



Computer Pal[®] In Concert

USER'S MANUAL



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Printed in China

91-01348-000 (美)

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.

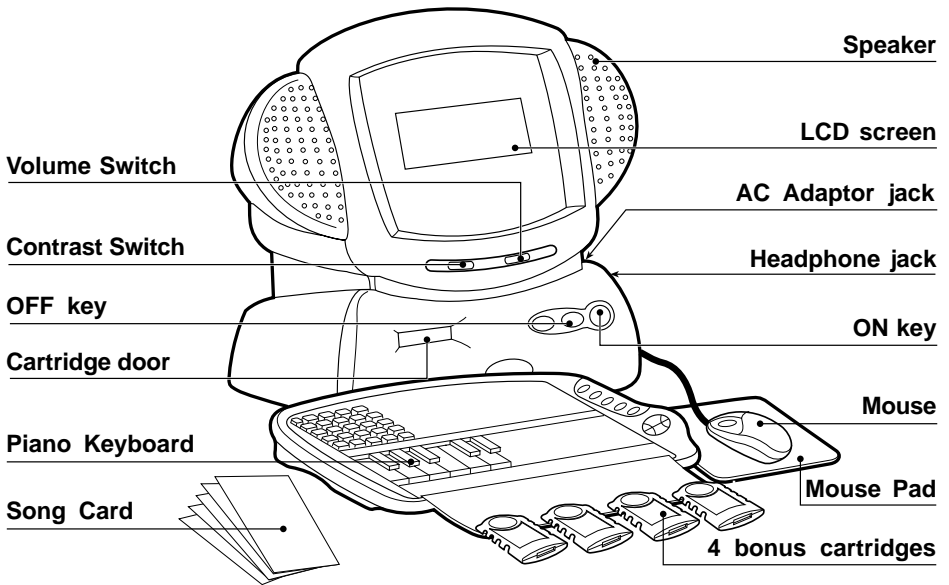
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INTRODUCTION

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

VTECH® Computer Pal® in Concert features a large LCD screen to display hundreds of animated pictures, multiple friendly-speaking voices and Hi-Fi stereo sound to actively encourage children. The 37 built-in activities and 4 bonus music cartridges, enable children to spend countless enjoyable hours learning. Combine these 37 built-in activities with the addition of strong musical features; such as a piano keyboard, stereo speakers, over 50 built-in melodies, and a silly sing along song and you've got a terrific learning companion, that really Rocks!

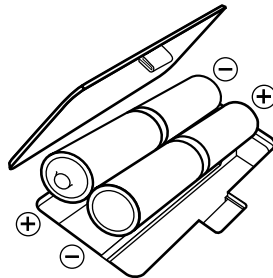


POWER SOURCE

VTECH® Computer Pal® in Concert operates on 4 "AA" batteries (UM-3/LR6) or a 9V --- 300mA AC center-positive $\text{+} \bullet \text{---}$ adaptor(not included).

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the back of the unit and open it.
3. Insert 4 “AA” batteries (UM-3/LR6) as illustrated. **(The use of new, alkaline batteries is recommended for maximum performance.)**
4. Replace the battery cover.



BATTERY NOTICE

- Install batteries correctly 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. Please 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 now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

AC ADAPTOR CONNECTION

Use a standard 9V $\overline{\text{---}}$ 300mA AC center-positive $\text{+} \rightarrow \text{---}$ adaptor.

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

NOTE: If for some reason the program/activity stops working, it may be the result of the adaptor connection. Please follow these steps:

1. Please turn the unit **OFF** and unplug the adaptor for 15 seconds.
2. Reinsert the adaptor plug into the adaptor jack.
3. Turn the unit **ON**.

If the problem persists, it may be the result of the adaptor's wiring or the unit. Please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

In the U.S.A.: Many retailers carry this type of adaptor. However, if you are unable to find one locally, the **VTECH®** AC Adaptor is perfectly suited to operate your **Computer Pal® in Concert** learning toy. For information on how to purchase a **VTECH®** AC Adaptor, call our Consumer Services Department at 1-800-521-2010.


In CANADA: Please see the enclosed **VTECH®** AC Adaptor offer coupon.

AUTOMATIC SHUT-OFF

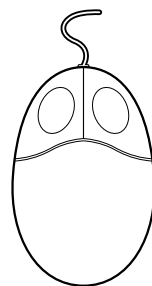
If there is no input into the **VTECH® Computer Pal® in Concert** learning toy, after about 5 minutes, the learning toy will automatically shut itself off to save power. To turn the unit back on after an automatic shut-off, you will need to press the **ON** button. If the **VTECH® Computer Pal® in Concert** learning toy is not going to be used for an extended period of time, we recommend that you remove the batteries and unplug the adaptor.

