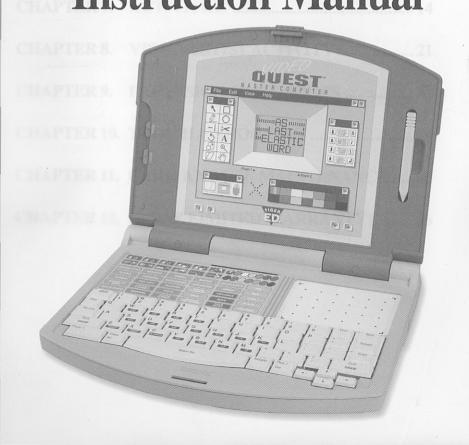


For Ages 6 -12 Model 9-009-4

VIII OUSI WARRANTE INSTRUCTION Manual



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CHAPTER 1. INTRODUCTION

VIDEO QUEST Master Computer is a talking, laptop-style learning computer with 25 built-in activities that teach children spelling, vocabulary, grammar,basic mathematics, tangrams and more in a fun and challenging way. Activities can be played on a TV screen or the built-in LCD screen.

Children can compose their own paintings, drawings and more in the electronic painting activity with 24 drawing and editing functions and 14 colors ... all with full color, TV graphics and fun background music. Have fun while playing your VIDEO QUEST Master Computer! The learning "computer" that's two toys in one!

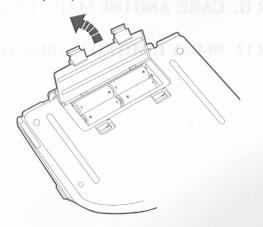
The following items are included with your VIDEO QUEST Master Computer package:

- 1 VIDEO QUEST Master Computer unit
- 1 Cable for TV hook-up
 - 1 Drawing Stylus
 - 1 Instruction Manual

CHAPTER 2. POWER SOURCE

a) INSERTING/REPLACING THE BATTERIES

- Place the VIDEO QUEST Master Computer face down on a flat surface and locate the battery compartment on the bottom of the unit.
- 2. Open the battery compartment door by pressing on the tabs with your thumbs and lifting up.
- 3. Insert four (4) "C" or LR14 size batteries as shown in the illustration below.
- 4. Close the battery compartment cover.



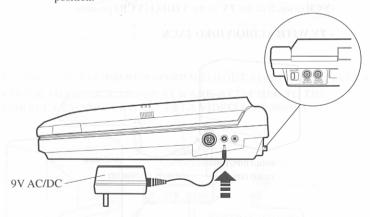
- **NOTE:** Remove any batteries if you will not be using the unit for a long period of time.
 - Do not use the adaptor when using batteries.
 - Do not use rechargeable batteries. We recommend the use of alkaline batteries for best performance.
 - Do not mix old and new batteries.
 - Battery installation should be done by an adult.
 - Do not mix alkaline standard and rechargeable batteries as it could damage the unit.
 - Always remove worn out or dead batteries immediately as they might leak and damage the unit.

CONNECTING THE POWER SOURCE

NOTE: Any standard 9V AC/DC adaptor will work with this unit. The adaptor plug is wired ———. The 9V AC/DC adaptor is not included with your Video Quest Master Computer.

- 1. Make sure your VIDEO QUEST Master Computer is turned off.
- 2. Locate the adaptor jack on the right side of the unit and plug in the standard **9V AC/DC** adaptor. (See the illustration below.)
- 3. Plug the other end of the adaptor into an electrical outlet.
- 4. Turn the VIDEO QUEST Master Computer on.

NOTE: If nothing happens when you turn the unit on, make sure the **ON/OFF** switch that is located on the back of the unit is in the **ON** position.



NOTE: - Do not leave the adaptor plugged in when you are not using your VIDEO QUEST Master Computer.

- Do not have batteries inserted in the unit when using the adaptor.

CHAPTER 3. INSTALLATION OF PERIPHERALS

IMPORTANT NOTICE: PLEASE READ BEFORE SETUP

Please note that if your television is not equipped with the Video input and Audio input sockets (as illustrated on page 4) please see the alternate options below:-

- 1. You may need to purchase an RF MODULATOR (as illustrated on page 5)
- 2. If your TV has a scart socket positioned at the back of your TV (illustrated below) you may need to purchase a scart to phono socket, also called a CAMCORDER SPILTTER PLUG. This can be purchased from most electronic stores. Once attached via the scart to phono socket you may have to re-tune/track your TV to the required channel.

SCART SOCKET ON THE BACK OF YOUR TV

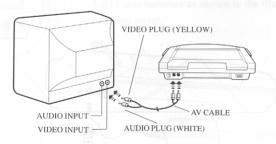


You may be able to connect the VIDEO QUEST Master Computer via your Video as illustrared on page 4 of the instruction booklet.

TV HOOK-UP

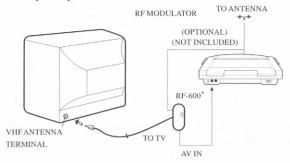
Check that the TV is set properly to display the screen. Set the TV/VIDEO (VCR) switch of the TV to the VIDEO (VCR) position.

- TV WITH AUDIO/VIDEO JACK

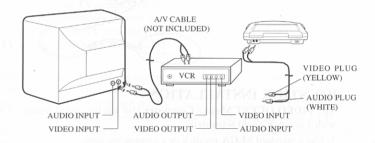


- TV WITHOUT AUDIO/VIDEO JACKS

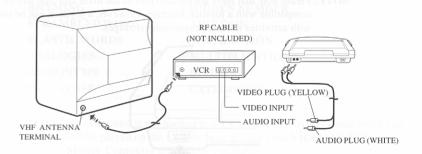
An **RF MODULATOR** will be required to connect directly to your **TV** (sold separately).



- CONNECT THROUGH VCR TO TV WITH AUDIO/VIDEO JACKS
- CHECK THAT YOUR TV AND VCR ARE SWITCHED TO THE CORRECT CHANNEL TO ACCEPT A VIDEO ACCESSORY.



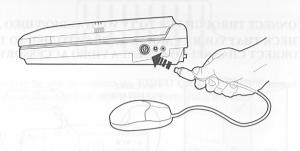
- CONNECT THROUGH VCR TO TV WITHOUT AUDIO/VIDEO JACKS
- CHECK THAT YOUR TV AND VCR ARE ATTACHED TO THE CORRECT CHANNEL TO ACCEPT A VIDEO ACCESSORY.



