

Barbie™

For Ages 5 & Up

B-Book™ Learning Laptop

Electronic Learning Computer



Product does not have INTERNET or data storage capabilities



Oregon
S C I E N T I F I C
Dear Parent/Guardian,

Thank you for choosing the Barbie™ **ℱ-Book™ Learning Laptop**.

Designed and engineered with extreme precision,
the **ℱ-Book™ Learning Laptop** is packed full of learning,
and offers stimulating games and activities that
make an invaluable contribution to your child's development.
Some of the activities to further your child's skills include language,
mathematics, music, memory and logical reasoning.

The **ℱ-Book™ Learning Laptop** provides a dependable and
realistic introduction to computers and
encourages creativity and independent learning.

Learning with Barbie® is so much fun!

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Chapter 1

About your β -Book Learning Laptop

Features

- 60 Activities
- 15 Spelling / Vocabulary / Grammar
- 12 Mathematics / Logic
- 11 Memory / Music
- 7 Keyboarding Skills / Games
- 5 Fun activities especially for girls
- 10 Beginner Spanish

Multimedia

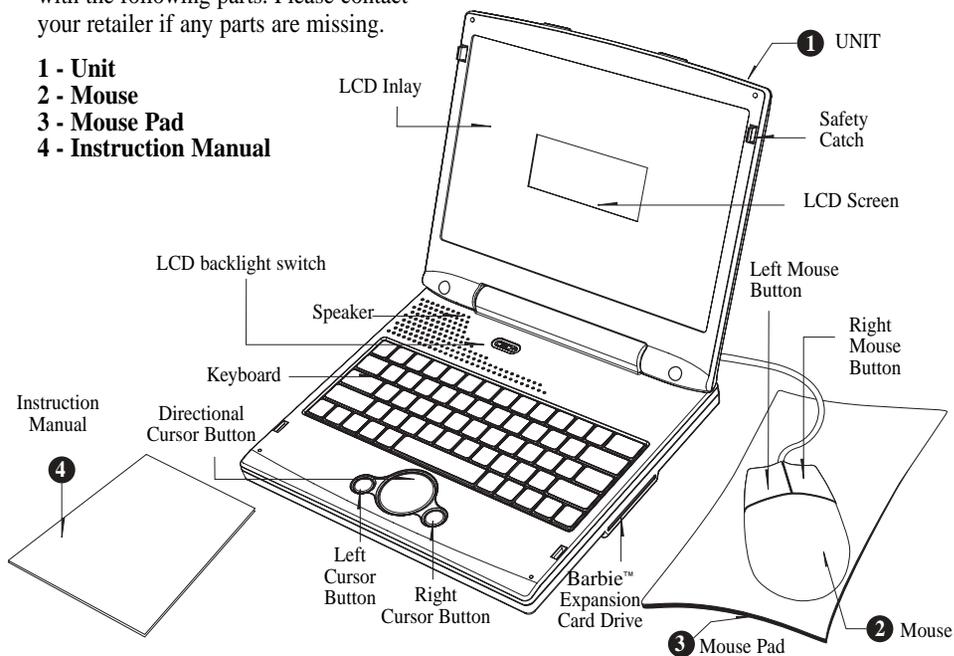
- Digital Sound/ Animation
- Interactivity with Barbie®

