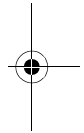
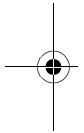


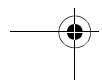
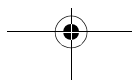
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OWNER'S MANUAL

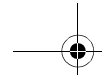
Please read before using this equipment.

Talking Kid's Laptop



RadioShack®





FEATURES

Your RadioShack Talking Kid's Laptop is a fun game for children ages 6 and up. The laptop helps teach spelling, math, tests memory, and has challenging word games, as well as a musical keyboard — 20 different activities in all. Its portable design lets you play with the laptop anywhere you go.

The laptop's other features include:

Help Key — you can get instructions on any activity with the touch of a button.

Uppercase and Lowercase — you can type uppercase and lowercase letters like a real laptop!

Spoken Instruction and Responses — provide instructions and encouragement.

Electronic Synthesizer — you can listen to the 10 pre-recorded songs or record your own!

Built-In Handle — you can carry your laptop just about anywhere!

Automatic Power-Off — saves battery power by automatically turning off the laptop if you do not press a key for about five minutes.

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PREPARATION

CONNECTING POWER

Installing Batteries

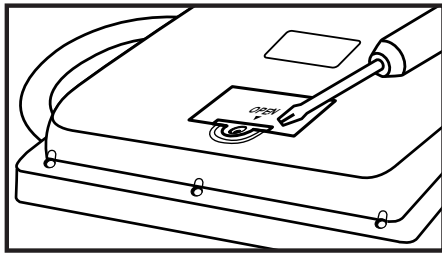
Your Talking Kid's Laptop requires two AA batteries (not supplied) for power. We recommend RadioShack alkaline batteries.

Cautions:

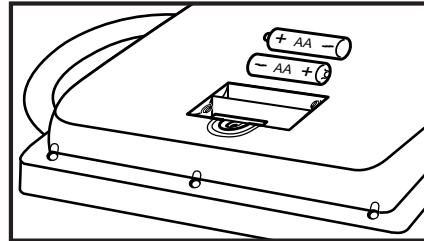
- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries or different types of batteries.

Follow these steps to install batteries.

1. Use a Phillips screwdriver to loosen the screw in the battery compartment cover. Then lift off the cover.



2. Install the two AA batteries as indicated by the polarity symbols (+ and -) marked inside. The laptop plays a short melody and the display lights.



3. Replace the cover and tighten the screw.

When the sound weakens or the display dims, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Cautions:

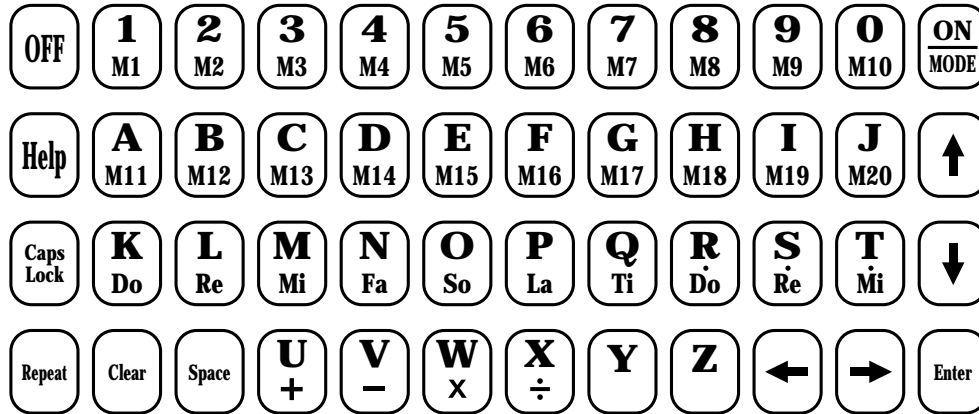
- Never leave dead or weak batteries in the laptop.
- If you are not going to use the laptop for a week or more, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.
- Do not use rechargeable batteries.

Notes:

- Replacing the batteries erases the laptop's memory.
- If your laptop locks up, reset the laptop by removing the batteries and reinstalling them.

OPERATION

A QUICK LOOK AT THE LAPTOP



ON/MODE — turns the laptop on and exits activities.

OFF — turns the laptop off.

Help — gives you hints.

Caps Lock — lets you type uppercase letters.

Repeat — plays a song over, or scrolls the Word Perfect data field again.