MOUSE INSTALLATION

The VIDEO QUEST Master Computer has the added feature of working with a real computer mouse (sold separately).

- Use the VIDEO QUEST Master Computer branded mouse (sold separately) or a standard PS/2 type or compatible mouse.
- Make sure the power is turned OFF before you plug in any mouse accessory or the mouse will not work.
- 3. To connect the mouse to the unit, insert the mouse plug into the socket located on the right side of the unit (see illustration below)
- 4. When using the mouse, make certain the mouse rests on a smooth, flat surface.
- 5. The activities in which the mouse can be utilized instead of the arrrow keys are RHYMING, SENTENCE SCRAMBLE, GRAMMAR and UNCOVER THE PICTURE. If a mouse is not plugged in, the arrow keys and or drawing pad can be used instead for these activities.



JOY STICK INSTALLATION

The VIDEO QUEST Master Computer also has the added feature of working with a joystick. (sold separately).

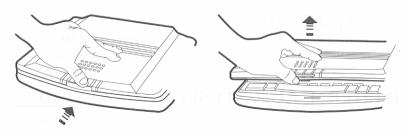
- 1. Use a standard SEGA joystick or a compatible type.
- 2. Make sure the power is turned **OFF** before you plug in any joystick accessory or the joystick will not work.
- 3. To connect the joystick to the unit, insert the joystick plug into the socket located on the back of the unit on the right side.

NOTE: Please note that there are no activities in the main unit that will be compatible with a joystick function. However, a joystick can be used with activities in future expansion cartridges.



OPENING VIDEO QUEST MASTER COMPUTER

To open Video Quest Master Computer, press the release button on the front of the cover and lift the cover up. (See the illustration below.)



TV AND LCD GAME PLAY

All activities can be played on your TV screen when the unit is connected to a TV. (See the section titled TV HOOK-UP for instructions on how to connect the VIDEO QUEST Master Computer to your TV). After the brief introduction that appears on your TV screen, just press an activity button on the Activity Selector Keypad and the opening screen for that activity will immediately appear on your TV. (Ensure your TV is tuned correctly. Set the TV/VIDEO (VCR) switch of the TV to the VIDEO (VCR) position.

The LCD screen can also be accessed when the unit is connected to a TV. (Please note that not all activities are compatible with the LCD screen.) To switch between the LCD screen and the TV screen, simply press the LCD/TV key located in the top left corner of the keyboard. When you are in the LCD screen mode, the unit will display "Oops! Pick another game" if the activity you have chosen is not an LCD-compatible activity. The activities that are compatible with the LCD screen are listed below.

MISSING LETTER RIDDLES **PLURALS** MATH BASEBALL RHYMING HIDDEN NUMBER SCRAMBLED WORD ADDITION **ELASTIC WORDS** SUBTRACTION **ANALOGIES** MULTIPLICATION **HOMONYMS** DIVISION PAST TENSE **CATEGORIES**

NOTE: When the unit is not hooked to a TV all of the activities listed above can still be played on the LCD screen, making your VIDEO QUEST Master Computer conveniently portable.

CONTRAST SWITCH

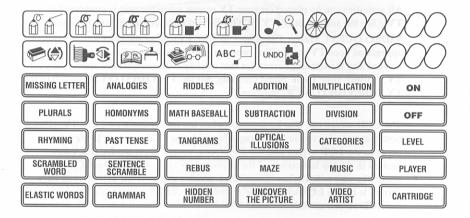
To change the contrast of the LCD screen, slide the CONTRAST button that is located to the left of the screen.

VOLUME SWITCH

To increase or decrease the volume of the unit, slide the **VOLUME** button that is located to the left of the screen.

CHAPTER 4. ACTIVITY SELECTOR KEYPAD

The activity selector keypad is a touch-sensitive membrane pad that includes 25 activity keys and 5 function keys. It also includes 14 color keys and 12 drawing/editing keys for the Video Artist activity. To access any of these activities or functions, simply press a key.



FUNCTION KEYS

ON

Press this key to turn the unit on.

OFF

Press this key to turn the unit off.

NOTE: The unit will automatically shut-off after four minutes of inactivity to save battery life.

PLAYER

Press this key to change from the one-player mode to the two-player mode or vice versa. (See the section titled **ONE OR TWO PLAYERS** for a detailed description of these modes.)

LEVEL

Press this key to change levels in applicable activities. If an activity does not have different levels and this button is pressed, the unit will emit a "beep" sound. (See the section titled **LEVELS** for a detailed description on how to change levels.)

CARTRIDGE

Press this key after inserting an expansion cartridge to begin the activities in that cartridge. (See the section titled **EXPANSION**

CARTRIDGES for a detailed description.)

ACTIVITY KEYS

To begin an activity, simply press one of the keys and an animated title screen for that particular activity will appear on the screen.

(Refer to the section titled ${\bf ACTIVITIES}$ for a detailed description of each activity.)

DRAWING PAD

Although the main function of the drawing pad is for use in the **VIDEO ARTIST** activity, it can also be used for some of the activities in the **TV** mode only. The drawing pad can be used instead of the arrow keys in the following activities:

RHYMING

UNCOVER THE PICTURE

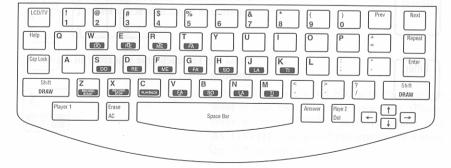
SENTENCE SCRAMBLE

TANGRAMS

GRAMMAR

CHAPTER 5. THE KEYBOARD

The **QWERTY** keyboard works just like a real computer keyboard with large, easy-to-use keys. Take a moment to review the keyboard before you begin. Please note that some of the keys have dual functions. There will be an explanation for both functions next to each applicable key description.



