

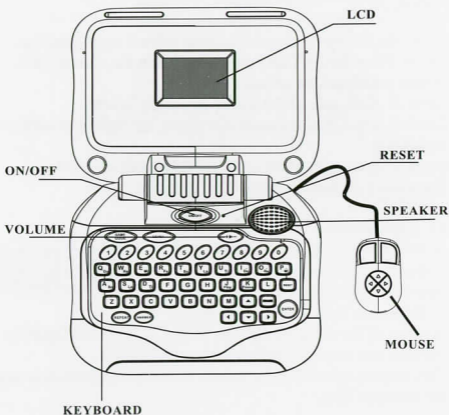


# Digital Laptop

USER'S MANUAL

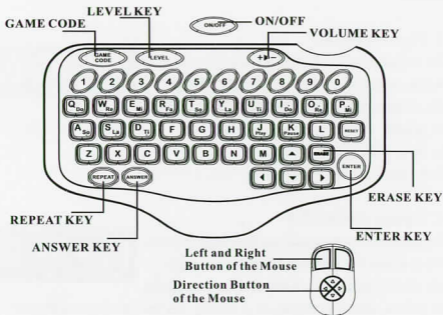


# Sculpt Description



**RESET:** To reset your unit if it stops or freezes up, use the tip of a paper clip, or a similar object without a sharp tip to gently press the RESET button

# Description of Keyboard



## Description of Function Keys

**ON/OFF:** The button to turn on/ off the computer.

**GAME CODE:** Enter option section.

**REPEAT:** Re-display the question.

**ANSWER:** This displays the correct answer of the current question, and it works for all questions.

**ENTER:** Confirm current operation.

**ERASE:** Backspace and delete a previous word unit of the current cursor.

**LEVEL:** Level. It replies to the selection levels in the section with levels.

**VOLUME:** This adjusts the size of volume. It consists 3 categories.

**Left and Right Button of the Mouse:** It is the same as the function of ENTER button.

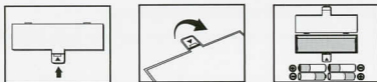
**Direction Button of the Mouse:** It is the same as the function of direction button of the keyboard

# Battery Installation

**Laptop needs 4 AA cells to operate.**

**Installation procedure:**

1. Make sure the unit is OFF.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Insert 4 AA (UM-3/LR6) batteries as illustrated.
5. Close the battery cover.



**Incorrect usage of the batteries may result in damage to unit.**

**Please note the following precautions:**

1. Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
2. Do not mix old with new batteries.
3. Make sure that the positive (+) and negative (-) poles of each battery are positioned correctly in the unit.
4. Do not mix different types of batteries. Only use 1.5 V "AA" / UM-3 or LR-6 batteries.
5. Remove batteries from the unit if the unit is not going to be used for long periods.
6. Rechargeable batteries are to be removed from the unit before being charged.
7. Non-rechargeable batteries are not to be recharged.
8. Rechargeable batteries are only to be charged under adult supervision (if removable).
9. Exhausted batteries are to be removed from the toy.
10. The supply terminals are not to be short-circuited.

# Scoring Standard

## Rules of Scoring

1. There are 3 chances to try. Answering correctly in first try earns 20 points. Answering correctly in second try earns 15 points. Answering correctly in third try earns 10 points. Else, no points are earned.
2. When the chances to try become 2, answering correctly in first try earns 20 points and answering correctly in second try earns 10 points. Else, no points are earned.

## Description of Units

### LANGUAGE

#### 1. Recognizing letters

We simply enter any a letter at the keyboard. The pronunciation of the letter will appear, and the words that begin with the letter will be displayed. The animation and pronunciation of the word will be played.



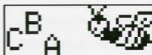
#### 2. The letter strokes

We simply enter any a letter at the keyboard. The pronunciation of the letter will be played, and the strokes order of uppercase or lowercase of the letter will be displayed.



### 3. Find the letter

We can select the correct letter based on the pronunciation using left and right direction button. The system will

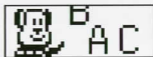


automatically yield the answer after 2 mistakes are done.