Expandability

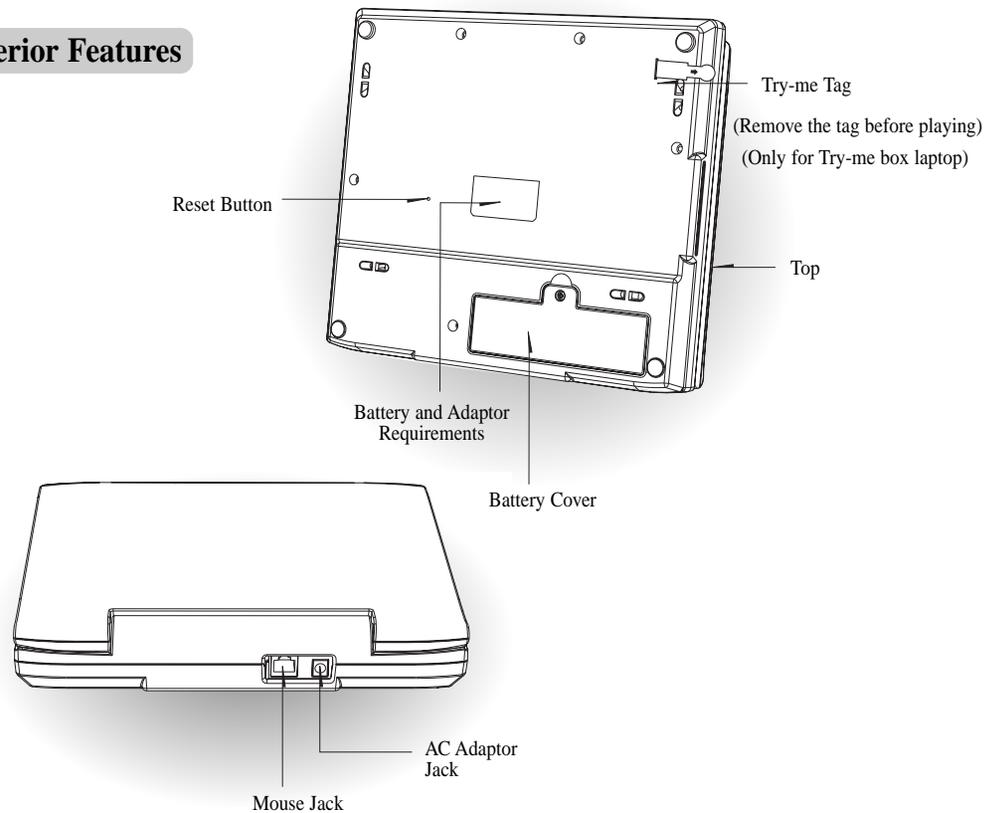
- Expand learning potential with our Barbie™ Expansion Cards (each sold separately)

Your β -Book Learning Laptop is supplied with the following parts. Please contact your retailer if any parts are missing.

- 1 - Unit**
- 2 - Mouse**
- 3 - Mouse Pad**
- 4 - Instruction Manual**



Exterior Features



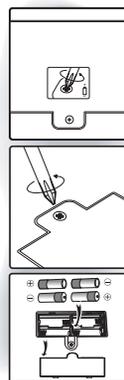
Chapter 2

Getting Started

Your **β-Book™ Learning Laptop** operates on 4 AA-size batteries or a DC 9V adaptor.

Battery Installation

1. Make sure the unit is turned off.
2. Using a Phillips-head screwdriver, open the battery cover at the back of the unit.
3. Insert 4 AA-size batteries.
(Note the correct polarity: +, -).
4. Replace the cover.



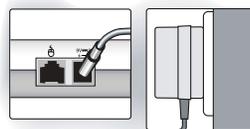
Caution

- Do not mix different types of batteries or old and new batteries.
- Only use batteries of the same or equivalent type as recommended.
- Remove all batteries when replacing.
- Remove batteries from the unit if the unit is not going to be used for long periods of time.
- Do not dispose of batteries in fire.
- Do not recharge non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Remove exhausted batteries from the toy.
- Do not short-circuit the supply terminals.

AC Adaptor Connection

Please turn off the unit before plugging in the AC/DC adaptor. Otherwise the unit may be damaged.

Slide back the panel at the rear of the unit and plug the adaptor jack (center positive type) into the socket.



Caution

- The unit must not be connected to a power supply greater than 9V.
- Only use the recommended adaptor.
- The adaptor is not a toy.
- Do not short-circuit the supply terminals.
- Toys liable to be cleaned with liquid are to be disconnected from the power source before cleaning.
- Due to AC/DC Adaptor Connection - Not suitable for children under 3 years and operate under adult supervision.

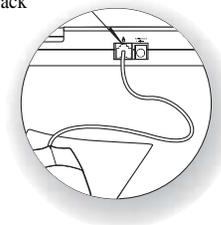
Auto-off

If there is no input on the unit for 5 minutes, the unit says goodbye and automatically turns itself off to conserve power. When you are ready to start playing again, just press the **On/Off** button to turn the unit back on.