Press this key when you need help with a question and the unit will provide you with one clue per question. The **HELP** key does not function in all activities. Press this key when you are Player 1 and want to Player 1 answer a question in the two-player mode. Press this key to erase an entire entry that has Erase been typed before pressing the ENTER key. AC Press this key when you want the unit to display Answer the answer to a question. Press this key to answer a question when you are . Player 2 Player 2 and want to answer a question in the two Del player mode. When not in the two player mode, press this key to delete a character or a series of characters when entering an answer before pressing the ENTER key. Press this key to view a screen that has previously Prev appeared. Please note that this key does not work in all activities. Press this key to view the next screen in a series. Next Please note that this key does not work in all activities. Press this key when you want the unit to repeat a Repeat question in applicable activities. Press this key each time you enter an answer to a Enter question.

Shift DRAW Press and hold the **SHIFT** key to capitalize a letter or to use the top function of a dual function key. Press the **DRAW** key while in the Video Artist activity. (Refer to the **VIDEO ARTIST** activity in **CHAPTER 8** of this manual for a detailed description of this key.)

Press the **DRAW** key while in the Tangrams activity. (Refer to the **TANGRAMS** activity in the **ACTIVITIES** section of this manual for a detailed description of this key.)

Press this key to switch between the TV mode and the LCD screen mode.

Press these arrow keys to control the movement of the cursor; scroll left, right, up or down.

Press these keys to play the musical notes in the music activity.

Press these keys to enter a numeric answer.



2

Press this key in the MUSIC activity when you want to start recording your own song. (Please refer to the MUSIC activity under the ACTIVITIES section of this manual for a more detailed description.)





Press this key in the MUSIC activity when you want to stop recording your own song. (Please refer to the MUSIC activity under the ACTIVITIES section of this manual for a more detailed description.)

Press this key in the MUSIC activity to play back the song that you created and recorded. (Please refer to the MUSIC activity under the ACTIVITIES section of this manual for a more detailed description.)

CHAPTER 6. GAME PLAY

POWER ON/OFF

- There is an ON/OFF switch at the back of the unit. Slide this switch to the ON position.
- 2. Open the laptop.
- 3. Press the ON button located in the upper right corner of the activity selector keypad. The screen will show a brief animated introduction and the unit will say "Hi! Welcome to VIDEO QUEST Master Computer. Pick a game!" (The keyboard and activity keypad will not work during this introduction).
- 4. To turn off the unit, simply press the OFF button located in the upper right corner of the activity selector keypad. An animated tiger will appear and the unit will say "See you later!" (Remember to turn off the unit when you are not using it to conserve battery life.)
- 5. If the unit is not connected to a TV, press the "ON" button. After the welcome phrase is spoken, press the TV/LCD button to begin play.
 - NOTE: If your VIDEO QUEST Master Computer does not function as stated above, the sounds appear faint, or the picture is not clear, try inserting brand new alkaline batteries or check your adaptor connction.

LEVELS

There are three levels of difficulty for most of the activities. Each time you enter an activity you will always begin in Level I. To change levels, simply press the LEVEL button on the activity selector keypad. When the LEVEL screen appears, use the arrow keys to choose Level I, Level 2 or Level 3 and press the ENTER button.

ONE or TWO PLAYERS

Most activities can be played with either one or two players. (Refer to the list below of activities that do not have a 2 player mode.) Each applicable activity will always begin in the one player mode unless you change it. To change the number of players, simply press the PLAYER button. When the PLAYER screen appears, use your arrow keys to choose the 1 or 2 player mode and press ENTER.

During an activity, the Player 1 and Player 2 icons will flash back and forth on the bottom of the screen. The player who presses their player button first has the chance to answer the question first.

The player mode will remain the same for that activity unless you change it or turn off the unit.

Activities without a 2 player mode: TANGRAMS

MAZE

UNCOVER THE PICTURE

MUSIC

VIDEO ARTIST

RIDDLES

SCORING - ONE PLAYER MODE

In the one-player mode there will be ten questions per round with a maximum score of 100 for most activities. You will receive 10 points for a correct answer on the first try, 8 points on the second try and 6 points on the third try. No points will be awarded if the unit displays the correct answer for you or if you press the **ANSWER** key. 5 points will be deducted if you press the **HELP** key.

SCORING - TWO PLAYER MODE

In the two-player mode there will be ten questions per round with a maximum score of 200 for most activities. Each player will start with 100 points and have only 1 chance to answer a question correctly. 10 points will be awarded for each correct answer. 10 points will be deducted for each incorrect answer or anytime the **ANSWER** key is pressed. Only 5 points will be awarded if the **HELP** key is pressed (in applicable activities) and only if the correct answer is entered. If a player presses the **HELP** key but does not enter the correct answer, 10 points will be deducted from his or her score.

Some activities will have a slightly different scoring system. Refer to the separate activity descriptions for more details.

TO BEGIN PLAY

- 1. Press the ON button.
- Choose an activity on the activity selector keypad by simply pressing one of the keys.
- Refer to the section titled ACTIVITIES for a detailed description of each activity.
- Press the LEVEL button to change the level of play in the applicable activities. All activities begin in Level 1 unless you change the level.
- 5. Press the **PLAYER** button to change the player mode where applicable. All activities begin in the one-player mode unless you change it.
- To change activities, simply press an activity key on the Activity Selector Keypad.
- When you are done playing with your VIDEO QUEST Master Computer, press the OFF key to turn the unit off. The unit will automatically turn off after 4 minutes of inactivity.

CHAPTER 7. ACTIVITIES

Each activity consists of 10 questions per round, unless otherwise stated in the activity description. Your score will be given at the end of each round. Please refer to the section titled **SCORING** for complete details on the scoring system. You will be given three tries to enter the correct answer, unless otherwise stated in the activity description. After the third incorrect try, the correct answer will be displayed and the unit will display the next question.

I. MISSING LETTER:

A word and its corresponding picture will appear on the screen with one letter missing. Type in the missing letter and press the **ENTER** key.

2. PLURALS:

A word in its singular form will appear at the top of the screen. Type in the correct plural form of that word and press the **ENTER** key.

NOTE: In Level I, the first letter in the answer and dashes representing the remaining letters in the answer will be provided as a clue. In Level 2, only dashes will be provided to make it more challenging. In Level 3, no clues will be provided.

3. RHYMING:

One word will appear at the top of the screen and four words will appear on the bottom of the screen. Use the arrow keys to highlight the word from the bottom list that rhymes with the word on the top and press the **ENTER** key.