Delete — deletes all information in a DATABANK activity.

Space — enters a space.

Enter — stores information.

TURNING THE LAPTOP ON/OFF

To turn on the laptop, press **ON (MODE)**. The laptop says "Welcome!" and a short melody sounds. Then the laptop says and displays "Select An Activity."

Use the *Mode Codes* in the first two rows to select from 20 different activities. (See "Activities" on Page 8.)

To interrupt an activity and select another, press **MODE (ON)** followed by an activity key (**M1-M20**).

If you do not press a key for about five minutes, the laptop turns itself off to conserve battery power. To turn off the laptop sooner, press **OFF**. The laptop then says "Bye-bye."

SCORING

In most activities, there are five questions for each scoring round. You get one point for each correct answer.

Points	Rating
4 or higher	Excellent
2-3	Good
1 or less	Fair

Every time you answer a question correctly ☺ appears and you are awarded a star ★. ☹ appears when you answer a question incorrectly. The correct answer will not be scored if you use **Help**. In most activities, the vertical bars on top of the screen show the number of questions asked.

Note: In some activities, there might be more than one answer, but the laptop accepts only one as correct.

PLAYING A GAME

This section provides general instructions for playing a game on the laptop. For information about each game, see "Activities" on Page 8.

1. Press **ON/MODE** to turn on the laptop. A short melody sounds, and the laptop says and displays "Select an Activity."

Note: If you do not press a key for about 10 seconds, the laptop will repeat the instruction until you select an activity.

2. Press any of the keys in the first two rows to select an activity (**M1-M20**).
3. The name of the selected activity (such as Learning Alphabet) scrolls across the screen. The laptop might beep to prompt you to make further selections (such as a level of difficulty, for example), or ask you to enter information.
4. Press the desired keys, then press **Enter** to store the information.
 - When you enter a correct answer, the laptop says, "Great!"
 - During most games, you get three chances to enter the correct answer. If you enter an incorrect answer, the laptop says, "Try again."

- After you enter the correct answer or the laptop supplies the answer, the next problem appears.
 - During some activities, the laptop displays a score after each round. Press **↓** to go on to the next round.
 - Press **Help** at any time to have the laptop give you a hint.
5. To select a different game or activity, press **ON/MODE** at any time, then press the desired activity key (**M1**, for example), or, after the game is over, press the desired activity key.

ACTIVITIES

This section describes all of the games and activities you can play on your laptop. Each description includes:

Object: Describes what the game is about.

Play: Explains how the game is played.

Scoring: Notes whether or not the game or activity is scored and how you earn points.

ALPHABET AND VOCABULARY

Learning Alphabet (M1)

Object: Learn how to write the letters of the alphabet.

Play: The laptop shows you how to write uppercase and lowercase letters. You can follow along with a pencil or pen and a piece of paper.

1. Press **M1**. **M1: Learning Alphabet** and **Press A Letter Key** scroll across the screen.
2. Type the letter you want the laptop to display. The laptop shows you on the screen how to draw the letter in both uppercase and lowercase. You can follow along by writing the letters with a pen or pencil on a piece of paper.

Repeat this step for each letter you want to learn how to write.

3. To exit the activity at any time, press another mode key or **OFF**.

Scoring: None for this activity.

Word Perfect (M2)

Object: This activity is very similar to a word processor. You can type letters on the screen in both uppercase and lowercase, and you even have the option of saving your work — just like a real laptop!

Play: Type letters and numbers to save in memory.

1. Press **M2**. **M2: Word Perfect** scrolls across the screen.
2. Type anything you want, like a letter to your friend! (Up to 244 characters.)
 - Press **Caps Lock** to capitalize a letter. Press it again for lowercase.
 - Press **Space** or **→** to enter a space.
 - Press **←** to erase one letter or space at a time.
 - Press **Delete** to clear everything you have typed.
3. The laptop stores everything you type. The next time you use **Word Perfect**, the laptop automatically displays the last typed entry. You can either add to the saved entry, or press **Delete** to start a new entry.

Scoring: None for this activity.

Missing Letter (M3)

Object: Figure out the missing letter.

Play: The laptop displays a word that is missing a letter. You must enter the missing letter to complete the word.

1. Press **M3**. **M3: Missing Letter** scrolls across the screen.
2. The laptop displays a word that is missing one letter. Use the letter keys to enter the correct letter.