MOUSE OVERVIEW

Once the mouse is installed you may move the mouse cursor around the screen freely. The mouse has a roller ball in it and therefore should be used on a flat surface. A mouse pad is ideal, but you may also try a piece of paper, a notebook or a magazine. A clean flat surface is important to be able to use your mouse effectively.

Your mouse is very easy to use. To use the mouse, push it in the direction that you would like the pointer  to go.

In most activities, pressing the left mouse button will have the same effect as pressing the **ENTER** key. Pressing the right mouse button will have the same effect as pressing the **ESC** key.



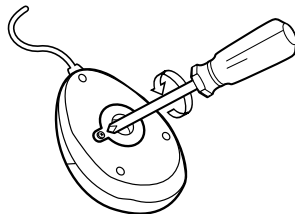
MOUSE CONNECTION

Your mouse is specially designed for the **Computer Pal® in Concert** learning toy. Please follow the steps below to connect your mouse.

1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the right side of the learning toy.
3. Plug the mouse into the learning toys' mouse jack.
4. Turn the unit **ON**.

MOUSE MAINTENANCE

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 and the cover back on the mouse, and tighten the screw to secure the mouse cover.



MOUSE STORAGE

The mouse can be stored in the mouse storage compartment located on the back of the learning toy.

SPECIAL FUNCTION KEYS

ON BUTTON



Turn your **Computer Pal® in Concert** learning toy on, by pressing the **ON** button. The unit will show an opening animation, and instruct you to select a category of your choice.

OFF BUTTON



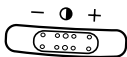
Turn the **Computer Pal® in Concert** learning toy off by pressing the **OFF** button.

PIANO BUTTON



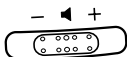
Press this button to use the piano keyboard.

CONTRAST SWITCH



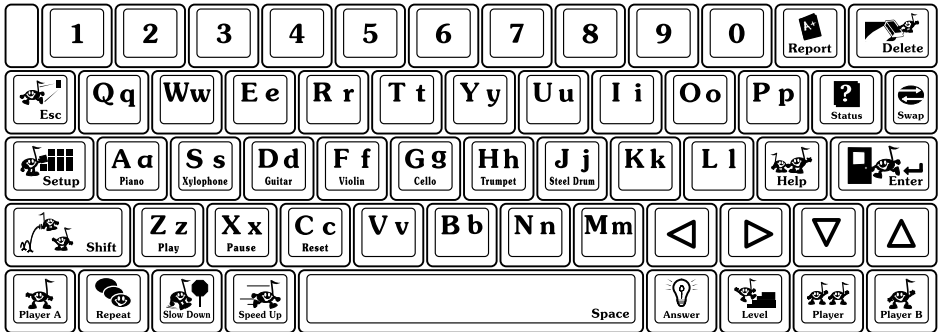
Adjust the image on the screen by sliding the Contrast Switch to the right for higher contrast and to the left for lower contrast.

VOLUME SWITCH



Adjust the volume by sliding the Volume Switch to the right to raise the volume and to the left to lower the volume.

KEYBOARD DESCRIPTION AND FUNCTIONS



The **Computer Pal® in Concert** learning toy has a full alphanumeric typing keyboard and a modified piano keyboard.

MENU BUTTON



Press the **MENU** button to access the category menu and select a category. After you have selected a category, you may select an activity within that category. Press this button at any time during game play to select a new category.

ACTIVITY BUTTON



To select a new activity press the **ACTIVITY** button, and enter the respective activity number.

DEMO BUTTON



The **DEMO** button is available at any time to demonstrate any of the activities. Pressing the **DEMO** button in the main menu or during category selection will demonstrate all of the activities except the cartridge activities. If the **DEMO** button is pressed when a player is in an activity, it will demonstrate that particular activity.

CARTRIDGE BUTTON



Press the **CARTRIDGE** button to access all cartridge activities. This button will only work when the cartridge is inserted into the cartridge slot.

MATCHBOOK BUTTON



Press the **MATCHBOOK** button when you want to play with a **SMART START Matchbook** (sold separately).

CURSOR BUTTONS



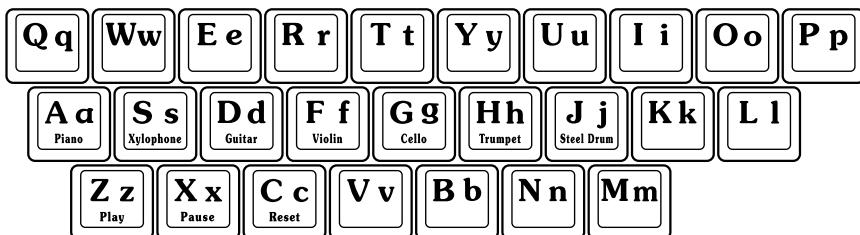
Use the four cursor buttons, to move the cursor to the right, to the left, up or down on the screen. The cursor buttons are also used as color-coded answer keys in Matchbook activity.