NOTE: The mouse and drawing pad can be used in this activity instead of the arrow keys. The mouse can be selected by pressing the left and right mouse button. The drawing pad can be selected by pressing the DRAW key and then using the drawing stylus.

4. SCRAMBLED WORD:

A scrambled word and its corresponding picture will appear on the screen. Type the correct spelling of the word and press the ENTER key.

5. ELASTIC WORDS:

A beginning word will appear on the top of the screen and a target word will appear at the bottom of the screen. The object of this activity is to reach the bottom target word by building new words using the top word as the beginning word. Add a letter to form a new word and press the ENTER key until you reach the target word.

NOTE: In level 1, each round will consist of 10 questions. Each question will consist of 3 words with only 1 answer to enter.

In level 2, each round will consist of 5 questions. Each question will consist of 4 words with 2 answers to enter. Each answer is scored separately within each question.

In level 3, each round will consist of 4 questions. Two questions will consist of 4 words with 2 answers to enter and two questions will consist of 5 words with 3 answers to enter. Each answer is scored separately within each question. The maximum score in all 3 levels is 100.

The scoring is consistent with the system outlined in the scoring section of this manual.

6. ANALOGIES:

Two analogies will appear on the screen, one of which is incomplete. Enter a word that will complete the analogy and press the ENTER key.

7. HOMONYMS:

A word will appear on the screen. Type in a word that sounds the same, but is spelled differently. Press the **ENTER** key.

NOTE: In Level 1, the first letter in the answer and dashes representing the remaining letters in the answer will be provided as a clue. In Level 2, only dashes will be provided to make it more challenging. In Level 3, no clues will be provided.

8. PAST TENSE:

A present tense verb will appear at the top of the screen. Enter the correct past tense of that verb and press the **ENTER** key.

NOTE: In Level 1, the first letter in the answer and dashes representing the remaining letters in the answer will be provided as a clue. In Level 2, only dashes will be provided to make it more challenging. In Level 3, no clues will be provided.

9. SENTENCE SCRAMBLE:

A scrambled sentence will appear on the screen. Using the arrow keys and ENTER key, rearrange the words to form a correct sentence. Find the first word of the sentence, which will always be capitalized, and highlight it using your arrow keys. Press the ENTER key. Do the same for the second word, third word and so on. Continue to highlight each word until you have unscrambled the sentence. Each word, in the order that you choose them will appear on the bottom of the screen.

NOTE: This activity will only work in the TV mode. The mouse and drawing pad can be used in this activity. The mouse can be selected by pressing the left and right mouse button. The Drawing pad can be selected by pressing the DRAW key. This activity will only in the TV mode.

10. GRAMMAR:

A sentence will appear on the screen that is grammatically incorrect. It may be a punctuation error, incorrect capitalization, wrong word usage or missing quotation marks, etc. Using the left and right arrow keys, highlight the incorrect word and press ENTER. A space will appear at the bottom of the screen for you to type in the correct word. Type in the correct answer and press the ENTER key.

NOTE: If the error is a punctuation or capitalization error, you will have to enter the word that appears with the error as well as the correct capitalized letter or punctuation mark. The mouse and drawing pad can be used in this activity. The mouse can be selected by pressing the left and right mouse button. The Drawing pad can be selected by pressing the DRAW key. This activity will only work in the TV mode.

11. RIDDLES:

The first clue to a number riddle will appear on the screen. Shortly thereafter another clue will appear. Each riddle will consist of 3 to 5 clues. As soon as you think you know the answer, type it in and press the **ENTER** key. You can enter your answer at any time. However, from the moment that the first clue appears, the timer starts to count down. Therefore, the faster you enter your answer, the higher your score will be.

12. MATH BASEBALL:

A baseball "diamond" will appear on the screen with the first of four mathematical equations inside. Type in your answer and press the **ENTER** key. Remember to enter your answer from right to left starting with the ones digit. Each time you enter a correct answer, the ball will advance one base. Each time you enter an incorrect answer, you will receive 1 strike. You are allowed 3 strikes before the unit gives you the answer. Successfully advance through all 4 bases by answering all the questions and score a **HOMERUN!** There is no specific scoring system in this activity.

13. TANGRAMS:

NOTE: This activity can only be played on a **TV** screen because of the enhanced graphics that this activity requires.

An outline of a picture will appear on the top of the TV screen. There are several shapes of different sizes and colors at the bottom of the screen. The object is to fit these shapes into their appropriate position in the picture.

To start, place the stylus onto the drawing pad until you see a little hand appear on the screen. Next, choose a shape by positioning the "hand" on that shape and pressing the **DRAW** key.

To move the shape up into the picture, move your stylus on the drawing pad. As you move your stylus on the drawing pad, you will see the shape moving on your screen. You can change the direction of a shape at any time (flip up, down, right or left), by pressing the "Z" key. Each time you press it, the shape will rotate one quarter of a turn. When you have positioned the shape exactly where you want it, press the **DRAW** key to lock the shape into place on the picture.

If the shape is in the correct position, it will permanently be locked into place and the space that it occupied at the bottom of the screen will turn gray. If the shape is not in the correct position, you will be unable to lock it into place and its space at the bottom of the screen will not turn gray. Therefore, you will need to try a different position. Continue in this manner until you have completely filled in the picture using the shapes at the bottom of the screen. The unit will then give you a positive response and as a reward will display a picture of what these shapes are supposed to represent.

14. REBUS:

A sentence will appear on the screen with one or two of the words shown as pictures. Type in the correct word for each picture and press the **ENTER** key.

Some questions will require one answer and some will require two answers. Therefore, the number of questions per round will vary. However, there will always be ten answers per round and each answer will be scored separately. After you enter the tenth answer, the unit will give you your score. The scoring is consistent with the system outlined in the scoring section of this manual.

NOTE: This activity can only be played on a **TV** screen because of the enhanced graphics that this activity requires.

15. HIDDEN NUMBER:

Four blank squares will appear at the top of the screen with a flashing dot under the first square. The object is to guess the hidden 4 digit number. Enter your 4 digit number by typing a number into each square. If a green dot appears below any of the numbers that you entered, that number is in the hidden number and is in its correct position. If a yellow dot appears below any of the numbers that you entered, that number is in the hidden number but is not in its correct position. If a red dot appears below any of the numbers that you entered, that number is not in the hidden number at all. Each round begins with 100 points. Each time you enter a new-4 digit number, 5 points will be deducted in Level 1, 7 points will be deducted in Level 2 and 10 points will be deducted in Level 3.