Mouse Connection

1. Turn OFF the unit.
2. Slide back the panel at the rear of the unit and plug the mouse jack into the mouse socket.
3. Turn the unit ON.
4. To ensure the mouse is kept clean, keep it on a clean mouse pad.

Mouse Jack



Storage & Care

To ensure that the product enjoys a long life, please follow these simple rules:

Regularly examine the unit for damage to the cord, plug, enclosure and other parts. In the event of such damage, the unit must not be used with the adaptor until the damage has been repaired.

Always disconnect the power supply before cleaning. Keep the unit clean by wiping the exterior of the unit with a dry cloth.

Avoid getting the unit wet.

The unit should not be dismantled.

Always store the unit away from direct sunlight, and high temperatures.

Avoid leaving the unit in a car where it is exposed to direct sunlight.

The unit should not be subjected to extreme force or shock.

Cleaning the Mouse

Turn the mouse upside down and unscrew the small screw to open the cover.

Take the ball out, and wipe the ball and the inside compartment with a dry cloth. Replace the cover.

Starting your β -Book[™] Learning Laptop

Turn on your β -Book[™] Learning Laptop by pressing the **On/Off** button located at the bottom left hand corner of the keyboard. At the end of your session, remember to turn off the power by pressing **On/Off**.

Deactivating the Try-me Mode (Only for Try-me box laptop)

Before switching on the laptop, remove the "Try-me" tag to end the "Try-me" mode to gain full access to the games.

(See diagram on Pg 2)

Tell me your name and choose your Barbie™ style

When you first use your **β-Book™ Learning Laptop**, it will ask for your name. Enter your name and press the  button when you are ready. If you make a mistake, you can press the  button to enter your name again. Your name will be stored after it is entered. The **β-Book™ Learning Laptop** will now be able to greet you by name.

Next choose between a Rock Glam or a Modern Romantic Barbie™ style. This will determine your reward items and experience in the games. Use the arrow keys to pick a style and press the  button to confirm your choice.

If you need to change the name or theme once it has been stored, press the  button to see the name animation, and press  to go back to the "Enter the name" screen. A confirmation box will be shown, press the letter Y for Yes to continue or N for No, and go back to your games.



Rock Glam



Modern Romantic

Chapter 3

Useful Features and Controls

The Keyboard

Your **β-Book™ Learning Laptop** features a fully functional computer keyboard.

The Mouse

Move the mouse in the direction that you want to move the cursor arrow.

The Directional Cursor Buttons

Use these buttons to control the cursor arrow. Press the directional cursor button to indicate the direction you want the cursor arrow to go. Then press either the left or the right cursor button to enter your selection.

Cursor Arrow

The mouse or the cursor buttons can control the cursor arrow.

The Flashing Cursor

This shows you the position in which the next keyboard entry will appear.

Back Light Switch

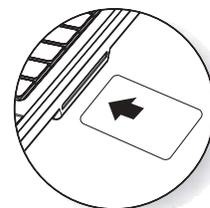
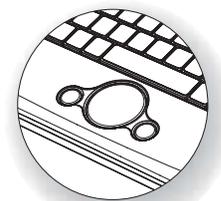
To turn on the red LCD backlight, move the switch to the On location, to turn off the backlight, move the switch to the Off location.

Barbie™ Expansion Cards (sold separately)

Do not scratch or damage the metal contact plate of the Barbie® Expansion Card. Only insert **φ-Book Learning Laptop** Barbie® Expansion Cards into the Expansion Card drive.

1. Plug the **φ-Book Learning Laptop** Barbie™ Expansion Card into the Expansion Card drive on the right side of the unit.
The current activity is interrupted and the Barbie™ Expansion Card animation begins.
2. Use the arrow keys to scroll through the titles on the game selection screen.
3. When you find one you like, press  to start the game.

Each Barbie™ Expansion Card comes with 3 activities and all new data.