NUMBER KEYS



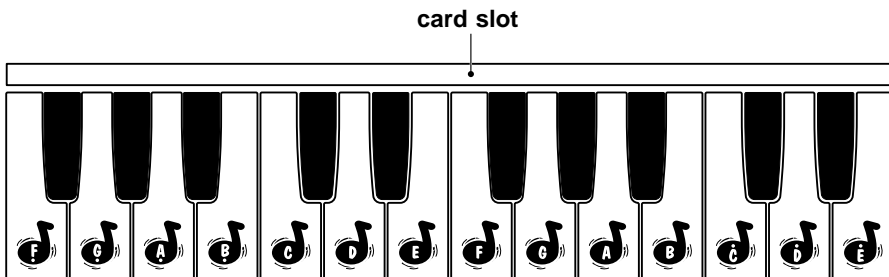
Use the number keys when inputting the answers in the **Math Maestro** activities or when you select a melody from the **Jammin' Jukebox** activities. The number keys may also be used to enter an activity number when the **ACTIVITY** button is pressed.

LETTER KEYS



Use the letter keys when inputting answers for word-related activities. They follow the same pattern as a standard computer keyboard or typewriter.

PIANO KEYS



The piano keyboard is used for the **MUSIC** activities and allows you to create your own tunes. You can also place the song card inside the card slot and compose the respective song.

FUNCTION KEYS



Press the **REPORT** key to see how well you scored within each category. The report feature is only available for the categories Vocabulary Vibrations, Math Maestro and Live Logic & Games.



Press the **DELETE** key to delete letters or numbers before you press the **ENTER** key.



Press the **ESC** key to exit from the current activity and go to the previous screen. Repeatedly pressing the **ESC** key will bring you back to the category selection screen.



Press the **STATUS** key to check the current status of your score, level and player mode.



Press the **SWAP** key to change between uppercase and lowercase letters in all Vocabulary Vibrations activities. The **SWAP** key will also change the orientation of addition and subtraction equations from horizontal to vertical or vice versa in levels 2 and 3.



Press the **SETUP** key to turn the background music **ON** or **OFF**. This key will also allow you to disable or enable the demo at the start of each activity. Please note that if you do not customize these features the default mode is **ON**.



Press the **HELP** key if you need help within an activity. The help feature will give you a hint to aid you in answering a question. If you use the **HELP** feature you will lose one chance in all games where the **HELP** option is active. Please note that the **HELP** key is disabled in 2-Player Mode for all activities.



Press the **ENTER** key after you have typed your selected answer to a question.



Press the **SHIFT** key together with the **LETTER KEYS** to change to uppercase letters.



Press the **ANSWER** key to find the correct answer to any question. The **ANSWER** key is disabled during the first player's turn in 2-Player Mode for all activities.



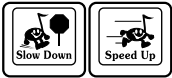
Press the **LEVEL** key to change the difficulty level within an activity. There are three levels of play within most of the activities. The first level is the easiest and the third level is the most challenging. Levels can be changed at any time during an activity.



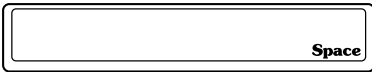
Press the **PLAYER** key at any time to change from one player mode to two player mode. Please note, not all activities offer the two player mode option.



Press the **REPEAT** key to repeat the instructions or the question.



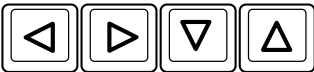
Press the **SPEED UP** key to make the onscreen text scroll faster. Press the **SLOW DOWN** key to make the onscreen text scroll slower. In the **Jammin' Jukebox** activities, these keys can be used to change the speed of a melody to play faster or slower.



Press the **SPACE** key to insert a space between words or numbers when typing. Each time you press the **SPACE** key, a space will be added.



Press the **PLAYER A** and the **PLAYER B** keys in the 2-player mode. In this mode the players are in head-to-head competition. When a question is asked, the first person to press his or her player button will get the opportunity to answer the question first.



Press the **ARROW** keys to move the on screen cursor up, down, left, or right.



Press the **PLAY** key to hear the melody that you have created, or to hear a selected song in the **Jammin' Jukebox** activities.

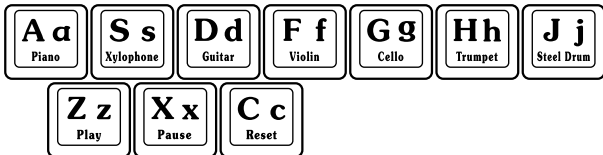


Press the **PAUSE** key to insert a musical rest when creating a melody in the **Creative Conductor** activity or to pause a melody in the **Jammin' Jukebox** activities.



Press the **RESET** key to erase the song you've created in the **Creative Conductor** activity or to stop a melody while playing.