16. ADDITION:

An addition equation will appear on the screen. Type in the correct answer from right to left and press the **ENTER** key.

NOTE: Level 1 consists of 2 digit plus 1 digit equations.

Level 2 consists of 2 digit plus 2 digit equations or 3 digit plus 1 digit equations. Level 3 consists of 3 digit plus 2 digit equations.

17. SUBTRACTION:

A subtraction equation will appear on the screen. Type in the correct answer from right to left and press the **ENTER** key.

NOTE: Level 1 consists of 2 digit minus 1 digit equations.

Level 2 consists of 2 digit minus 2 digit equations or 3 digit minus 1 digit equations. Level 3 consists of 3 digit minus 2 digit equations.

18. MULTIPLICATION:

A multiplication equation will appear on the screen. Type in the correct answer from right to left and press the **ENTER** key.

NOTE: Level 1 consists of 1 digit multiplied by 1 digit equations. Level 2 consists of 2 digit multiplied by 1 digit equations. Level 3 consists of 3 digit multiplied by 1 digit equations or 2 digit multiplied by 2 digit equations.

19. DIVISION:

A division equation will appear on the screen. Type in the correct answer from left to right and press the **ENTER** key.

NOTE: Level 1 consists of 2 digit divided by 1 digit equations. Level 2 consists of 3 digit divided by 1 digit equations. Level 3 consists of 3 digit divided by 2 digit equations or 4 digit divided by 1 digit equations.

20. OPTICAL ILLUSIONS:

An optical illusion will appear on the screen along with a question and multiple choice answers. Use the left and right arrow keys to highlight the correct answer to the question and press the **ENTER** key.

NOTE: This activity will only work in the **TV** mode.

21. CATEGORIES:

A word will appear in the middle of the **TV** screen that designates a category. Four words will appear in the squares around the category word. Use the up, down, left or right arrow keys to highlight the word that relates to the category word and press the **ENTER** key.

22. MAZE:

A maze will appear on the **TV** screen. Using your arrow keys, maneuver the character through the maze until you reach the end. You're being timed so move as quickly as you can! When you reach the end, the unit will display the amount of time that it took you to get there.

NOTE: There are only 2 levels in this activity with Level 2 consisting of much more complex mazes than Level 1.

This activity will only work in the TV mode.

23. UNCOVER THE PICTURE:

A picture is hidden behind the 16 squares that appear on your TV screen. Using your arrow keys, move the "hand" icon to a square you want to uncover and press the ENTER key. At the bottom of the screen is a white answer area. Each time you uncover a square, the unit wants you to try and guess what the hidden picture is by typing your answer in this white answer area and pressing the ENTER key. If your guess is incorrect, the unit will ask you to try again. Uncover another square and take another guess. Continue to uncover squares until you successfully enter the correct answer. When you enter the correct answer, the unit will uncover the remaining squares, display the entire picture and announce your score. You will begin each round with 100 points. 5 points will be deducted from

You will begin each round with 100 points. 5 points will be deducted from your score for each incorrect answer.

NOTE: The mouse and drawing pad can be used in this activity. The mouse can be selected by pressing the left and right mouse button. The drawing pad can be selected by pressing the DRAW key.

This activity will only work in the TV mode because of the enhanced graphics required.

24. MUSIC:

A keyboard will appear on the screen with song birds located above the keyboard. There are two ways to play this activity.

- Press the stylus onto the drawing pad, move the "hand" icon to a keyboard key, and press the DRAW button. The song bird will "sing" that musical note.
- 2.) Use the keys on the keyboard that are marked with musical notes in small red boxes. Simply press the key of the note you want to hear and the song bird will "sing" it.

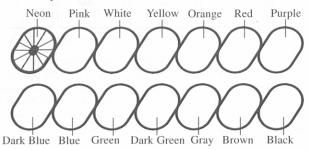
There are six instruments to choose from while playing the keyboard. Move the "hand" icon to one of the colored instrument boxes (located in the middle of the screen) and press the **DRAW** button to hear a new instrument.

This activity also features a record and playback function. When you want to start recording a song, press the **RECORD START** button located on the "Z" key. Create your song using the musical keys. When you have completed your song and would like to stop recording it, press the **RECORD STOP** button located on the "X" key. To hear your song played back, press the **PLAYBACK** button located on the "C" key.

CHAPTER 8. VIDEO ARTIST ACTIVITY

COLOR SELECTION

14 color keys include:



Press the color key with the drawing pen to select the color you want to use in your drawing.

FUNCTION SELECTIONS

Each function key contains two separate functions. To select the function on the left, simply press the function key with the drawing pen. To select the function on the right, hold down one of the **DRAW** buttons and press the function key.

DRAWING PAD

The Drawing Pad is the work area you will be using to create your drawings. Choose a function, then place your drawing pen on the drawing pad and press the **DRAW** button...you will create your own masterpiece. Your drawings will appear on your **TV** screen, not on the drawing pad. Use the drawing pad every time you add a shape, character, graphic or background scene to your drawing, and when you are using the editing and drawing functions.

DRAWING PEN

The Drawing Pen is stored in the lid on the right side of the unit. Simply detach the pen from the holder. The Drawing Pen does not contain any ink. As you draw on the Drawing Pad, the image will appear only on the TV screen, not on the Drawing Pad.

DRAW BUTTONS

There are two draw buttons; one on each **SHIFT** key. Press the drawing pen to the drawing pad and continuously hold down either the left or right draw button while you draw, add a graphic or edit a drawing. If you touch the drawing pen to the drawing pad without pressing either draw button, the image will not appear on the **TV** screen.

HOW TO USE THE BASIC FUNCTION KEYS

DRAWING



The Video artist has 5 different pens to choose from. Select the pen you want by pressing the desired function key. Select the color you want the pen line to be by pressing the desired color key. Press the pen to the drawing pad to locate where you want to begin drawing the line. Press and hold down one of the **DRAW** buttons to begin drawing on the drawing pad. Move the pen across the pad as you draw and you are on your way to creating a masterpiece.