Barbie™ Expansion Card**Activities**

1. Spelling	Spell It, Letter Jumble, Word Whiz
2. Grammar	Plural Eyes, Magic Caps, Facts Fax
3. Vocabulary	Rhyme Time, Cloud Cover, Grab It Rabbit

While the Barbie™ Expansion Card is plugged in, only those activities included on the Barbie™ Expansion Card are available. To play other games, unplug the Barbie™ Expansion Card.

Note: If you purchase an old Barbie™ Expansion Card, the activities will not match the actual expanded activities. The above list is the correct version.

Chapter 4

Game Selection

There are 11 categories in your *3-Book™ Learning Laptop*. Each category is represented as a building in Barbie Town... Select one you like and explore the different activities!

The category selection menu will scroll to the next one every 5 sec.

Press **Enter** to select the category you would like to explore. You can also use the arrow keys to change your selection.

All the games available from a category are listed on the game selection menu, use the arrow keys to scroll through the selection and press **Enter** to play.

You can also use the **Game Code** button as a short cut. Refer to the game list and enter the game code for the game you want to play.



Game Selection

Chapter 5

Game Rules

Levels and Scoring

Most games come in 5 levels and they are structured from easy to hard. There are 10 questions per level and you will be given three attempts to answer each question.

Scores

If the question is answered correctly in the first attempt, 10 points are awarded.
If the question is answered correctly in the second attempt, 6 points are awarded.
If the question is answered correctly in the third attempt, 3 points are awarded.
A summary screen will appear after each game.
You will be able to go to the next level if you score 80 points or higher.
If you score below 50, you will need to go back a level for more practice or repeat the same level again.



When you successfully finished all levels in a game, you will find a special reward! These will then be stored in "My Shopping Bag". There are 50 unique prizes and items for you to collect!

Time Limit

For most games you have 1 minute to answer each question.

Memory

Your progress is saved for all activities with the exception of activities from the "Games" category.

Chapter 6

Special Key Functions

Help

Press the  button if you require extra hints to a question. You can use up to 2 hints per question for most games. One point will be deducted from the first hint, and two points for the second hint.

Replay

Press the  button to repeat the question or the instruction prompt.

Answer

Press the  button to reveal the answer to a question. Think carefully before you use this button as no point will be awarded to that question.

ESC

Press the  button to return to a previous menu or to exit a game.

Shopping Bag

Press the  button to see the items and prizes you have collected so far.

Delete

You can correct your mistakes in some games by pressing the  button.

Pause

Press the  button if you would like to pause the game. Press any other buttons to resume your game.

Demo

Press the  button to see a demonstration of some of the exciting features and games in your **Book.. Learning Laptop**.

Volume

To raise the volume, press  Shift + .

To lower the volume, press  Shift + .

Contrast

To brighten the LCD screen, press  Shift + .

To darken the LCD screen, press  Shift + .

Chapter 7 (Games and Game Codes)

Spelling**(01) Spell It**

Spell out the animated vocabulary word.
Type the answer into the spaces provided using the letter keys.

(02) Letter Jumble

An animation is displayed and then the vocabulary word appears with the letters all mixed up. Rearrange the letters to spell the word correctly.

(03) Word Whiz

Delete an extra letter in the word to spell it out correctly. Use the arrow keys to



make your selection and press  or the left cursor button to remove it.

(04) Butterflies

Move the letters across the screen into the correct spaces above to spell the vocabulary word out. Be careful and not to disturb the butterflies. Press  or the left cursor button to confirm its position. If the position is wrong you can press  to return the letter to the bottom row.



(05) A-Maze

Find the vocabulary word in the maze. The first letter of the vocabulary word that you need to find will flash. Use the arrow keys to move the flashing highlight through the grid to spell the word out correctly.



(06) Safe Sounds

The combinations of letters make different words. Use the arrow keys to change a letter in the word and play around with different letter combinations. When you think you have found a word, press  to check your answer.



Vocabulary

(07) Flower Power

Guess the hidden word to help the flower grow! You will be given the topic of the word. Try and guess which vocabulary word it is. Type in your guesses a letter at a time. If your chosen letter does not appear in the word, the letter will go to the bottom of the screen. You have 10 chances to guess the correct letters. When you correctly guess the final letter, the flower will bloom.