SPECIAL KEYS FOR MUSIC ACTIVITIES



In addition to their regular letter functions, these keys are used in the **Jammin' Jukebox** activities and allow you to create or play a melody with various musical instruments.

SPECIAL FEATURES

SCREEN SAVER

When there is no input for about 2 minutes, a screen saver will appear on the screen. The screen saver will remain on until there is input or the unit turns **OFF** automatically.

BACKGROUND MUSIC

In many of the activities, you have the option of listening to background music as you learn. Press the **SETUP** key to turn the background music **ON** or **OFF**. Please note the default is **ON**.

REPORT

Every time you turn your **Computer Pal® in Concert** on and play, the **Computer Pal® in Concert** will keep track of your scores within each activity. Press the **REPORT** key to see your cumulative score. The scores will be displayed by category.

STATUS

Press the **STATUS** key to see the current level, current player mode and accumulated score for the activity you are playing.

SWAP

Press the **SWAP** key when playing **Sum it Up** or **Minus Madness** to change the mathematical format to either horizontal or vertical. You may also press this key when playing in any of the Vocabulary Vibrations activities to change between uppercase and lowercase letters.

HEADPHONE CONNECTION

1. Use headphones with an appropriate headphone plug.
2. Make sure the unit is **OFF**.
3. Locate the headphone jack on the side of the learning toy.
4. Insert the headphone plug into the learning toy's headphone jack.
5. Turn the unit **ON**.

After finishing the above procedure, check if the headphones are working. If not, repeat the above procedure.

NOTE:

- If the headphones still don't work, please repeat the above procedure with another set of headphones.
- If the problem persists it may be the result of the headphone jack wiring or the learning toy. Please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

TO BEGIN PLAY

- Turn your **Computer Pal® in Concert** learning toy on by pressing the **ON** key.
- Press the **MENU** key and select one of the categories (Vocabulary Vibrations, Math Maestro, Live Logic & Games or Jammin' Jukebox) you want to play. Then select the activity you wish to play by pressing the **ENTER** key.
- Or press the **ACTIVITY** button to input the code number of the activity you want to play. Press the **ENTER** key to confirm your selection. Note that this does not apply to cartridge activities.
- Choose the number of players by pressing the **PLAYER** key. The default number of players is one.
- Set the level of play by pressing the **LEVEL** key. The default level is Level 1.

DESCRIPTION OF ACTIVITIES

VOCABULARY VIBRATIONS

1. Letter Buzz

Buzz into the sound gallery to hear the sounds of letters. All you have to do is type any letter on your keyboard. The input letter will then appear on the screen and the sound of that letter will be voiced.

2. Letter Blaster

Get ready to blast into the world of letters and words. Type any letter on your keyboard. A word that begins with this letter and the corresponding picture will appear on the screen.

3. Letter Lookout

You are in a race against the computer. On the screen you will see two characters each one has a potted plant. You are the player on the right. The computer is the player on the left. When the game begins, letters will appear on the screen. Your task is to type the same letter on your keyboard that you see on the screen. If the letter is typed correctly, your plant will grow slightly. Be on the lookout because the computer's plant will grow automatically. The plant that reaches the top first will win the game.

4. Pair Up

Are you ready to pair up? The letters have lost their pair. You will see uppercase letters shown on the bottom of the screen. The same number of lowercase letters will then be given one at a time. Pair up these letters with the letters at the bottom of the screen. Use the mouse to click on a letter or use the arrow keys/cursor keys to move along the letters at the bottom. Press **ENTER** to confirm.

5. Letter Paths

Can you follow the Letter Paths? I bet you can! All you have to do is use your mouse to click on a letter or use the arrow keys/cursor keys to move along the path in alphabetical order. Don't worry if you make a mistake! You can change the path by moving backward along the selected path, or by pressing the **DELETE** key on your keyboard. Press **ENTER** when you have completed the path. Be careful and don't get lost.

6. Letter Picture

Picture this! A letter will appear on the screen. Then three pictures will automatically scroll across the screen. It is your job to select the picture that begins with the given letter. Use your mouse, arrow keys, or cursor keys to select the answer. Press **ENTER** to confirm.

7. Mystery Letters

Can you solve this mystery? A picture will appear on the screen along with its corresponding word. The word will have some letters missing. Press the letter keys and your **ENTER** button to bring this mystery to a close.

8. Spelling Bee

Help our band of Vocal Vibrations learn how to spell. You will be given a picture and the first letter of the corresponding word as well as the word length. Type in the missing letters to complete the word that correctly matches the picture. Press **ENTER** to confirm your answer. Note that no letter is given as a hint in level 3.