Scoring: One point for each correct answer. After every fifth word, the laptop displays your score. (See "Scoring" on Page 6 for details.)

Spelling (M4)

Object: Figure out the extra letter.

Play: The laptop displays a word with an extra letter. You must find the extra letter.

1. Press **M4**. **M4: Spelling** scrolls across the screen.
2. The laptop displays a word spelled incorrectly. To correct the misspelled word, use **←** and **→** to move the cursor (the blinking letter) to the letter which does not belong to the word.
3. Press **Enter** to delete the blinking letter.

Scoring: One point for each correct answer. After every fifth word, the laptop displays your score. (See "Scoring" on Page 6 for details.)

Antonym (M5)

Object: This activity helps you develop your vocabulary.

Play: The laptop displays a word, and you have to type the word that means the opposite (antonym).

1. Press **M5**. **M5: Antonym** scrolls across the screen.
2. The laptop displays a word and beeps until you type a word that has the opposite meaning.
If you mis-type a letter, you can go back letter by letter using **Delete**.
3. After you finish typing the antonym, press **Enter**.

Scoring: One point for each correct answer. After every fifth word, the laptop displays your score. (See "Scoring" on Page 6 for details.)

CALCULATIONS

Addition (M6)

Object: Solve the addition problem.

Play: Answer each addition problem as it appears.

1. Press **M6**. **M6: Addition** scrolls across the screen.
2. **Level 1-2?** appears. The laptop beeps until you use the number keys (1 or 2) to choose a level of difficulty (Level 2 is more difficult.)
3. Use the number keys to enter the correct answer.

If you enter a wrong number, press **Delete** to erase it, then enter a new number. Once the last digit is typed, you cannot erase any part of an answer.

You have three chances to get the correct answer before the laptop provides it.

Scoring: One point for each correct answer. After every fifth problem, the laptop displays your score. (See "Scoring" on Page 6 for details.)

Subtraction (M7)

Object: Solve the subtraction problem.

Play: Answer each subtraction problem as it appears.

1. Press **M7**. **M7: Subtraction** scrolls across the screen.
2. **Level 1-2?** appears. The laptop beeps until you use the number keys (1 or 2) to choose a level of difficulty (Level 2 is more difficult.)
3. Use the number keys to enter the correct answer.

If you enter a wrong number, press **Delete** to erase it, then enter a new number. Once the last digit is typed, however, you cannot erase any part of an answer.

You have three chances to get the correct answer before the laptop provides it.

Scoring: One point for each correct answer. After every fifth problem, the laptop displays your score. (See "Scoring" on Page 6 for details.)

9×9 Table (M8)

Object: Solve the multiplication problem.

Play: Answer each multiplication problem as it appears.

1. Press **M8**. **M8: Times 9x9 Table** scrolls across the screen.
2. Select which multiplication table you want to use (1-9).
3. Use the number keys to enter the correct answer.

Scoring: One point for each correct answer.

You only have one chance to enter the correct answer before the laptop provides it. If you do not respond within 15 seconds, the laptop provides the correct answer.

Multiplication (M9)

Object: Solve the multiplication problem.

Play: Answer each multiplication problem as it appears.

1. Press **M9**. **M9: Multiplication** scrolls across the screen.
2. Use the number keys to enter the correct answer.

Scoring: One point for each correct answer.

Division (M10)

Object: Solve the division problem.

Play: Answer each division problem as it appears.

1. Press **M10**. **M10: Division** scrolls across the screen.

2. Use the number keys to enter the correct answer.

Scoring: One point for each correct answer.

Equation (M11)

Object: Solve the equation by providing the correct operator.

Play: Enter the correct mathematical symbol (+, -, ×, ÷) in the equation.

1. Press **M11**. **M11: Equation** scrolls across the screen.
2. Press the correct operator keys to make the equation correct.

The operator keys are located on the last row of letter keys

Letter	Operator
U	+
V	-
W	×
X	÷
Y	=

Scoring: One point for each correct answer.

You have two chances to enter the correct answer. If you do not enter the correct answer on the second try, the laptop provides the correct answer.

DATABANK

Phone Book (M12)

Object: Use this activity to store up to 24 names and phone numbers.

Play: Use the letter and number keys to store information.

Scoring: None for this activity.

