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AGES 5 AND UP

TRAIN
YOUR BRAIN,
WITH THE
HELP OF
BATMAN

Oregon
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BATMAN™ POWER WING LAPTOP

DC



Dear Parent/Guardian,

Thank you for choosing the **BATMAN™ POWER WING LAPTOP**.

Designed with entertainment in mind,
the **BATMAN™ POWER WING LAPTOP** is packed full of educational fun,
and offers stimulating games and activities that make an invaluable
contribution to your child's development.

The activities cover word, memory, logic, mathematics and music.

The **BATMAN™ POWER WING LAPTOP** provides a dependable and realistic
introduction to computers and encourages creativity and independent learning.

Learning with **Batman** is an adventure!



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(s05)

*(Visit us at [DCComics .com](http://DCComics.com))

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Chapter 1

About Your BATMAN™ POWER WING LAPTOP

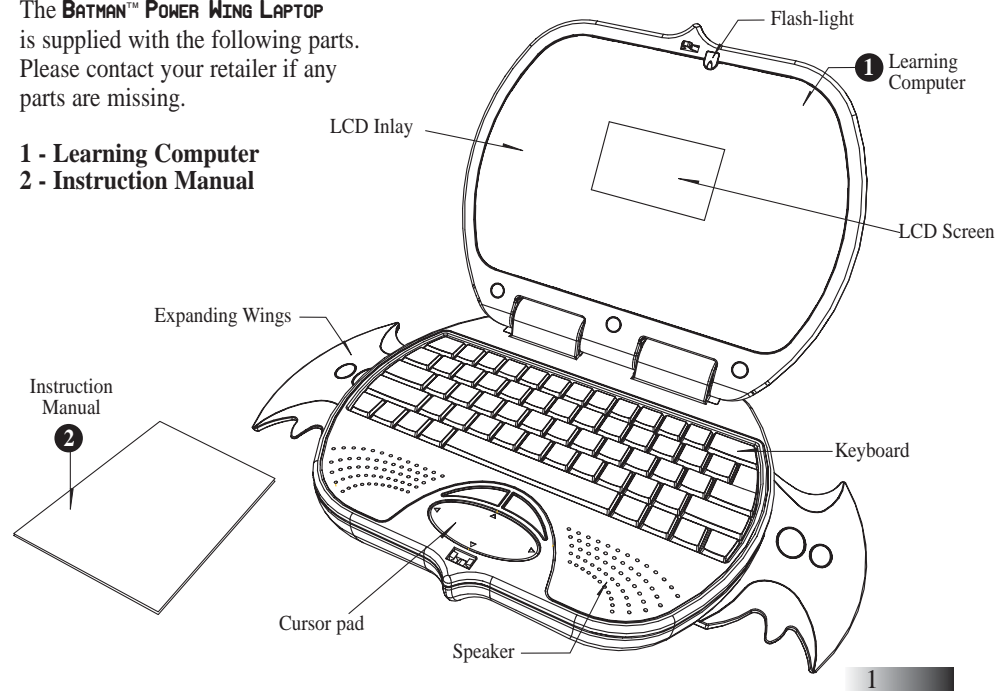
Features

25 Games and Activities!

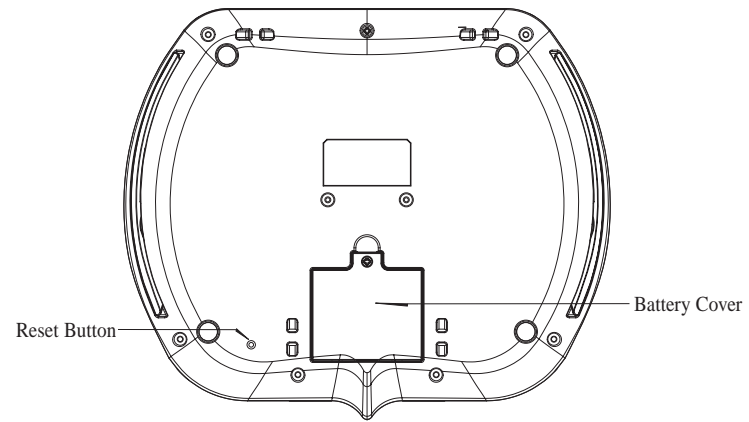
- Word
- Mathematics
- Memory
- Logic
- Games
- Music

The **BATMAN™ POWER WING LAPTOP** is supplied with the following parts. Please contact your retailer if any parts are missing.