9. Crazy Combos

Get ready to make some crazy combinations. A group name will appear on the screen first. Then two words that belong to that group will appear. Three choices of words will be given one by one below it. Select the third word that best fits the same group as the two given words. Use your mouse, cursor keys, or arrow keys to select your answer and press **ENTER** to confirm or press **ENTER** when the correct word appears.

MATH MAESTRO

10. Cool Counting

The Vocal Vibrations think that counting is pretty cool. You can join them as they count. Count the number of stars that you see and type in the answer. Press **ENTER** to confirm your selection.

11. Get in Shape

Getting in shape can be a challenge, but I know you're up for it. You will see many different shapes on the screen. Count the total number of the requested shapes and type in the answer. Press **ENTER** to confirm.

12. Pittern Pattern

This game makes the Vocal Vibrations' hearts go pitter pat. You are taking a trip to the pittern factory. The factory is filled with all different kinds of patterns. Pickup the requested number of objects to match the requested pattern. Wait until you see the correct object and press **ENTER** to select.

13. Big 'n Small

Get ready to meet a bunch of noteworthy characters in this fun filled game of Big 'n Small. Different number notes will appear on the screen. You will be asked to find the largest or smallest number depending on the instructions. Use your arrow keys/cursor keys or mouse to select the number. Press **ENTER** to confirm.

14. Sum it Up

How about some addition? Don't worry we start off slow then work our way up. In Level 1, two sets of objects are shown on the screen. Count the objects. When you think you know the answer, type the number on your keyboard and press **ENTER**. In Level 2 and 3, an addition equation is shown. Solve the equation, then type in the answer and press **ENTER**. Change the format of the equation from horizontal to vertical by pressing the **SWAP** key. The default format is vertical.

15. Minus Madness

Now it's time to subtract! In level 1, two sets of objects will appear on the screen. Find the difference between the two sets of objects. When you think you know the answer, type the number on your keyboard and press **ENTER**. In level 2 and 3, a subtraction equation is shown. Solve the equation, then type in the answer and press **ENTER**. Change the format of the equation from horizontal to vertical by pressing the **SWAP** key. The default format is vertical.

16. Math Match

Up, up and away! There are four balloons floating in the sky. Each balloon has an equation on it. If you solve the equation on each of the balloons you will find that at least two of the balloons have the same answer. Using your mouse, arrow keys or cursor keys click on the balloons that match and press **ENTER** to confirm. Go ahead, give it a try.

17. Shop Talk

The Vocal Vibrations just got their allowance and are ready to go shopping. Can you help them add their coins and decide what to buy? Three items and their prices will appear on the screen. The Vocal Vibrations have to buy the item that is the exact price as the amount of their allowance. Use your mouse, arrow keys or cursor keys to click on the correct item. Press **ENTER** to confirm your answer. Have fun shopping.

18. Tick Tock Clock

Our Tick Tock Clock can't wait to teach you to tell time. So come with me and I will introduce you. Tick Tock will show you a time on his clock. Three answer choices will be given on the right side of the screen. Select the answer that matches the time on the clock by using your mouse, arrow keys, or cursor keys.

LIVE LOGIC & GAMES

19. Scribble Pad

Are you ready to take a trip to the Creation Station? Well buckle your seat belts because we're on our way! When you arrive in the Creation Station you will see that on the left side of the screen is the drawing area. On the right side of the screen is a group of preset shapes. You can build your own creation with the preset shapes. Simply use your mouse, arrow keys or cursor keys to scroll through the shapes and press **ENTER**. Once you have selected the shape you would like the shape will be placed on the drawing area. Use your mouse to move the shape to the required position. Press **ENTER** to confirm the position.

20. Face It!

Are you ready to make some silly faces? Then come with me. In the Face It! activity you will see a character shown in the center of the screen. On the left and the right side of the screen is an assortment of preset accessories. For example, hairstyles, noses, eyes, faces and clothes. To create your silly face with these preset accessories use your mouse, arrow keys or cursor buttons to select the accessory of your choice.

21. Sound Gallery

One of our Vocal Vibrations is trying to take a nap, but something keeps waking him up. Can you help identify the sounds that he hears? In Level 1, you will hear a sound, then three objects will appear on the screen. Select the object that matches the sound that you heard. In Level 2 and 3, two or three sounds will be heard followed by three choices of objects. Select the objects in the order that they were heard by using your mouse, arrow keys or cursor keys. Press **ENTER** to confirm your answer.

22. Hide 'n Seek

Are you ready for a game of Hide 'n Seek? Come on, let's play. Several pairs of animals will appear on the screen and then hide. Your task is to pair up all of the matching animals. To select your first choice, use your mouse, arrow keys or cursor keys and press **ENTER** to confirm. Once you think you have found the match use your mouse, arrow keys or cursor keys and press **ENTER** to confirm your second choice. If you have found a matching pair the animals will disappear and you get to find the rest of the animal friends.