Entering Names and Phone Numbers

1. Press **M12**. **M12: Phone Book** scrolls across the screen.
2. **Name:** appears. Use the letter keys to enter a name.
 - Press **Space** to enter a space if needed.
 - If you make a mistake, use the **←** to delete a letter, then retype it.
3. Press **Enter** to store the name. **Te1:** appears.
4. Use the number keys to type a phone number.
5. Repeat Steps 2-4 to enter more names and numbers.
6. To exit anytime, press **ON/MODE**.

Displaying Names and Phone Numbers

To display the stored names and numbers, press **M12** to select the phone book. The laptop displays the first stored name. Repeatedly press **↑** and **↓** to scroll through the names and numbers in the order you stored them.

Editing Names and Phone Numbers

1. Press **M12** to select the phone book.
2. Use **↑** and **↓** to display the name or number you want to edit.
3. Repeatedly press **←** to delete the desired letters or numbers.
4. Retype the new letters or numbers, then press **Enter**.

To erase all names and numbers, press **Delete**.

Birthday Memory (M13)

Object: Use this activity to store up to 24 names and birthdates.

Play: Use the letter and number keys to store information.

Scoring: None for this activity.

Entering Names and Birthday

1. Press **M13**. **M13: Birthday** scrolls across the screen. Then the laptop plays the birthday song.
2. After the song ends, **Name:** appears. Type a person's name and press **Enter**.
3. **Birthday:** appears. Type the person's birthdate. Use **Space** to separate the numbers.
4. Repeat Steps 2 and 3 to enter more names and birthdates.
5. To exit this activity, press **ON/MODE**.

Displaying Birthdays

Press **M13**. **Birthday:** scrolls across the screen, then the laptop plays the birthday song.

The laptop displays the first name stored. Press **↑** and **↓** to scroll through the names and dates in the order you stored them.

Editing a Name or Birthdate

1. Display the desired name or birthdate.
2. Repeatedly press **←** to delete the desired letters or numbers.
3. Type the new letters or numbers and press **Enter**.

To erase all names and birthdates in the database, press **Delete**.

Schedule (M14)

Object: This activity helps you to plan and keep track of your day's activities. The laptop can hold up to 24 schedule records.

Play: Use the letter and number keys to store information.

Scoring: None for this activity.

Storing Schedule Records

1. Press **M14**. **M14: Schedule** scrolls across the screen, then **Date:** appears.
2. Use the number keys to enter a date or time of an event, then press **Enter**.
Use **Space** to separate the numbers as desired.
3. **Schedule:** appears. Enter a description of the activity up to 10 characters long (such as **practice**).
4. Repeat Steps 2 and 3 to enter more schedule records.
5. To exit this activity, press **ON/MODE**.

Displaying Schedule Records

To display schedule records, press **M14**. After **Schedule:** scrolls across the screen, the laptop displays the first date or time stored. Use the **↑** and **↓** to scroll through the entries in the order you stored them.

Editing a Schedule Record

1. Display the desired record.
2. Repeatedly press **←** to delete the desired letters or numbers.
3. Type the new letters or numbers, then press **Enter**.

To erase all schedule records, press **Delete**.

MUSIC AND GAMES

Sing-A-Long (M15)

Object: Listen to the 10 pre-recorded songs.

Play: Use the number keys to make your selection.

Scoring: None for this activity.

1. Press **M15**. **M15: Sing-A-Long** scrolls across the screen.
2. **Select:** 0-9 appears. The laptop beeps until you make a selection.

3. Use the number keys to enter your selection.

Number	Song
0	Jump, Jump
1	Row the Boat
2	The Forrest and the Farm
3	Twinkle, Twinkle Little Star
4	Jingle Bells
5	Four Seasons
6	Happy Song
7	This Old Man
8	Old MacDonald Had a Farm
9	Frère Jacques

4. While the melody plays, you can use the number keys to make another selection, or exit the activity by pressing **ON/MODE**.

Music Maker (M16)

Object: This activity lets you compose your own music and store it to play back whenever you want.

Play: Use the third row of keys to play music, then press **Repeat** so the laptop plays your composition back to you.

Scoring: None for this activity.

1. Press **M16**. **M16: Music Maker** scrolls across the screen.
2. To compose music, use the note keys on the third row. Recording starts automatically when you press a note key.

