PLAY!

INSTRUCTION BOOKLET AGE 4+
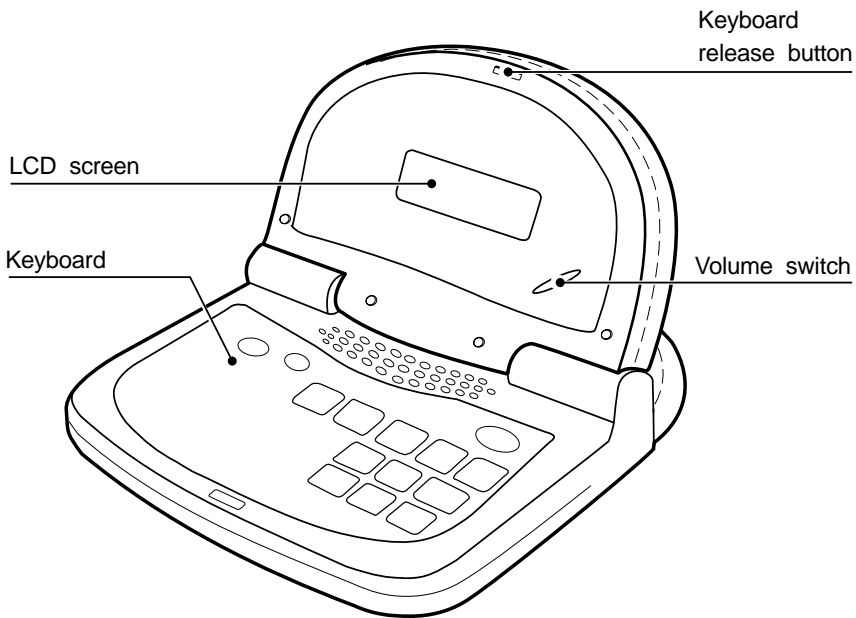
Smarty
Cat ™

It's The
Cat's
Meow!

Scholastic was founded in 1920 with the mission of encouraging a lifelong love of reading, learning, and celebrating childrens' individuality and creativity. We invite you to experience our new collection of quality toys which reinforce the vital connection between fun and learning through play.
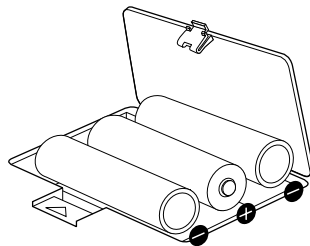
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INTRODUCTION

Thank you for purchasing the **PLAY! Scholastic Smarty Cat™**! This product offers 12 built-in and easy to use activities that teach spelling, letter order, number order, simple math, logic and music.

Keyboard release button

LCD screen

Keyboard

Volume switch

POWER SOURCE

The **PLAY! Scholastic Smarty Cat™** operates on
3 "AA" (UM-3/LR6) batteries.

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the back of the
   unit. Use your finger to open the battery cover.
3. Install 3 "AA" (UM-3/LR6) batteries as illustrated.
   DO NOT USE RECHARGEABLE BATTERIES.
4. Replace the battery cover.

NOTE: The use of alkaline batteries is recommended for maximum performance.

BATTERY NOTICE
- Install batteries correctly by observing the polarity (+,–) signs to avoid leakage.
- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from equipment 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.
- The supply terminals are not to be short-circuited.

NOTE: If for some reason the program/activity stops working, please follow these steps:
   1. Turn the unit **OFF**.
   2. Interrupt the power supply by removing the batteries.
   3. Let the unit stand for a few minutes, then replace the batteries.
   4. Turn the unit **ON**. The unit will be ready to play again.

TURNING THE UNIT ON

Turn on the unit by pressing the **ON** key. A short tune will welcome you. If the
screen is fuzzy or jagged, follow these steps to try and correct the problem:

1. Check to make sure the batteries are properly inserted.
2. If the problem still exists, insert new batteries.

VOLUME SWITCH

To adjust the volume, slide the volume switch down for low volume or up for high volume.