23. Direction Daze

It's time for Direction Daze. One of our very own Vocal Vibrations will appear on the screen. He will be moving in 4 different directions ← ↑ → ↓. Follow the same directions by using your arrow keys/cursor keys or use your mouse to click the on-screen cursor directions directly. Press **ENTER** to confirm your answer.

24. Dot to Dot

Let's rock with the Dot to Dot game. You will see a preset pattern of dots displayed on the right side of the screen. To play you have to redraw the same pattern on the left side of the screen by joining the dots. To draw a line define a start point. Use your mouse, arrow keys or cursor keys to click on the dot where you would like to start. The flashing top left dot indicates the current position of your cursor. Select an end point. A line is drawn to join both points. Press **ENTER** to confirm. Press the **DELETE** key to erase a previously drawn line. When you have finished drawing click on the on screen ✓ icon to confirm. The unit will display both patterns without the dots to allow you to compare. You can select another pattern at any time by pressing the on screen cursor icons.

25. Puzzlin' Pieces

The Vocal Vibrations are a little bit puzzled. Do you think you can help them find the missing piece to solve the puzzle? A pattern will appear on the screen with a piece missing, then three choices for the missing piece will be shown one by one on the screen. Select the piece that will complete the pattern by using your mouse, arrow keys or cursor keys. Press **ENTER** to confirm your selection.

26. Mousin' Around

Get ready for a game of catch! You will see a character moving around on the screen. Use your mouse to move the cursor onto the character. Catch as many characters as you can. Hurry, you have 60 seconds. Don't worry about counting though, we'll keep track of your score.

JAMMIN' JUKEBOX

27. Rockin' Rock

Get ready to rock 'n roll! A jukebox will appear on the screen. Select a melody by using your mouse, arrow keys, or cursor keys to type in the song number from the keyboard. Press the **ENTER** key to play the selected song and to see the animation. To adjust the speed of the song, click the on-screen “+” and “-” icons or press the **Speed Up** and **Slow Down** keys on your keyboard. To stop a song, click the **STOP** icon on the screen or press the **Reset** key on your keyboard. Press the **Pause** key to pause a song. Press any key (except the **Reset** key) to continue. Press the **Play** key to hear the song from the beginning.

28. Hip Pop

Get ready for some Hip, Hop, Pop! A jukebox will appear on the screen. Select a melody by using your mouse, arrow keys, or cursor buttons to type in the song number from the keyboard. Press the **ENTER** key to play the selected song and to see the animation. To adjust the speed of the song, click the on-screen “+” and “-” icons or press the **Speed Up** and **Slow Down** keys on your keyboard. To stop a song, click the **STOP** icon on the screen or press the **Reset** key on your keyboard. Press the **Pause** key to pause a song. Press any key (except the **Reset** key) to continue. Press the **Play** key to hear the song from the beginning.

29. Calming Classical

Are you ready for the soothing sounds of our Calming Classical? A jukebox will appear on the screen. Select a melody by using your mouse, arrow keys, or cursor keys to type in the song number from the keyboard. Press the **ENTER** key to play the selected song and to see the animation. To adjust the speed of the song, click the on-screen “+” and “-” icons or press the **Speed Up** and **Slow Down** keys on your keyboard. To stop a song, click the **STOP** icon on the screen or press the **Reset** key on your keyboard. Press the **Pause** key to pause a song. Press any key (except the **Reset** key) to continue. Press the **Play** key to hear the song from the beginning.

30. Jazz with Pizzazz

How about a little Jazz with Pizzazz? A jukebox will appear on the screen. Select a melody by using your mouse, arrow keys, or cursor keys to type in the song number from the keyboard. Press the **ENTER** key to play the selected song and to see the animation. To adjust the speed of the song, click the on-screen “+” and “-” icons or press the **Speed Up** and **Slow Down** keys on your keyboard. To stop a song, click the **STOP** icon on the screen or press the **Reset** key on your keyboard. Press the **Pause** key to pause a song. Press any key (except the **Reset** key) to continue. Press the **Play** key to hear the song from the beginning.

31. Creative Conductor

The Vocal Vibrations' back up singers are ready for rehearsal. Help them rehearse by creating your own songs for them to sing. Each of the band members correspond to the musical notes as listed below:

Characters from left to right:

1 st	Middle and high Do
2 nd	Middle and high Re
3 rd	Middle and high Mi
4 th	Middle and low Fa
5 th	Middle and low So
6 th	Middle and low La
7 th	Middle and low Ti

Create your own songs or songs from the song cards with the piano keyboard. Press the **DELETE** key to erase the previously inputted note. Press the **Pause** key during recording to add a musical rest in the song. Press the **Play** key to hear the song created. If the **Pause** key is pressed here, pause the song and press any key (except the **Reset** key) to continue. Press **Reset** to stop and clear all recording. To adjust the speed of the song, click on the on-screen “+” and “-” icons or press the **Speed Up** and **Slow Down** keys on your keyboard. To change to a different instrument at any time during a song, press one of the instrument keys on your keyboard and the song will immediately change and play in the tune of the instrument that you've chosen.