ERASER



You can erase anything you draw with the Eraser function. Press the Eraser function key to select the Eraser mode. The Eraser menu will appear in the upper left corner of the screen. Move the "hand" icon to the function you want (see description below) and press one of the **DRAW** buttons to select.



ERASER

Press the pen to the drawing pad to locate where you want to begin erasing. It will erase at the upper left corner of the Eraser icon. Hold down one of the **DRAW** buttons and move the eraser across anything that you want to erase. Repeat this step as often as you like.



COLOR ERASER

Same as Eraser function described above except that the current selected color will be erased and not the drawing.



• CUT

The Cut function will erase a specific area of your drawing. Move the Cut icon to the upper left corner of the area that you want to cut. Press the **DRAW** button to mark the cut point position. Now pull the box line to enclose the area that you want to cut and press the **DRAW** button again while holding the drawing pen in position. The image within the block will immediately disappear, leaving an empty white space in its place. Press the Undo key immediately if you want to cancel the cut.



CLEAR SCREEN

The Clear Screen function will erase the entire screen

PAINT BRUSH



The Paint Brush function allows you to fill an area on your drawing with colors selected from the color keys. Press the Paint Brush function key to enter the painting mode. Locate where you want to begin painting by pressing the pen to the drawing pad. Begin painting by holding the pen to the drawing pad in position as you press the **DRAW** button. Paint will run out of any breaks or openings in the line, so the area to be painted must be enclosed with a solid line. If paint runs out of any breaks, simply press the Undo key and that will erase the paint "over-spill". Then you can patch the openings in the line and repeat the painting steps.

UNDO KEY



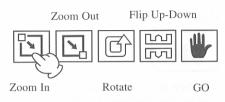
The Undo function key allows you to cancel the last step you made. This is a very handy feature when you are drawing something that isn't exactly what you want to draw or when you have used or selected a function in error. Simply press the Undo key and the last step you made will be deleted.

GRAPHIC LIBRARY



The Quick-Draw Graphic Library contains 24 different designs and eight different background scenes. Press the Graphic Library key to enter the Quick-Draw sub-menu. This menu displays six different graphics at a time. Press the Graphic Library key again to choose a different category of graphics or the background scenes. The first four categories contain 24 graphics and the last category contains eight background scenes. To select one of the 24 Quick-Draw graphics, press the Graphic Library function key to select a category, move the "hand" icon to the specific graphic you want, and press one of the **DRAW** buttons. The selected graphic will appear in the window on the right (see Illustration 1).





Ilustration 1

Ilustration 2

You can change the size and orientation of the selected graphic by using the four editing function keys above the window (see Illustration 2). The Zoom In function key will enlarge the selected graphic and the Zoom Out function key will shrink the selected graphic. The Rotate function key will rotate the graphic 90 degrees counter-clockwise. The Flip function key will flip the graphic upside down. After editing is complete, move the "hand" icon to the GO key, and press the DRAW button. The Quick-Draw menu will disappear. Press the pen to the drawing pad to locate the position where you want the graphic to appear on the screen. Press one of the DRAW buttons and the graphic will automatically appear on the screen in full color.

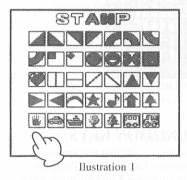
To select the background pictures, press the Graphic Library key until you reach the background scene category. Move the "hand" icon to the specific scene you want and press the **DRAW** button. The selected scene will appear on the screen in full color. If you want to delete all the colors from the picture, press the Undo function key. Now, you can color it in with your own choice of colors by using the 14 colors at the top of your drawing pad.

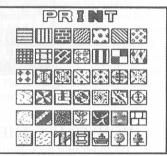
NOTE: You cannot change the size and orientation of a graphic that has a red dot. Red dots are located in the upper left corner of the square that contains the graphic. The graphics with the red dots are animation graphics and are explained in Pg.29 under Animation.

STAMP PAD



The Stamp Pad function contains 35 stamps and 42 print patterns to use with your drawings. Press the Stamp Pad key to enter the "STAMP" menu (see Illustration 1). Press the Stamp Pad key again to enter the "PRINT PATTERNS" menu (see Illustration 2). To use the "STAMP" function, select the colour you want the shape to be by pressing the desired color key. Select one of the stamps by moving the "hand" icon to the desired stamp and pressing the **DRAW** button. Locate on your drawing pad where you want to place the stamp by pressing the pen to the drawing pad. Hold the pen in position and press the draw button. A single stamp will appear on the screen. You can repeat this step as often as you like using many different stamps and colors. By moving the stamp as you hold down the **DRAW** button, you can create special effects of that stamp. To use the "PRINT PATTERNS" function, choose the colour you want by pressing the desired color key. Select the desired print pattern with the "hand" icon and press the DRAW button. Press the pen to the drawing pad and a "paint roller" icon will appear on the screen. Move the "paint roller" to the area you want the print pattern to appear and press the DRAW button. The area will now have your selected print pattern.



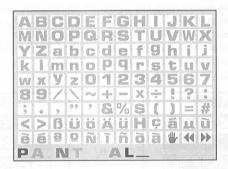


Ilustration 2

LETTERS



There are 105 different characters to "write" with in any color you choose. Press the Letters function key to call up the "letter" menu (see Illustration 1), Select the color you want the letters to be by pressing the desired color key. Select a character by moving the "hand" icon to the character and pressing the **DRAW** button. The selected character will appear in the lower left portion of the menu. Continue in this same manner until you have selected all the characters you wish to use. After you have selected the desired characters, move the "hand" icon to the **GO** key and press the **DRAW** button. The "letter" menu will disappear. Locate where you want the characters to appear on your drawing pad by pressing the pen to the drawing pad. Hold the pen in position as you press down the **DRAW** button. This will display the character(s).



Ilustration 1

HOW TO USE THE BASIC FUNCTION KEYS

The Video artist has sophisticated graphic editing capabilities that are easy to master. The Graphic Editing function key contains Line Drawing, Rectangle Drawing, Ellipse Drawing, Move, Copy, Flip Up-Down, Flip Left-Right, Spray Can, Animation, Zoom and Zoom Editing. To select the Graphic Editing function, hold down one of the draw buttons while pressing the desired function key with the drawing pen. Each Graphic Editing function is explained in detail on the following page.

