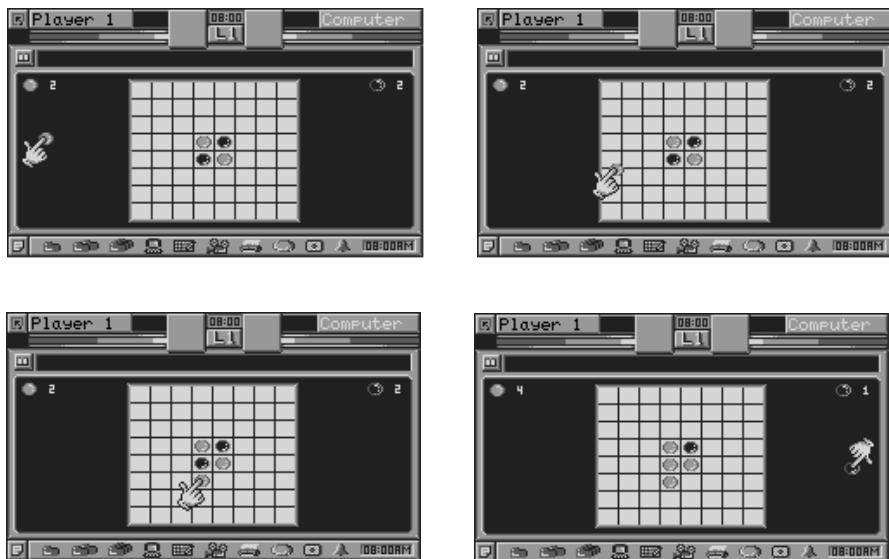
3D MAZE

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

ART STUDIO

CARD MAKER

The **VTECH® Power Zone™ Edge** learning aid has several built-in pictures for you to create your own greeting card for different occasions. You can add your own messages 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 arrow keys to select the picture you like.

• Type in your message.

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

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

PICTURE MAKER

This is a graphic tool that can help you create pictures easily. You have a wide range of painting and graphic editing tools.

PERSONAL OFFICE

WORD PROCESSOR

The **VTECH®** **Power Zone™ Edge** learning product offers you one of the most important applications found in computers - the word processor. With the word processor, documents can be created, edited, saved and printed. The word processor activity has six 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

New is the command to create a new file. Select **New** from the **FILE** menu icon and it will ask whether you want to save the current file. If you type "**Y**", it will save the file. If you type "**N**", it will create a new file.

Open

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

Save

Saving a file is a very important function in 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.

To save a file, select **Save** from the **FILE** menu. The unit will prompt you with the file name. Type in a name and then press the **Enter** key to save the file. The file name should be no longer than 8 characters.

Save as

You can save the document under a different name.

Delete

When you no longer need a file, erasing it is a good idea. Select the cartridge icon to delete a file from the **RAM** cartridge or the main unit icon to delete a file from the main unit. Select the file you want to delete and press the **Enter** key or the left mouse button to confirm.

ALERT! When files are deleted, they are erased permanently.

Print

In order to use the print feature, you must connect the unit to a printer which works with the **VTECH® Power Zone™ Edge** learning aid. Please see the list of compatible printers listed in the Printer Setup window. Save your file before printing. Select **Print** from the **FILE** menu and it will print the file.

Print Preview

Word Processor provides a way to view documents on the screen. Print Preview allows you to see how a document will look on a printed page.

 EDIT

Most simple editing can be accomplished by using the **Backspace** key 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, place the cursor at the first character of the block you want to edit and hold down shift key button or the left mouse button and move the cursor point at the same time. When the cursor is at the end of the area you want to mark as a block, release the shift key or the left mouse button. After a block of text is defined, use one of the three block editing tools: cut block, paste block, copy block.

Cutting a Block

To cut a block of text, first define the block and select the **Cut** icon from the **EDIT** menu.

The block will be removed from its current position and will be placed in memory. You can 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.

Find/Replace

You can use this command to find specific text and replace it with new text.

TOOLS

Spell checker

The spell checker 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 **Spell Check** memory, you will be given a list of possible words to replace it. Press the **Esc** key to return to the document.

FORMAT

Tab

The unit will display this screen to let you set **Tab** spacing.

Fonts

The Word Processor provides two types of fonts: **Bold** or *Italic*.

Bullet

You can create or delete a bulleted list in the selected area or the current line.

Numbering

You can create or delete a numbered list in the selected area or the current line.

Alignment

You can align the selected text or current line to the left with the left margin. You can align the selected text or current line to the right with the right margin. You can align the selected text or current line to the center with the center margin.

INSERT

Page break

The Page break tool enables you to insert a page break manually.

Page no.

The Page no. tool enables you to insert page numbers.