(08) Rhyme Time

Select the word that rhymes with the animated vocabulary word. You will be given 3 possible answer choices. Use your mouse or type in A, B, or C to select the correct answer.

**(09) Cloud Cover**

Match the word with its opposite. Find the word that has the opposite meaning to the word at the top of the screen. When you see the correct answer being highlighted, press the  button.

**(10) Grab It Rabbit**

Remove a letter from the word to form a new vocabulary word! Use the arrow keys and press  to help the rabbit grab the letter. If your selection is correct, the rabbit will reveal a carrot and your new word will form.

**(11) Pair Them Up**

Listen carefully to the question topic and select the vocabulary words that best match one another. Use the left and right arrow keys to change the answer choice on the bottom of the screen. Press  when you find the word that matches with the vocabulary word on the top.

**Grammar****(12) Punctuation Tales**

Complete the story by adding back the correct punctuation in the sentences. Use the arrow keys to select one of the five punctuation marks that corrects each sentence.



(13) Plural Eyes

How do you make a word say more than one? Type in the plural form of the word and press  to submit your answer.

**(14) Magic Caps**

Find the letter that needs to be capitalized in the scrolling sentence. When the letter you want to capitalize is under the wand at the far left of the screen, press the  button and watch it change.

**(15) Facts Fax**

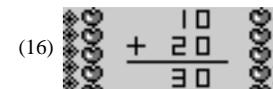
A sentence with a missing word scrolls across the bottom of the screen. The 2 possible answer choices sound the same but have different meaning and spelling. Select the correct word using the up and down arrow keys. When you have found the correct word, press  to confirm your choice.

**Mathematics**

In the following mathematics activities, your answer is submitted from the left to the right; tens then ones units. If you want to change the direction of entry, use the left or right arrow keys.

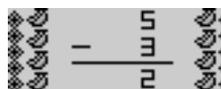
(16) Awesome Addition

Work out the answer to the addition equation. Type in the answer with the number keys.



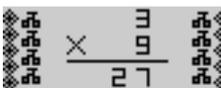
(17) Smart Subtraction

Work out the answer to the subtraction equation. Type in the answer with the number keys.

(17) 

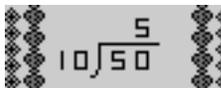
(18) Multiplication Madness

Work out the answer to the multiplication equation. Type in the answer with the number keys.

(18) 

(19) Division Diva

Work out the answer to the division equation. Type in the answer with the number keys.

(19) 

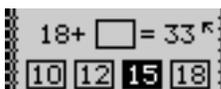
(20) More or Less

Listen to the instruction prompt and find the equation with either the largest or the smallest value. Select the equation with the arrow keys and submit it with the  button.

(20) 

(21) Missing Equation

Complete the equation by selecting the correct number to fill in the missing space. Use the left and right arrow keys to select one of the four possible answer choices. Press  to submit your answer.

(21) 

(22) Sign Up

Select the correct operation sign to complete the equation. Use the left and right arrow keys to select an answer choice. Press  to submit your answer.

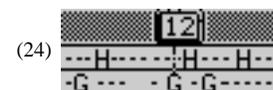
(22) 

(23) Think Fast

An equation appears at the bottom of the screen. You have a few seconds to look at it before the clock ticks down. When the clock starts counting down, type in the answer as fast as you can.

**Music****(24) Catch the Beat**

Choose from 4 funky rhythm styles and add your beat to the song! Select a rhythm style with the arrow keys and press **Enter** to start the song. You will see two tracks scrolling from right to left. Press the corresponding letters- H: Hi Hat, G:Cymbal when they reach the middle of the line and catch the beat!

**(25) Dancin' DJ**

Listen to some groovy melodies, and make Barbie® and her friend dance! Select from one of the 10 awesome songs with your arrow keys. Press **Enter** to start the song. Try pressing different letter keys to have Barbie® and her friend make different moves.