TURNING THE UNIT OFF

Turn off the **PLAY! Scholastic Smarty Cat™** by pressing the **OFF** key. If you will not be using the unit for a long period of time, it is best to remove the batteries.

AUTOMATIC SHUT OFF

If the buttons on the **PLAY! Scholastic Smarty Cat™** are not pressed for approximately eight (8) minutes, the unit will automatically shut itself off to save power.

KEYBOARD DESCRIPTION AND FUNCTIONS

on

Press this key to turn the unit **ON**.

off Press this key to turn the unit **OFF**.

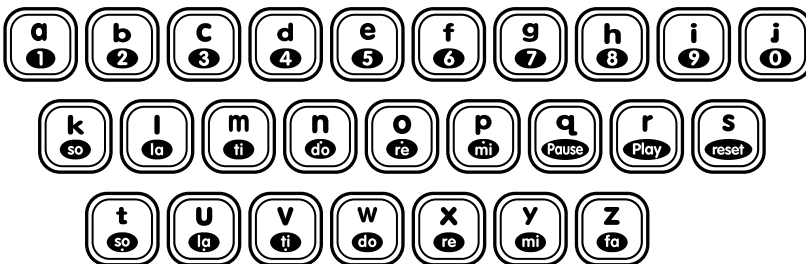**activity** To play an activity, press the **ACTIVITY** key followed by the number of the activity that you wish to play.

a 1 **b 2** **c 3** **d 4** **e 5** **f 6** **g 7** **h 8** **i 9** **j 0**

Use the number keys (1, 2, 3, etc.) to begin the activities and to answer questions in the activities Counting Stars, Number Order, Add It! and Number Chain.

a 1 **b 2** **c 3** **d 4** **e 5** **f 6** **g 7** **h 8** **i 9** **j 0**

k so **l la** **m ti** **n do** **o re** **p mi** **q Pause** **r Play** **s reset**

t so **U la** **V ti** **W do** **X re** **y mi** **z fa**

Use the letter keys (a, b, c, etc.) to answer the questions in the activities Correct the Order, Mystery Letter, Zap-A-Letter and Word Maker.

enter Press the **ENTER** key after you have typed in the answer to a question.

erase Press this key to erase a previously entered letter or number.

answer Press this key to find out the answer to a question.

level Press this key to change the level and difficulty of the questions.

Use these keys to move the on-screen cursor to the left or right.

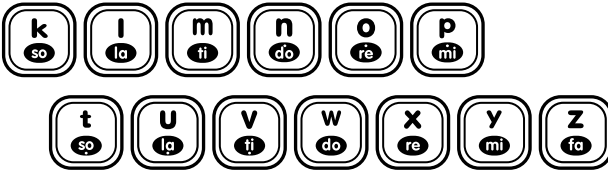Press this key for a hint about the answer while playing activities that offer this function.

Press the **PAUSE** key to insert a musical rest when creating music in **Melody Maker**.

Press the **PLAY** key to play the music you created in **Melody Maker**.

Press the **RESET** key to erase the music you created in **Melody Maker**.

Press these keys to add musical notes to the music you created in **Melody Maker**.

Note: The music you created will be erased once the activity is changed.

TO BEGIN PLAY

1. Turn the unit on by pressing the **ON** key.
2. Select the activity you wish to play by pressing the **ACTIVITY** key followed by the appropriate number of the activity. Then press **ENTER**.
3. Answer each question by typing in the correct letter(s) or number(s), or by using the left/right arrow key to select the correct answer. Then press **ENTER**.

DESCRIPTION OF ACTIVITIES

1. CORRECT THE ORDER!

A few letters will appear on the right side of the screen. You must place the letters in alphabetical order from left to right, by pressing the correct letter on the keyboard. When one letter is placed in order on the left side of the screen, one of the letters will disappear from the right side of the screen. If the **HINT** key is pressed, one letter is placed in the correct order. There are a total of two hints in this activity.