Key	Note
K	Do
L	Re
M	Mi
N	Fa
O	So
P	La
Q	Ti
R	Dȯ
S	Rė
T	Mi̇

To play back the entire song, press **Repeat**.

Playing more notes adds to the same song.

To erase the song from memory, press **Delete**.

Puzzle (M17)

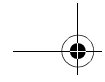
Object: Identify the shape which is different from all the rest.

Play: Use the first row of keys to select the odd shape.

1. Press **M17**, **M17: Puzzle** scrolls across the screen.
2. Select the shape using the keys **3,4,5,6** and **7**, which correspond to the shapes above them.

This game has a time-limit of about one and a half minutes, so identify the odd shape as quickly as possible. If you answer correctly, a new set of shapes appear.

Scoring: You earn one point for each correct answer. At the end of the game, the laptop displays your score.



Typing Lesson (M18)

Object: This activity teaches uppercase and lowercase letter recognition.

Play: Use the letter keys to type each letter as it appears. This game has a time limit of about 1 1/2 minutes.

1. Press **M18**. **M18: Typing Lesson** scrolls across the screen.
2. **Level 1-2?** appears. The laptop beeps until you use the number keys (1 or 2) to choose a level of difficulty (Level 2 is more difficult.)
3. The laptop displays words one letter at a time. The words contain both uppercase and lowercase letters. Type the letters in sequence as they appear.

- Press **Caps Lock** for uppercase letters.
- Press **Caps Lock** again for lowercase.)

Scoring: You earn points for each letter correctly typed before it scrolls off the screen. At the end of the allotted time, the laptop displays your score.

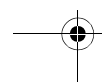
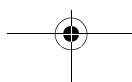
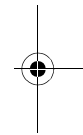
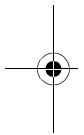
Roll-A-Ball (M19)

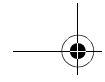
Object: This activity teaches hand-eye coordination.

Play: Change the direction of the ball with the "paddles." This game has a time limit of about 1 1/2 minutes.

1. Press **M19**. **M19: Roll-A-Ball** scrolls across the screen.
2. **Level 1-2?** appears. The laptop beeps until you use the number keys (1 or 2) to choose a level of difficulty (Level 2 is more difficult than Level 1).
3. Use **Enter** for the right paddle and **Repeat** for the left paddle. Change the direction of the ball as quickly as possible after it crosses the net.

Scoring: You earn points for each time you change the direction of the ball. At the end of the allotted time, the laptop displays your score.



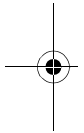


Punching Heads (M20)

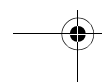
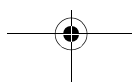
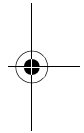
Object: This activity also teaches hand-eye coordination. Hit as many monsters as possible in the given time limit.

Play: Use the correct keys to bop monsters on the head when they pop up. This game has a time limit of about 1 ¹/₂ minutes.

1. Press **M20**. **M20: Punching Heads** scrolls across the screen.
2. Three monsters begin to poke their heads up. Use the number keys (**4**, **5**, and **6**) to bop their heads and make them disappear.



Scoring: You earn one point for each hit. At the end of the allotted time, the laptop displays your score.



CARE

Your RadioShack Talking Kid's Laptop is an example of superior design and craftsmanship. The following suggestions will help you care for your laptop so you can enjoy it for years.



Keep the laptop dry. If it gets wet, wipe it dry immediately. Liquids might contain minerals that can corrode the electronic circuits.



Use and store the laptop only in normal temperature environments. Temperature extremes can shorten the life of electronic devices, damage batteries, and distort or melt plastic parts.



Keep the laptop away from dust and dirt, which can cause premature wear of parts.



Handle the laptop gently and carefully. Dropping it can damage circuit boards and cases and can cause the laptop to work improperly.

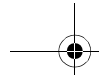


Use only fresh batteries of the required size and recommended type. Batteries can leak chemicals that damage your laptop's electronic parts.

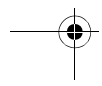
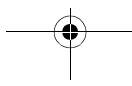
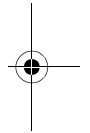
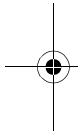


Wipe the laptop with a damp cloth occasionally to keep it looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the laptop.

Modifying or tampering with the laptop's internal components can cause a malfunction and might invalidate its warranty. If your laptop is not performing as it should, take it to your local RadioShack store for assistance.



NOTES



Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

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