**(26) Music Maestro**

Learn to play like a pro! Use the arrow keys to choose a melody, press **Enter** to start the song. Follow the flashing keys on screen to play along. You can also select a different instrument by pressing the letters: P=Piano, B=Brass, G=Guitar, F=Flute to add some style to your song.

**(27) Composer**

Have fun and compose a melody, record it and play it back! First choose a musical instrument by pressing the letters: P=Piano, B=Brass,



G=Guitar, F=Flute. Use the number keys corresponding to the notes on the screen to play your melody. Press  to start recording, press it again to stop and hear your composition!

(28) Tune Time

Test yourself on your musical ability! Listen carefully to the question, and use the arrow keys to pick the correct musical note. Press  to check your answer.



Logic

(29) Cheer Up!

A row of cheerleaders appears on the screen. All but one has a number on her shirt. The numbers form a logical sequence. Work out the missing number and type it in using the number keys.



(30) One of a Kind Find

Look carefully at the 4 animals on screen. One of them is slightly different from the rest. Work out which one it is and select it with the arrow keys. Press  to check your answer.



(31) Feed the Flower

Fill the vase up with the fewest number of pours without spilling over. Select the different cup size using number 1, 2, 3 or use the arrow keys and press  .



(32) Shopping Spree

Shop 'til you drop! Pick up all the clothing items without repeating your steps or hitting the hangers. Use the arrow keys to move around.



Memory

(33) Dolphin Daze

Test how good your memory is by remembering the number sequence on the jumping dolphins. Repeat the numbers in the spaces provided.



(34) Critter Capers

An animal is shown on screen for a short while. You are then shown four different animals. Identify the one that you first saw, select it with the arrow keys and press  .



(35) Memory Lane

A number of animated vocabulary words are shown on the screen in a random order. Try to remember the order. Listen carefully to the instruction prompt that tells you to select one of the words depending on when it appeared. Select the word with the arrow keys or by pressing one of the letter buttons.



(36) Hide and Seek

Three cats run across the screen, one of them has a fish. Remember which one has the fish before she hides it and the cats shuffled around. Click your mouse to pick the correct cat, or use the arrow keys to select the cat and press  to answer.



(37) Double Trouble

You will be given a few seconds to remember the matching pairs of objects in the grid. Next the grid will be covered. Use the directional cursor pad or your mouse to uncover the objects a pair at a time.

**(38) Magic Petals**

A four-petal flower is shown on the screen. One of the petals will become highlighted and a tone will play. Repeat the tone by pressing the arrow key that corresponds to the petal. If correct, the pattern will be repeated and an extra tone will be added on to the end. Try to remember the pattern and repeat it as it is built up one tone at a time.

**Keyboard Skills****(39) Typing Tutor**

Learn how to touch type! Follow the instructions and type the letters using the correct fingers. The hand animation shows you which finger to use for each letter. Try to do it without looking at the keyboard!

**(40) Letter Drop**

Use the arrow keys to align the water sprinkler to the moving letters. When the sprinkler is underneath a letter, type the letter to squirt it away. Try to clear all the letters before they reach the bottom of the screen.

**(41) Show Jump**

Type the letters as fast as you can to help the horse jump the hurdle. Use the  key and a number to type the symbols.



(42) Letter Twist

A centipede of letters winds its way across the screen. Type the letters to make them disappear before they reach the other side of the screen.

**Games****(43) Match 'em Up!**

Match the color of the basket with the same color T-shirts. Use the left and right arrow keys to select a basket and press the space bar button to change its colour.

**(44) Caterpillar Caper**

Use the arrow keys to direct the caterpillar to its food without hitting itself or the walls. On higher levels, there are more obstacles to avoid and the caterpillar will move faster.

**(45) Bouncing Ball**

A box with bouncing balls in it appears in the middle of the screen. Each time a ball hits the edge of the box a hole will appear. You control the hole-repairer using the arrow keys. Move the repairer around the box and press the  button or the left cursor button to fill in the holes. More balls will appear over time and on higher levels the balls move faster.



My Magic Box

(46) Animation Creation

Use the arrow keys to scroll through the vocabulary list. Click on a word to view its corresponding animation.