Symbols

The Symbol tool gives you a list of useful characters that you can use in your documents. Select **Symbol** from the **Insert** menu icon to see a list of characters and symbols for input. Press the keys 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.

Picture

Allows you to insert a picture by picture's name.

Date

Allows you to insert the date.

Time

Allows you to insert the time.

HELP

The Help tool is a reference table of commonly used shortcuts.

Menu	Menu Item	Shortcut key
File	New	Ctrl + N
	Open	Ctrl + O
	Save	Ctrl + S
	Print	Ctrl + P
Edit	Cut	Ctrl + X
	Paste	Ctrl + V
	Copy	Ctrl + C
	Find/Replace	Ctrl + F
Format	Fonts	Ctrl + D
	Bold font	Ctrl + B
	Italic font	Ctrl + I
	Left alignment	Ctrl + L
	Center alignment	Ctrl + E
	Right alignment	Ctrl + R
Insert	Page Break	Ctrl + Enter
	Symbol	Ctrl + Y
	Picture	Ctrl + M
	Page number	Ctrl + K

TELEPHONE BOOK

This activity helps you keep track of personal information about your friends and relatives. The **Telephone Book** starts by showing the record. (sorted alphabetically by names) Once the **Search** icon is clicked, the search window will pop up on the screen. The data can be searched by name and by telephone number. Click the **New** icon and the unit will create a blank record and go back to the Telephone Book screen. Click the **Edit** icon to edit record. You can turn the birthday alarm **ON/OFF**. To delete a record, click the **Delete** icon.

SCHEDULER

This activity keeps a full schedule for you and includes an alarm which can be turned **ON/OFF.**

Delete

Delete all records in the current day.

Delete All

Delete all records in the calendar.

Date Search

This command lets you search for an existing record by date.

Text Search

This command lets you search for an existing record using a specific word.

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. If the word is not in the Spell Checker database, it will advise you that the word cannot be found or offer a list of suggested words.

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 icon is used to search for the date. The icon is used to set any day as your holiday. The icon is used to print out the current calendar. Once you input any information on a particular date, the program will display an indicator on that day to remind you. Click the day to see the details you entered for that day.

CONVERSION PAD

This activity offers you some basic unit conversions. First the screen will display the categories of the unit for you to choose such as speed, time or weight. In the next screen, you can input the value and convert the input value.

CALCULATOR

This is an eight-digit, fully functional calculator for addition, subtraction, multiplication and division. You can move the pointer to click on the calculator buttons or use the keys from the keyboard to perform a calculation. The Calculator can be used to determine the answer to some of the questions in the Mathematics activities by pressing the Calculator icon. You can return to the activity by clicking the **Return** icon. Press the **AC** button to clear the Calculator before each calculation.

