# Superman™ Junior Laptop

**SUPERMAN RETURNS™**

For Ages 3 and Up

Oregon
SCIENTIFIC

Product does not have INTERNET or data storage capabilities

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# Oregon
## SCIENTIFIC
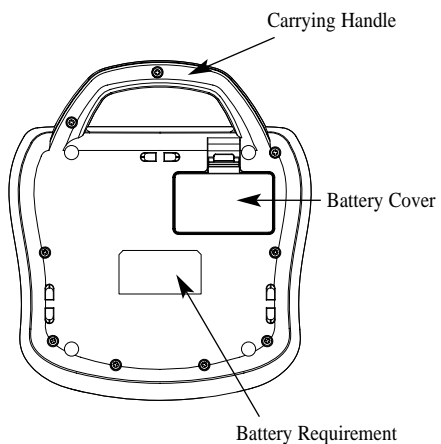
## *Dear Parent/Guardian,*

Thank you for choosing the Superman™ Junior Laptop.
Designed with fun in mind, the Superman™ Junior Laptop is packed with stimulating learning games and activities that will make an invaluable contribution to your child's development.
The activities aim to further your child's skills in language, numbers, music, memory and logical reasoning.
The Superman™ Junior Laptop provides a dependable and realistic introduction to computers and encourages creativity and independent learning.
Learning with Superman™ is so much fun!

SUPERMAN and all related characters and elements are trademarks of and © DC Comics.        (s06)

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# Chapter 1

## About the Superman™ Junior Laptop

Features

8 Learning Activities:
• Letters, vocabulary,
  shapes, colors,
  numbers, counting,
  memory, logic
  and music

Multimedia
• Digital sound and
  animation

Display
• LCD screen
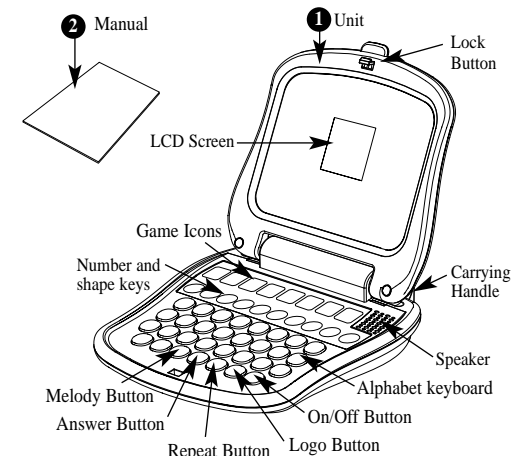• Automatic shut-down

Interface
• Individual A - Z keyboard
• Number and shape keys

Audio
•The voice of Superman™

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The Superman™ Junior Laptop is supplied with the following parts.
Please contact your retailer should any parts be missing.

**1 - Unit**
**2 - Manual**



❷ Manual   ❶ Unit
Lock Button
LCD Screen
Game Icons
Number and shape keys
Carrying Handle
Melody Button
Speaker
Answer Button
Alphabet keyboard
On/Off Button
Repeat Button   Logo Button

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## Unit



Carrying Handle

Battery Cover

Battery Requirement

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# Chapter 2

## Getting Started   The Superman™ Junior Laptop operates on 2 "AA" size batteries.

### Battery Installation

1. Make sure the unit is turned off.
2. Open the battery cover at the back of the unit.
3. Insert 2 "AA" batteries.
   (Note the correct polarity: +, - ).
4. Replace the cover.
   (The unit is automatically turned on as soon as the batteries are installed.)



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### Caution
• Different types of batteries or new and
  used batteries are not to be mixed.
• Only batteries of the same or equivalent type as
  recommended are to be used.
• Remove all batteries when replacing.
• Remove batteries from the unit if the unit is not
  going to be used for long periods.
• Do not dispose of batteries in fire.
• Non-rechargeable batteries are not to be recharged.
• Rechargeable batteries are to be removed from the
  toy before being charged.
• Rechargeable batteries are only to be charged
  under adult supervision.
• Exhausted batteries are to be removed from the
  toy.
• The supply terminals are not to be short-circuited.

### Cleaning and Maintenance
The unit should be regularly examined for damage to the enclosure and other parts. In the event of such damage, the unit must not be used until the damage has been repaired. Always disconnect the power supply before cleaning.
Wipe the unit with a dry cloth.
• Do not get the unit wet.
• Do not dismantle the unit.

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## Auto-off

If there is no input on the unit for five minutes, the unit says see you next time and automatically turns itself off to conserve power. To start playing again, just press the 🔲 button to turn the unit back on.

## Starting the Superman™ Junior Laptop

Open the unit by pushing in the lock button (located on the front of the unit).
Turn on the Superman™ Junior Laptop using the 🔲 button located on the bottom right of the keyboard.
At the end of a session, remember to turn off the power by pressing the same button.