LINE DRAWING



This function allows you to draw a line from one point to another point. Select the color you want the line to be, then select the pen type (fine pen, pen, bold pen, framed pen or dot pen). Select the Line Drawing function by holding down one of the **DRAW** buttons and pressing the Line Drawing function key. Locate where you want the line to begin on the drawing pad by pressing the pen to the pad. Press the **DRAW** button to mark the starting point of your line. Now you can move the pen anywhere on the screen to the point where you want the line to end and press the **DRAW** button again. Press the Undo key immediately if you want to delete the line.

RECTANGLE DRAWING



This function allows you to draw a rectangle on the screen. Select the pen type and color you want the rectangle to be drawn in before pressing the rectangle drawing function key. Select the Rectangle Drawing function by holding down one of the **DRAW** buttons and pressing the Rectangle Drawing function key. Locate where you want the upper left corner of the rectangle to be on the screen by pressing the pen to the pad. Press the **DRAW** button to mark the rectangle corner. Now you can move the pen anywhere on the screen to determine the size of the rectangle you wish. When you decide the rectangle size, hold the pen in position and press the **DRAW** button again. The rectangle will appear on the screen. Press the Undo key immediately if you want to delete the rectangle.

ELLIPSE DRAWING



This function allows you to draw an ellipse on the screen. Select the pen type and color you want the ellipse to be drawn in before entering the ellipse drawing function. Select the Ellipse Drawing function by holding down one of the **DRAW** buttons and pressing the Ellipse Drawing function key. Locate where you want the center of the ellipse to be on the screen by pressing the pen to the drawing pad. Press the **DRAW** button to mark the center point of the ellipse. Now you can move anywhere on the screen to determine the size of the ellipse. When you decide the ellipse size, hold the pen in position and press the **DRAW** button again. The ellipse will appear on the screen. Press the Undo key immediately if you want to delete the ellipse.

MOVE



This function allows you to move an image drawn on the screen to another position on the screen. Select the Move function by holding down one of the **DRAW** buttons and pressing the Move function key. Locate the point at the upper left side of the image you want to move by pressing the pen to the drawing pad. Press the **DRAW** button. Now pull the box line to enclose the area you want to move and then press the **DRAW** button again while holding the pen in position. You can move the enclosed image anywhere on the screen. The area where the image was moved from will be left empty (white). Press the Undo key immediately if you want to cancel the move.

COPY



This function allows you to copy an image drawn on the screen to another position on the screen. Select the Copy function by holding down one of the **DRAW** buttons and pressing the Copy function key. Locate the point at the upper left side of the image you want to copy by pressing the pen to the drawing pad. Press the **DRAW** button. Now pull the box line to enclose the area you want to copy and press the **DRAW** button again while holding the pen in position. You can now copy the same image anywhere on the screen while the original image remains in place. Press the Undo key immediately if you want to cancel the copy.

FLIP UP-DOWN



This function allows you to flip an image up or down in its place on the screen. Select the Flip Up-Down function by holding down one of the **DRAW** buttons and pressing the Flip Up-Down function key. Locate the point at the upper left corner of the area to be flipped by pressing the pen to the drawing pad. Press the **DRAW** button. Now pull the box line to enclose the area that you want to flip and press the **DRAW** button again while holding the pen in position. The image will instantly flip upside down within the same boxed area on the screen. Press the Undo key immediately to cancel the flip.

FLIP LEFT-RIGHT



This function allows you to flip an image left or right in its place on the screen. Choose the Flip Left-Right function by holding down the **DRAW** button and pressing the Flip Left-Right function key. Place your drawing pen at the upper left corner of the area to be flipped. Press the **DRAW** button. Now pull the box line to enclose the area that you want to flip and press the **DRAW** button again while holding the pen in position. The image will immediately flip (reverse) within the same boxed area on the screen. Press the Undo key immediately to cancel the flip.

SPRAY CAN



The Spray Can function creates a spray paint effect on the screen. Select the color you want to spray paint on your drawing. Choose the Spray Can function by holding down the **DRAW** button and pressing the Spray Can function key. Move the pen across the pad while holding down the **DRAW** button.

ANIMATION



This feature allows you to bring selected graphics to life on the screen. There are eight animated graphics in the Graphic Library. The graphics with a red dot in the upper left corner are graphics that can be animated. Enter the Graphic Library to select one of the animated graphics and place the graphic onto your drawing (see Pg.23 under Graphic Library to select a graphic). Press the Animation function key immediately after placing the graphic onto your drawing. The graphic will then move through its individual movement cycle. Stop the movement any time by pressing the Animation function key again. Immediately press the Animation key again to continue movement. The graphic will not move after another function key, other than the Animation key, has been pressed.

ZOOM

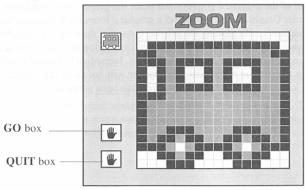


This function allows you to enlarge or shrink an image on the screen. Choose the Zoom function by holding down the **DRAW** button and pressing the Zoom function key. Put your drawing pen at the upper left point of the image that you want to enlarge or shrink. Press the **DRAW** button. Now, pull the box line to enclose the area that you want to zoom and press the **DRAW** button again while holding the pen in position. After the area to be zoomed has been determined, you must decide the size and the location of the image to be zoomed. To do this, put your drawing pen at the upper left point of the image that you want to place. Press the **DRAW** button. Pull the box line to determine the size of the image and press the **DRAW** button again. The changed image will appear inside the box. Press the Undo key immediately if you want to cancel the zoom operation.

ZOOM EDITNG



This function allows you to magnify a section of the screen for line detailing. Choose the Zoom Editing function by holding down the **DRAW** button and pressing the Zoom Editing function key. Put your drawing pen on the image you want to zoom in on and press the **DRAW** button. The zoomed area will instantly appear on the screen. You can change the individual points by drawing on the zoomed area. You can also change the colors of the pen. After editing is completed, move the pen to the **GO** box and press the **DRAW** button. If you want to quit the Zoom Editing menu, move the pen to the **QUIT** box and press the **DRAW** button (see Illustration 1 below).



Ilustration 1

HOW TO USE THE MUSIC FUNCTION



The music function contains a keyboard. Press the music function key to enter the Music menu. Pressing any function key other than the Music function key will take you out of the music mode.