32. Melody Mixer

Are you ready to jam with the Vocal Vibrations? To hear the Vocal Vibrations play one of your favorite songs select a song from the list of 10 built-in melodies. If you want to jam along all you have to do is press one of the instrument keys on your keyboard.

33. Music Video

Do you want to create your own Music Video? Using your mouse, arrow keys or cursor keys select a picture from the clipart provided. Each clipart will have it's own melody. The selected picture will be shown on the left side of the screen. When you click on this picture you will hear the corresponding melody. You can select up to 16 melodies to create your own Music Video.

34. Animal Antics

On the screen you will see 4 different animals, then a musical note will be played. Each of the animals will sing a note. Your task is to use your mouse to click on the animal which sings the same note that you heard originally.

35. Instrument Library

Can you tell which instrument makes what sound? In Level 1, a melody will be played with one instrument then, 3 different instruments will be shown on screen. Find the instrument that makes the sound that you heard played in the melody. In Levels 2 and 3, a melody will be played with several different instruments. Remember the sequence of the instruments played in that melody. Select the instruments in the order that you heard them using your mouse, arrow keys or cursor buttons. Press the **ENTER** key to confirm.

36. Rhythm Race

The rhythm race is on! Notes are falling from the top of the screen, all you have to do is play the matching notes on your piano keyboard before the notes reach the bottom of the screen. Please note you must play the notes on your piano keyboard. The on screen keyboard is for reference only.

37. Silly Sing Along

Get ready to sing along with your favorite band, the Vocal Vibrations. Listen or sing along as the song is played and an animation is shown on the screen.

SCORING

ONE-PLAYER MODE

Correct answer on the 1 st try	:	20 points
Correct answer on the 2 nd try	:	10 points
Correct answer on the 3 rd try	:	5 points
Press the ANSWER key	:	0 points
Correct answer after using HELP once	:	10 points
Correct answer after using HELP twice	:	5 points
Maximum score per round	:	100 points

(There are 5 questions per round.)

Note: In the activities Letter Picture, Crazy Combos, Shop Talk, Tick Tock Clock, Puzzlin' Pieces, there are only 2 chances in total for each question.

TWO-PLAYER MODE

Base score	:	100 points
Correct answer for the first player	:	+10 points
Incorrect answer for the first player	:	-10 points
Correct answer for the second player	:	+5 points
Incorrect answer for the second player	:	-5 points
Maximum score per round	:	200 points

(There are 10 questions per round.)

SCORING SYSTEM IN THE ACTIVITY PAIR UP

Level 1: correct answer with 3-5 chances left : 20 points

2 chances left : 10 points

1 chance left : 5 points

Level 2: correct answer with 3-6 chances left : 20 points

2 chances left : 10 points

1 chance left : 5 points

Level 3: correct answer with 3-7 chances left : 20 points

2 chances left : 10 points

1 chance left : 5 points

Press the **ANSWER** key for all levels : 0 points

Maximum score per round : 100 points

(There are 5 questions per round.)

SCORING SYSTEM IN THE ACTIVITY MATCHBOOK

Scoring appears after 30 consecutive questions. The scoring is as follows:

Correct answer on the 1st try : 3 points

Correct answer on the 2nd try : 2 points

Correct answer on the 3rd try : 1 points

Incorrect answer or press the **ANSWER** key : 0 points

Bonus point if all answers are correct : 10 points

Maximum score per section : 100 points

Note: There are no **scoring** functions in the following activities:

Letter Buzz Face It! Keyboard Basics (Cartridge)

Letter Blaster Dot to Dot Steps to Staff (Cartridge)

Scribble Pad Mousin' Around

All **Jammin'Jukebox** except Instrument Library & Rhythm Race

LEVEL

There will be 3 Levels of difficulty in each activity except the following activities:

Letter Buzz Face It! Letter Blaster

Mystery Note Keyboard Basics (Cartridge) Steps to Staff (Cartridge)

Dot to Dot Find the Letter Puzzlin' Pieces

Scribble Pad Animal Antics

All **Jammin'Jukebox** except Instrument Library & Rhythm Race

TWO-PLAYER MODE

There will be **two-player mode** in each activity except the following activities:

Letter Buzz	Scribble Pad	Mousin' Around
Letter Blaster	Face It!	Keyboard Basics (Cartridge)
Letter Lookout	Dot to Dot	Steps to Staff (Cartridge)

All **Jammin'Jukebox** except Instrument Library

HELP FUNCTION

The **HELP** key is not available for the Matchbook and the following activities:

Letter Buzz	Scribble Pad	Keyboard Basics (Cartridge)
Letter Blaster	Letter Lookout	Steps to Staff (Cartridge)
Cool Counting	Mousin' Around	

All **Jammin'Jukebox** except Instrument Library

Infinite **HELP** is available in the following activities:

Letter Path	Sum it Up	Instrument Library
Letter Picture	Minus Madness	Animal Antics
Spelling Bee	Sound Gallery	Note Knowledge (Cartridge)
Crazy Combos	Hide 'n Seek	Mystery Note (Cartridge)
Get in Shape	Direction Daze	

MUSIC CATEGORIES

CALMING CLASSICAL

0. Chopsticks
1. Spring-Vivaldi
2. Fur Elise
3. Cannon In D
4. Eine Kleine
5. Can-Can
6. Symphony 5
7. Mountain King
8. Sugar Plum Fairy
9. Flight of the Bumble Bee

JAZZ WITH PIZZAZZ

0. The Entertainer
1. Blue Bubble Gum
2. Lavender Blue
3. Bill Bailey
4. Shoo Fly
5. Sailing
6. When the Saints Go Marching In
7. Take Me Out to the Ball Game
8. Yankee Doodle
9. Where has My Little Dog Gone

ROCKIN' ROCK

0. This Old Man
1. Oh, Susanna
2. I've Been Working on the Railroad
3. It's Raining, It's Pouring
4. Clementine
5. Rock-a-Bye Your Baby with a Dixie Melody
6. Billy Boy
7. Bingo
8. Blow the Man Down
9. Jimmy Crack Corn

HIP POP MUSIC

0. Bicycle Built for Two
1. Pop Goes the Weasel
2. The Wheels on the Bus
3. Polly Wolly Doodle
4. Jack and Jill
5. Aloha Oe
6. Skip to My Lou
7. Oh Dear, What Can the Matter Be
8. Toyland
9. Hickory Dickory Dock

HOW TO USE AN EXPANSION CARTRIDGE

The VTECH® Computer Pal® in concert learning toy includes 4 bonus, music expansion cartridges.

To use a cartridge follow these steps:

1. Turn the unit **OFF**.
2. Insert a cartridge into the slot located in the front of the unit with the label facing up. You should feel the cartridge click into place.
3. Turn the unit **ON**.
4. Press the **CARTRIDGE** button on the keyboard and the cartridge activities will be accessed.

CARTRIDGES STORAGE

There is a cartridge storage compartment on the back of the **Computer Pal® in concert**.

DESCRIPTION OF BONUS CARTRIDGE ACTIVITIES

Steps to Staff

This activity will introduce you to music notation. There are 2 sections: tutorial and exercise. In the tutorial section, you will learn about the staff, line notes and space notes, treble clef and bass clef, as well as ledger lines. In the exercise section, you will be asked questions about your knowledge of the staff.

Keyboard Basics

This activity will help you learn about the finger positions on the piano keyboard. There are 2 sections: tutorial and exercise.

Note Knowledge

On the screen you will see four different characters that represent four different notes. Each character will sing a note. All you have to do is find the two notes that sound the same. Use the mouse to click on the characters that match your answer.

Mystery Note

Some cartoon characters will appear on the screen and each of them will sing a note. One note in the middle is missing. You have to guess what is the Mystery Note. Press the **PIANO KEYS** to answer.

HOW TO PLAY WITH THE MATCHBOOKS

In addition to the 37 built-in activities and 4 Bonus cartridges, the **Computer Pal® in Concert** learning toy, offers you the opportunity to expand your learning fun with the **Smart Start® MatchBooks**. Each Matchbook contains a set of multiple choice questions that cover material appropriate for children ages 5 to 8. There are 150 questions that are divided into five sections of 30 questions each. Each section becomes progressively more difficult. Section 6 is a review section with questions taken at random from the first five sections.

1. Press the **ON** key.
2. Press the **BOOK** key on the keyboard.
3. Input the code number of the matchbook and then press the **ENTER** key.
4. Open the matchbook to the section you have entered. The question's number will appear on the screen. Each question has 4 multiple choice answers which are represented by 4 colors, red, yellow, blue and green. Use the 4 color-coded cursor buttons next to your keyboard to answer the questions.
5. At the end of each section, your score will be displayed. To continue playing, input the appropriate numbers and press **ENTER**.

CARE AND MAINTENANCE

1. Keep your learning toy clean by wiping it with a slightly damp cloth.
2. Keep your learning toy out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when your learning toy will not be in use for extended periods of time.
4. Do not drop your learning toy on hard surfaces or try to dismantle it.
5. Do not immerse your learning toy in water or get it wet.

IMPORTANT NOTE:

Creating and developing electronic learning toys is accompanied by a responsibility that we at **VTECH**® take very seriously. We make every effort to ensure the accuracy of the information that forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:

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