2. MYSTERY LETTER

A few characters will be shown on the screen in alphabetical order. You must fill in the appropriate letter of the alphabet that should appear at the beginning of the list of letters. There is **NO HINT** in this activity.

3. ZAP-A-LETTER

Several letters will be shown on the screen. One letter is in a different case than the others. Select the different letter using the keyboard or by pressing the left or the right arrow/cursor keys. Press the **ENTER** key to confirm your answer. If you press the **HINT** key, one of the incorrect answers is removed from the screen. There are a total of two hints in this activity.

4. LETTER PAIR

Two or three pairs of letters will be shown on the screen and then covered with cards. Use the left/right arrow and **ENTER** keys to turn over the cards and match the upper and lower case letters. If two of the letters match, the "correct" melody will play. If they do not match, the "incorrect" melody will play and the cards will return to their original position. If the **HINT** key is pressed, all of the cards will be temporarily revealed.

5. WORD MAKER

A word will be displayed on the screen for a few seconds and then be replaced by a picture of that word. When the graphic disappears, the original word will reappear with one letter missing. You must fill in the missing letter and press the **ENTER** key. If the **HINT** key is pressed, the original word will be shown again unless there is only one chance remaining to answer the question.

6. COUNTING STARS

A random number of stars will be shown on the screen. In Level 1, you must count the stars and select the answer from the list to the right of the graphic. In Level 2, you must count the stars and press the appropriate number on the keyboard. The correct answer will be listed to the right of the graphic. There is **NO HINT** function in this activity.

7. NUMBER ORDER

A few numbers will appear on the right side of the screen. You must place the numbers in numerical order, from left to right, by pressing the correct number on the keyboard. When one number is placed in order on the left side of the screen, one of the numbers will disappear from the right side of the screen. If the **HINT** key is pressed, one number is placed in the correct order. There are a total of two hints in this activity.

8. NUMBER CHAIN

A few numbers will be listed in numerical order on the screen. One of the numbers will be missing from the chain. You must use the keyboard to input the number that will complete the chain correctly. There is **NO HINT** function in this activity.

9. ADD IT!

An addition question will be shown on the screen. You must input the correct answer by pressing the number key(s) and by pressing the **ENTER** key. If the **HINT** key is pressed, a graphic on the screen will demonstrate the numbers being added.

10. PAIR UP!

Two or three pairs of cards with patterns will appear on the screen. Use the left/right arrow and **ENTER** keys to turn over the cards and match the patterns. If two of the patterns match, the "correct" melody will play. If they do not match, the "incorrect" melody will play and the cards will return to their original position. If the **HINT** key is pressed, all of the cards will be temporarily revealed.

11. MELODY MAKER

Press the musical note keys (do, re, mi, etc.) to create your own songs. Press the **PLAY** key to repeat your own songs, press the **RESET** key to erase your song, press the **PAUSE** key to add a musical rest and press the **ERASE** key to erase one tone. There is **NO HINT** function in this activity.

12. MUSIC BOX

There are four songs in the **PLAY! Scholastic Smarty Cat™**. Choose one of the various songs by pressing a song number or by using the left/right arrow key. Press the **ENTER** key to begin playing the song. To play a different song, simply press a new song number. The four songs in the **PLAY! Scholastic Smarty Cat™** are:

1. Frère Jacques
2. Twinkle Twinkle Little Star
3. Clementine
4. Oh, Susanna

There is **NO HINT** function in this activity.

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 any direct sources of heat.
3. Remove the 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 expose the unit to moisture or water.

Notice to Parents:

We would like to point out that any safety isolating transformer or charging unit to be used with the unit should be regularly examined for potential hazards, such as damage to the cable, or cord, plug, enclosure or other parts, and that, in the event of such damage, the unit must not be used until damage has been properly removed.

Should you have any questions or concems, please contact the VTech Consumer Services Department at 1-800-521-2010