(47) Fortune Cookie

Click on a fortune cookie to see what fortune awaits you! Use the mouse or the directional keypad to select a cookie.



(48) The Star in You

Want to know what makes you so totally fabulous? Enter your birthday, and let's find out! First enter your birthday month, then the date. Your star sign will magically appear.



(49) Ultimate Challenge

Are you ready for the ultimate challenge? Test your knowledge in this exciting fast pace game and see if you have what it takes!



(50) Shopping Bag

This is the place where all your prizes and reward items will be stored. There are 50 unique items to collect from. Play more and collect more!



Spanish Zone

In the following Spanish activities, to type the special accented characters: á é í ó ú , first press the  punctuation key then the vowel. Do not press them at the same time or hold the punctuation key down or it will not work. To type ü, hold down the  key and press , then press the letter U.

(51) El Género

Learn the gender of some Spanish words! Press the  button when the correct highlighted word matches the question type (feminine or masculine) shown at the top of the screen.



(52) Frases Hechas

Learn some easy Spanish phrases by practicing your listening skills! To submit your answer use letter keys A, B or C; or use the Up/Down arrow keys and then press .



(53) Adivinanzas

Listen to the English word and select the word that has the same meaning in Spanish. When the correct answer reaches the middle of the screen, press  to catch the word.



(54) Plurales

Let's learn together the plural form of these Spanish words! Type in the plural form of the given word by using the letter keys and press  to submit your answer. The plural form is the word you use to describe the object when there is more than one.



(55) Barbie Traductora

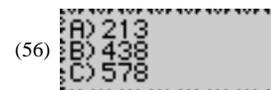
Watch the animations and learn their Spanish meanings! Select the correct word by pressing the letter keys A, B, C, D (for levels 1-3) E and F



(for levels 4 and 5). You can use the Up/Down arrow keys to scroll through the options and then press  to submit your answer. Every time there will be an extra option shown on the screen to challenge your language skills!

(56) Numerolandia

Do you know Spanish numbers? Listen carefully to the given number in Spanish, and then select it from a list of 3 possible answer choices. Use your mouse or type in A, B or C to select the correct answer.



(57) Mecanografía

Type the letters that scroll across the bottom of the screen to help the horse jump the hurdle. Remember to use the  key to type the symbols above the number keys, and press  for the Spanish letter Ñ.



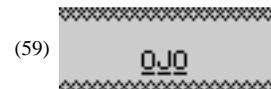
(58) A Deletrear

Do you know how to spell these Spanish words? An animated vocabulary word is displayed and you are asked to spell the word. Type the word into the spaces using the letter keys.



(59) Letras Despistadas

An animation is displayed and then the Spanish word appears with the letters all scrambled up. Rearrange the letters and spell the word correctly using the letter keys.



(60) Clave Secreta

Read carefully the scrolling clue at the bottom of the screen and select the word that matches the hint. Use the Up/Down arrow keys to select a word and press  to submit your answer.



Chapter 8

Troubleshooting

Developing learning aids is a responsibility that we at Oregon Scientific take very seriously. Our goal is to provide you with products of the highest quality and best value. We take every step to ensure that the information in our products is accurate and appropriate. However, errors can sometimes occur. It is important for you to know that we stand behind our products and encourage you to call our Customer Service Department at 1-800-853-8883 with any problems and/or suggestions that you might have. Our service representatives 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 and expense of an unnecessary service call.

No display

Is the power supply connected?
Are the batteries installed properly?
Do the batteries need replacing?

Difficult or no response from the mouse

Are the ball of the mouse and mouse pad clean and free from dust?
Is the mouse connected correctly?

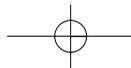
Black-out screen or abnormal display

Press the Reset button or disconnect the power supply by removing batteries or disconnecting the adaptor for at least 10 seconds before connecting the power supply again.

In an environment prone to static discharge, the unit may malfunction.
To reset, press the Reset button on the bottom of the unit.

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 product may differ slightly from the diagrams shown.



Oregon Scientific, Inc.

19861 SW 95th Place Tualatin,
OR 97062, USA
Hotline: 1-800-853-8883

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:

- 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"

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