This section will calculate the points, and there are 2 chances to answer the question.

### 4. Alphabetical order

Disrupted letters are shown at the top of the screen. Please re-arrange the letters and enter them based on correct order.



There are levels and scoring modules in this

section, and there are 3 chances to answer the question.

### 5. Missing letter

The screen will first display the animation of a word and play its pronunciation. Some random letters will disappear after the word has flashed for a few times. We can enter the missing of letters depending on our memory.



There are levels and scoring modules in this section, and there are 3 chances to answer the question.

## 6. Word rearrangement

The screen will first display the animation of a word with its pronunciation. Then the disrupted letters of the word are displayed.



Please enter the word based on the correct order.

This section calculates points, and it will provide 3 chances to answer the question.

## 7. Word debugging

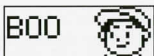
The screen will first display the animation of a word with its pronunciation. Then, there is a wrong word rolling down on the screen. Based on animation and voice prompts, please remove the irrelevant letters that pass through the incision of the bridge. Press ENTER button to confirm.



This section calculates the points, and provides 3 chances to answer the question.

## 8. Word memorizing

There will be a word moving out from the right side of the screen. It is then displayed for a short while before it is cleared. We can write down the complete word based on our memory.



This section calculates the points, and provides 3 chances to answer the question.

There are 3 levels, and the word is longer as the level turns higher



# MATHEMATICS

## 9. Recognizing numbers

Press any one figure button from 0 to 9.  
The screen will then display the figure  
and show the graphics of the corresponding  
figure at the right side.



## 10. Counting

Based on the graphical figure shown at  
the left side of the screen, select or enter  
the correct figure at the right side. This  
section calculates the points.



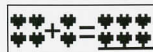
Level 1 Choose the correct answer from the 3 options.

Level 2 Enter the correct figures.

Level 3 the figures are about 10-20. Enter the correct figures.  
There are 3 chances to answer this question.

## 11. Graphics addition

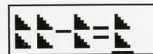
The screen shows the use of graphical  
figure to substitute the addition equation  
of figures. Please calculate the sum of  
graphics on the two sides of the plus sign. Enter the correct  
figure at the right side of the equal sign.



This section calculates the points, and provides 2 chances to  
answer

## 12. Graphics subtraction

The screen shows the use of graphical  
figure to substitute the subtraction equation  
of figures. Please calculate the difference of graphics



on the two sides of the minus sign. Enter the correct figure at the right side of the equal sign.

This section calculates the points, and provides 2 chances to answer.

### 13. Figures addition

The screen shows an addition expression.

Please enter the correct result at the right side of the equal sign. This section calculates

the points, and it consists of 3 levels. As the level turns higher, the figure becomes greater.

There are 2 chances to answer this question.



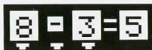
### 14. Figures subtraction

The screen shows a subtraction expression.

Please enter the correct result at the right side of the equal sign. This section calculates

the points, and it consists of 3 levels. As the level turns higher, the figure becomes greater.

There are 2 chances to answer this question.



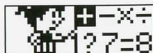
### 15. Fill in the operator

The screen shows an equation. Select the correct operator based on the figures on

the 2 sides of the operator and the result at the right side of the equal sign. Please

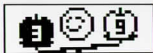
press the up and down button to select the operator, and press ENTER button to confirm the answer.

This section calculates the points, and it consists of 3 levels. The figure is greater as the level turns higher. There is only 1 chance to answer this question.



### 16. Comparing the size

There will be a scale where figures or arithmetic expressions are placed at both ends. Based on the value appears on both ends or based on the operation of arithmetic expressions, determine the size of the value.



Select the comparison operator using left and right direction button. Press the ENTER button to confirm the answer. This section calculates the points.

Level 1: Both ends of the scales are single figures.

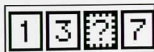
Level 2: The left of the scale is a figure, the right is an arithmetic expression.

Level 3: Both ends of the scale are arithmetic expressions.

There are 2 chances to answer this question.