BUILT-IN MELODIES

After entering the Music menu, move the "hand" icon to one of the melody boxes (as shown above) and press the draw button. The selected melody will play on the TV. If the 9th melody is selected, all the melodies will be played one after another, continuously.



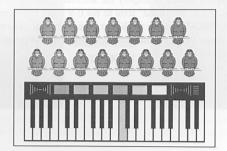
SPEAKER

Move the "hand" icon to the speaker box. Press the **DRAW** button. An "X" will appear over the speaker graphic and the music for the entire unit will turn off. Therefore, any drawing function you go into now will not have any background music. To turn the music back on, move the "hand" icon to the speaker box and press the **DRAW** button again.



KEYBOARD

After entering the music mode, move the "hand" icon to the keyboard box of the menu and press the **DRAW** button. The keyboard will be shown on the screen (see below). Now you can play the keyboard yourself by moving the "hand" icon across the keys and pressing the **DRAW** button. There are six instruments to select from while playing the keyboard. Move the "hand" icon to one of the instrument boxes (located above the Keyboard Keys) and press the **DRAW** button to hear a new instrument.



HOW TO PLAY THE MATHEMATICAL GAMES AND PUZZLE



The Video Artist features seven mathematical games and eight different picture puzzles. Press the **DRAW** button and the Puzzle function key to enter the game menu.



MATHEMATICAL GAME

After entering the game menu, move the "hand" icon to the mathematical box (located to the left of the puzzle box) and press the **DRAW** button to enter the game sub-menu. Select a category by moving the "hand" icon to the activity boxes on the menu bar. Detailed descriptions of each activity are outlined below.

ACTIVITY DESCRIPTIONS

+1 This game consists of one-digit plus one-digit addition equations.

+2 This game consists of two-digit plus two-digit addition equations.

+3 This game consists of three-digit plus three-digit addition equations.

This game consists of one-digit minus one-digit subtraction equations.

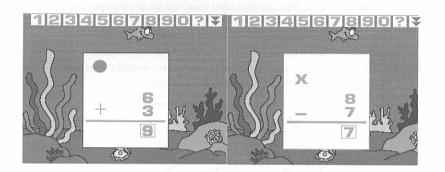
This game consists of two-digit minus two-digit subtraction equations.

This game consists of three-digit minus three-digit subtraction equations.

X1 This game consists of one-digit times one-digit multiplication equations.

Press the **DRAW** button to display the selected question on the screen. To answer the question, move the "hand" icon to the 0-9 number boxes on top of the screen and press the **DRAW** button to choose a number. The selected number will be used to fill in the blanks of the answer. Repeat this step until all the blanks have been filled.

If you want to know the correct answer, move the "hand" icon to the answer box (?) and press the **DRAW** button. The correct answer will appear in the blanks. Move the "hand" icon to the next box (\clubsuit) and press the **DRAW** button to choose the next question. To exit the game, press any function key. To return to the game menu, press the **DRAW** button and the puzzle icon.



1

PUZZLE GAME

After entering the game menu, move the "hand" icon to the puzzle box and press the **DRAW** button to enter the puzzle game sub-menu. Select a puzzle picture by moving the "hand" icon to box 1-8 of the menu bar. Press the **DRAW** button to display the selected picture on the screen. To play the puzzle game, move the "hand" icon on the screen to the puzzle piece you want to swap with the blank pieces and press the **DRAW** button. The selected piece will be swapped. Continue to swap pieces in this manner. Note that only the top, bottom, left and right pieces next to the blank piece can be selected. If you want to recall the original unscrambled picture for 2 seconds, press the Undo key (see below). To escape from the puzzle game, press any function key except the puzzle key.

NOTE: The lower-right piece of the unscrambled picture will be replaced by the blank piece.

а	h	b	С	k	r
g	0	L	f	d	1
	Z	р	٧	q	u
3	е	1	8	†	4
S	6	- 041	j	Х	W
У	2	5	7	3	9

PRESS THE UNDO KEY

	а	b	С	d		
(9					
п			0	р	q	
			u			
1						
5		6		8	9	0

CHAPTER 9. EXPANSION CARTRIDGES

VIDEO QUEST Master Computer is expandable with additional cartridges that are sold separately. To use a cartridge, follow the steps below.

- 1. Turn OFF the power on your VIDEO QUEST Master Computer.
- Gently push the cartridge into the cartridge slot that is located on the left side of the unit's base. The cartridge label must face up and the open end of the cartridge must be inserted into the unit.
- 3. Turn ON your VIDEO QUEST Master Computer.
- 4. Press the CARTRIDGE key on the membrane activity keypad.

NOTE: Please refer to the instruction manual that is included with your expansion cartridge for more detailed instructions.



CHAPTER 10. TROUBLE SHOOTING

In the event of any malfunction, check the following:

- Check the battery connection and make sure all batteries are properly inserted.
- 2. Change batteries:
 - 4 "C" or LR14 size batteries are required
 - Alkaline batteries are recommended
 - Use Non-rechargeable batteries
- 3. Check the battery compartment cover to make certain it is securely shut.
- 4. If you are using the adaptor, make certain it is connected properly.

POWER ON - NO SCREEN or NO SOUND

- Check that the VIDEO (yellow) or AUDIO (white) cable is connected correctly between the unit and the TV.
- Check that the TV is set properly to display the screen (Set the TV/VIDEO (VCR) switch of the TV to the VIDEO (VCR) position)

If you are still having trouble after checking all of the above, please call our toll free number at 1-800 TIGER ED and a representative will be happy to help you.

INFORMATION TO THE USER

This device complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions:

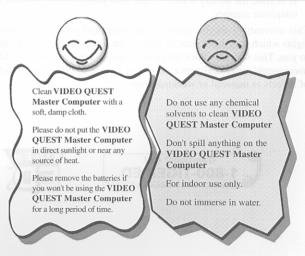
- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undersired operation.

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 not 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.

CAUTION: Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the equipment.

CHAPTER 11. CARE AND USE MAINTENANCE



Parent should examine the unit and adaptor periodcally, in case there is any damage, the toy must not be used until that damage has been properly removed.

CHAPTER 12. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase. During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$30.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept. 980 Woodlands Parkway, Vernon Hills, Illinois 6006l U.S.A.

- 1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
- Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.