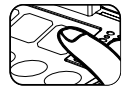Press the On/Off button

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# Chapter 3

## Activities Rules

### Selection
There are 8 fun filled activities in the Superman™ Junior Laptop. Select a game by pressing on the chosen game icon.
A list of games is given in Chapter 4.
A game can be changed at any point by pressing on a new game icon.
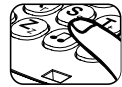
Select a game icon

### Repeat Button
Press the ⟳ button to listen to the instructions of an activity again.

Press the repeat button

### Melody Button
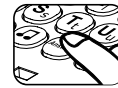Press the ♫ button to watch the opening animation with music.

Press the melody button

### Logo Button
Press the ⊚ button to show superman logo.

Press the logo button

### Answer Button
Press the ⟨Answer⟩ button to reveal the correct answer to a question.

Press the answer button

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# Chapter 4

## Activities

### Power ABC
Teaches the letters of the alphabet and vocabulary associated with them:
1.The voice of Superman™ will ask the player to find a letter.
2.To give an answer, press the correct letter on the keyboard.
3.If the answer is correct, the voice of Superman™ will teach a word that begins with the same letter.

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### Number Fun
Teaches number recognition and counting:
1.Superman™ is chasing after some villains. The player is asked to count them and press the correct number button to answer.
2.If the answer is correct, extra villains will be added or removed to introduce simple arithmetic to the player.
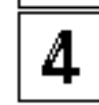
### Shape Concept
Introduces shapes and colors and teaches association:
1.An object of a specific shape will be shown on screen.
2.The player is asked to find the shape that matches the shape shown on screen.
3.The voice of Superman™ will let the player know the color of the shape on the keyboard as well. To give an answer, find the correct shape and press on it.
4.This game teaches the player to identify 6 basic shapes: 1- circle, 2- triangle, 3- square, 4- star, 5- rectangle, 6- diamond. Only shapes 1-6 are playable from the keyboard.

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### Counting Shape
Practice counting and shape recognition at the same time!
1.The player will be asked to find a number of shapes.
2.The player needs to press the correct shape button according to the number of times Superman™ has asked for.
3.The shapes will be counted out one by one.

### Before and After
Introduces patterns in a sequence and teaches the concept of before and after:
1.A sequence will appear on screen and the player has to find the letter or number that forms the logical sequence.
2.To give an answer, key in the correct symbol to complete the sequence.

### Decode
Develops hand-eye coordination and teaches upper and lower case letters:
1.Random letters will move across the screen from different directions one at a time.
2.The player needs to press the corresponding letter to switch it to a different case.
3.The player will be given 30 sec to switch letters before they disappear off the screen.

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### Memory Challenge
Develops memory skills and ability to follow instructions:
1.The Superman™ on screen will call out a sequence of tones one at a time.
2.The numbers 1 2 3 4 will represent 4 different tones. When a tone is called, the number will bounce up.
3.The player will be asked to repeat the sequence of tones by pressing the correct number keys.
4.The player will need to remember the pattern and repeat the sequence as it is built up one tone at a time.

### Musical Mystery
Develops music appreciation and teaches vocabulary and spelling through a music game:
1.Press a number button to hear a melody.
2.When the music is playing, 3 letters will bounce around the screen. These letters will form a mystery word.
3.When the melody has finished, the player is asked to repeat the letters using the keyboard.
4.Hints will also be given to the player when needed.
5.When the player has keyed in all the letters, the voice of Superman™ will teach the player what word these letters spell.

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# Chapter 5

## Troubleshooting

Developing learning products is a responsibility that we at Oregon Scientific take very seriously.
We make every effort to ensure the accuracy and appropriateness of the information which forms the value of our products. However, errors can sometimes occur. It is important for you to know that we stand behind our products and we encourage you to call our Consumer Services Department with any problems and/or suggestions that you might have. Our service representative will be happy to help you.

Before contacting an authorized service representative at 1-800-853-8883, carry out the following simple checks. It may save you the time of an unnecessary service call.

### No display
Are the batteries installed properly?
Do the batteries need replacing?

### Black-out screen or abnormal display
Disconnect the power supply by removing batteries for at least 10 seconds before connecting the power supply again.

Conforms to safety requirements of ASTM F963, EN71 Parts 1,2 and 3 and EN50088.

In an effort to continually improve our products, the actual screen display on the product may differ slightly from the diagrams shown.

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**Warning:**
Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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

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• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or an experienced radio TV technician for help.
• "This Class B digital apparatus complies with Canadian ICES-003."
• "Cet appareil numérique de la class B est conforme à la norme NMB-003 du Canada"
"It may contains small parts due to abuse and/or damage to the unit Not suitable for children under 3 years"

P/N: 086L004314-018

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