LOGO

This activity let you experience **LOGO**, which is a computer programming language. You can use **LOGO** to teach your **VTECH® Power Zone™ Edge** to draw. 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 steps; "right 90" is a command that tells the Turtle to turn 90 degrees 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 is represented by an arrow at the center of the screen. 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 called the x-coordinate. The second number indicates how far up or down the Turtle is from the center of the screen; it is 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 **VTECH® Power Zone™ Edge** how to make a square:

```
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 quicker by using a repeat command:

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

The repeat command has two sets of variables - 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, you 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 the 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 25" to have **LOGO** draw a 25-step square at the current Turtle location. "Square 50" will make **LOGO** draw a 50-step square, "square 100" will **LOGO** draw a 100-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 the 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 you write

    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 and after it. It should 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" causes **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 colour to N(N = 0~3). (0=white, 1=lightgrey, 2=dark grey, 3=black).
setbg		**n**	set background colour to N(N = 0~3). (0=white, 1=lightgrey, 2=dark grey, 3=black).
pencolour	**(pc)**		get current colour N of pen(N=0~3). (0=white,1=lightgrey, 2=dark grey, 3=black).
background	**(bg)**		get current background colour N (N=0~3).(0=white, 1=lightgrey, 2=dark grey, 3=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 centre 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 centre of the screen, and sets the turtle's heading to 0. **CLEARSCREEN** does not affect the pen state or screen colours.
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 colour
		pen colour
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 1/30 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.

LOGO BEGINNER

This activity contains sample programs for beginners.

LOGO INTERMEDIATE

This activity contains intermediate level sample programs.

LOGO ADVANCED

This activity contains advanced level sample programs.

MONEY MANAGER

This activity teaches you the basics of money management. With Money Manager, money transactions can be edited and deleted. Money Manager has three menu icons along the top left corner of the screen. You can edit a record by selecting the **EDIT** command. Also you can delete the record by selecting the **Delete** command. The screen will display a window to confirm deleting the record.

HOMEWORK LAB™

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 information stored in Data Pairs 2.

DATA PAIRS 2

In this activity you can quiz yourself on the stored data pairs you input in Data Pairs 1.

TEST TRAINER 1

In this activity you are allowed to input your own questions and answers.

TEST TRAINER 2

In this activity you can quiz yourself on the stored questions you input in Test Trainer 1.

SYSTEM SETUP

FILE CABINET

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

QUICK TAG

Quick Tag allows you to manually mark and retrieve any question so you can review it later.

SOUND EFFECT

Sound Effect allows you to turn sound effects **ON** or **OFF** as well as select a sound effect for different events.

BACKGROUND MUSIC

In many activities, you can hear background music while playing a game. You can turn the background music **ON** or **OFF** by selecting the **ON/OFF** icon.

DATE & TIME

Date & Time allows you to set the time or set the alarm **ON** or **OFF** by selecting the **ON/OFF** icon.

SCORING STATISTIC

This setting provides a scoring statistics report for you to review in graphics or text.

PRINTER SETUP

There are a number of printers that the **VTECH® Power Zone™ Edge** learning aid is compatible with. For the latest updates on compatible printers, please visit our website: www.vtechkids.com or call our Consumer Services Department at 1-800-521-2020. **Printer Setup** allows you to select any one of the printers that the **VTECH® Power Zone™ Edge** supports.

NOTE: 1). The **VTECH® Power Zone™ Edge** learning aid may also work with other models from. the manufacturers listed above by selecting one of the Generic printers, but the unit has not been tested with these printers.

2). Many printers can be configured to work like a different model. The **VTECH® Power Zone™ Edge** learning aid can also be used with printers that are set up to work like the printers listed above. 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. Once you have solved the problem, reset the printer or follow the Printer Connection instructions in the Getting Started section of this manual to try printing again. If you have any other problems with your printer, please refer to your printer's manual for details.

TOOLS

Select tools to access the following menus:

GENERAL

Several settings are available in this section.

- **Personal Information**

Enter your personal information such as name, telephone, address, and birthday.

- **Number Entry**

Set the number input direction in mathematics and games.

- **Date Format**

Select the date format.

- **Start-Up Preference**

Set your start-up message when you turn on the unit.

DISPLAY

Several settings are available in this section.

- **Screen Saver**

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

- **Bubble**

This allows you to set the bubble text **ON** or **OFF** by clicking the **ON/OFF** icon.

- **Mouse Pointer**

This allows you to select a different type of mouse pointer.

- **Message Scroll Speed**

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

HOW TO USE AN EXPANSION CARTRIDGE

The **VTECH®** **Power Zone™ Edge** learning aid has optional expansion cartridges (sold separately).

To use a cartridge, follow these steps:

1. Turn the unit **OFF**.
2. Insert a cartridge into the slot located on the front of the unit with the label facing up the cartridge should click into place.
3. Turn the unit **ON**.
4. Press the cartridge button on the keyboard to access the cartridge.

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.

ACTIVITY CARTRIDGES

FOREIGN LANGUAGES

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

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

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

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

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

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

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.

SCORING

The following table lists how scoring is done for the activities that keep score.

NOTE: The following activities do not have scoring or a 2-player mode.

Creative Writing	Conversion Pad
Card Maker	Calculator
Picture Maker	LOGO
Word Processor	LOGO Beginner
Telephone Book	LOGO Intermediate
Scheduler	LOGO Advanced
Spell Checker	Money Manager
Calendar	Logic & Games

SCORING CODE

Code	1-Player Mode	2-Player Mode

1	Question per round 5
	Correct answer on 1st try 20
	Correct answer on 2nd try 10
	Correct answer on 3rd try 5
		Question per round 5
		Starting Score 100
		
		Correct answer
		    1st player 20
		    2nd player 10
		Wrong answer
		    1st player -20
		    2nd player -10

2	Words per round 10 Correct answer 10	
3	$$accuracy = \frac{correct}{total} \times 100\%$$ $$speed = \frac{letters}{time(seconds)} \times \frac{60\ seconds/minute}{6\ letters/word}$$	

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VTECH® Power Zone™ Edge ACTIVITIES

Activity	Scoring Code
Word Challenge	1
Comprehension	1
Secret Word	2
Grammar Quiz	1
Parts of Speech	1
Word Search	2
Crossword	2
Synonyms	1
Antonyms	1
Word Puzzle	2
Sound Alikes	1
Sentence Shuffle	1
Creative Writing	NO
All Mathematics (except: Tic Tac 18)	1
All Trivia Challenge	1
Robot Hunt	NO
3D Race Rally	NO
3D Tic Tac Toe	NO
Treasure Hunt	NO
Disc Challenge	NO
3D Maze	NO
All Art Studio	NO
All Personal Office	NO
Homework Lab™	1
Foreign Language	1
Typing Challenge	3

CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a 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.
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 us 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