### 17. Find the rule

At the bottom of the screen there is a string of regular figures. One of the figures is replaced by a tray. At the top

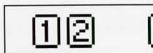


of the screen there are the alternative answers of the replaced figures. Move the selected figure to the tray, and press ENTER to select the answer.

This section calculates the points. There are 3 chances to answer the question here.

### 18. Memorizing the figures

A few figures will appear on the screen, and flash for few times before they disappear. Enter the figures in order to



appear on the screen. This section calculates the points.

There are 3 levels. As the level turns higher, the figure becomes greater. There are 3 chances to answer the question.

# MUSIC SECTION

## 19. Recognizing notes

Press any note button, and it will play the corresponding notes pronunciation. The screen will show the way as how we should write the notes and their form of letters representation. Press the ENTER button to play them continuously and to display 13 notes.



## 20. Learning notes

Based on the notes pronunciation we hear and the notes appear on the screen, enter the notes to appear successively. This section calculates the points.

There are 3 levels:

Level 1: 1 note

Level 2: 2 notes

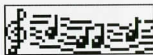
Level 3: 3 notes

There are 3 chances to answer this question.



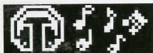
## 21. Free composition

Press the note buttons to compose simple music. Press the PLAY button to play the music. Use PAUSE button to suspend for a while, or to continue playing music. Press the RESET button to clear the music, and start a new music composition.



## 22. Musical box

Press 0~9 figure buttons or ENTER button to select and play the music of the musical box, and also the corresponding animation of the music at the same time.

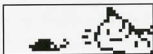


## KNOWLEDGE

### 23. What is it?

After the screen plays an animation, 2 words will be displayed. Please use the up and down direction button to select corresponding word of animation.

There is only 1 chance to answer this question.



### 24. Recognizing the clock

The screen shows a clock. Please enter the time displayed on the clock, and there are 3 chances to answer the question.



### 25. Typing practice

Please use the correct fingers to enter the letters or figures displayed on the screen as based on the prompts given.



## LOGIC AND GAMES

### 26. Puzzle

The screen first shows a picture, and it disappears after a moment. Please select the picture blocks at the right side



to restore to the original picture. Use the left and right direction button to select the position of the restored picture. Use up and down direction button to select the picture blocks provided. The question databases of this section have 8 pictures to set the questions.

There are 3 chances to answer the question.

### 27. Magic poker

The screen shows 3 poker cards and one of them has picture on its face.



After confirming the initial position of the card with picture, those 3 cards are flipped, and in between the positions of the 2 cards they are exchanged to each other many times. Finally, we use our memory to find out the poker card with the picture after the exchanged positions.

This section calculates the points, and it consists of 3 levels. As the level turns higher, the number of times in exchange is greater and the speed is higher. There are 2 chances to answer this question.

### 28. Hit the mole

Letters and figures are popping up the ground continuously. Press the corresponding letter buttons or figure buttons.



The right post will grow up continuously whenever they are hit, and we will win the round when the post reaches the top. The time post on the left will shrink as time goes by, and the game is over when the time post vanishes completely. There are levels in this section. The higher the level causes the interval of popping emitted letters of figures to become shorter.

### 29. F1 racing

Use the direction button of the keyboard to control the movement of a small car, and avoid any obstacles until we cross the finish line and complete to win the competition.



### 30. Flip and match

The screen will show 6 pairs of poker cards with different pictures, and they are arranged to appear randomly at 12 positions as they are then flipped. We find out all the paired poker cards with the same pictures based on our memory. We win the round when all the cards are flipped over, and flipping wrongly causes the loss of one chance. There are a total of 3 chances, and this section calculates the points.



# Care Section

1. Do not collide with hard item.
2. Do not drop unit.
3. Do not dismantle the unit.
4. Do not leave unit in bright sunlight or any other direct source of heat.
5. Do not get the unit wet.
6. Clean unit with a soft damp cloth.
7. Do not use chemical solvents to clean unit.
8. Remove the batteries when not using unit for long periods of time
9. Children must be accompanied by an adult to use this unit
10. Don't throw the toys in fire for the batteries might be blasted

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