- 1 - Learning Computer**
- 2 - Instruction Manual**



Exterior Features



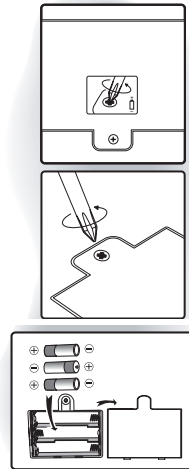
Chapter 2

Getting Started

Your **BATMAN™ POWER WING LAPTOP** operates on 3 “AA” batteries.

Battery Installation

1. Make sure the unit is turned off.
2. Using a small Phillip’s head screwdriver unscrew the battery cover on the back of the unit.
3. Insert the 3 “AA” batteries, taking careful note of the correct polarity.
4. Replace the cover and screw the screw back into place.



Caution

- Different types of batteries or new and used batteries are not to be mixed.
- Only use batteries of the same or equivalent type.
- Remove batteries from the unit if the unit is not going to be used for a long time.
- Remove all batteries when replacing.
- Do not dispose of batteries in fire.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- It may contain small parts due to abuse and/or damage to the unit. not suitable for children under 3 years.

Auto-off

If there is no input on the unit for a few minutes the unit will automatically say goodbye and turn itself off to conserve power. When you are ready to start playing again just press the **On/Off** button to turn the unit back on or close and open the lid.

Cleaning and Maintenance

The unit should be regularly examined for damage to the enclosure and other parts. In the event of such damage the unit must not be used until the damage has been repaired. Always remove the batteries before cleaning. Wipe the unit with a dry cloth.

- Do not get the unit wet.
- Do not dismantle the unit.

Starting the BATMAN™ POWER WING LAPTOP

There are two ways to switch the unit on.

1. When the unit is closed, pressing the lid down and releasing will cause the lid to open automatically and the unit to power ON. If the unit is already open, but the power is OFF, closing and re-opening the lid will make the unit power ON.
2. Alternatively, press the **On/Off** button at the top left of the keyboard.
Remember to turn the unit OFF when you have finished by pushing the same button or closing the lid.

The Keyboard

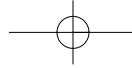
Your **BATMAN™ POWER WING LAPTOP** features a full computer keyboard.

The Arrow Keys

The  keys can be used to move the cursor arrow, to select an answer, and in games.

Settings

Press **Setting** button to adjust the volume or screen contrast on the settings screen.




Press up and down on the cursor pad to move the highlight between the volume and contrast. Press left or right on the cursor pad to adjust the settings. (unless the answer is automatically submitted).


Shape Buttons

Use the     buttons in Shape Caper game to submit your guess.


Answer Button

If you are stuck you can press the  key to see the correct answer to the current question. You will not score anything for that question.



Main Menu Button

Press the  button at any time to return to the game selection menu.

Help Button

Press the  key to get a clue for the question. Not all games have help. Using a hint will reduce the total score available for the current question.

Repeat Button

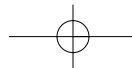
Press the  key to hear the game instructions again. In Composer the  key will play back your composition.

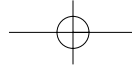
[Light Icon] button

The  button controls the LCD-backlight and the flash light at the top. There are six states that the user can cycle through; the flash light can be On or Off. The LCD backlight can be off, dim or bright.


DEMO button

The  button activates the product demonstration loop.





[Batman Symbol] Button

The  symbol button shows a **Batman** symbol.

The Cursor Pad

The **BATMAN™ POWER WING LAPTOP** comes with a cursor pad below the keyboard. The cursor pad can be used in most games.


The large oval button can be pushed up, down, left or right; this will move the highlight or the cursor.

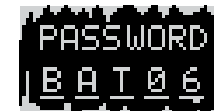
Pressing the left or right button above will submit the selection.

Chapter 3

Activity Rules

Game Selection

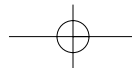
There are 26 activities in the **BATMAN™ POWER WING LAPTOP**. When you turn the unit on you will see the GAME CODE screen. Type the desired game code from the inlay menu. For instance, the first game is 'Word Seek'. To begin this game, the inlay shows that the game code is BAT01. Type this in and the unit will immediately start that game. If you make a mistake, pressing  will remove one character at a time.



Game Selection

Attempts and Scoring

For most games you have three attempts at each question. After three incorrect answers the **BATMAN™ POWER WING LAPTOP** will reveal the correct answer. This does not apply to all



the games. If the player answers correctly on the first attempt, 10 points are awarded. The second attempt is 6 points, and the third attempt is 3 points. If there is no input after about 15 seconds the **BATMAN™ POWER WING LAPTOP** will repeat the instruction prompt.

Levels

Some of the activities have different levels. If you score 85 points or more at the end of a round of 10 questions you will go to the next higher level of difficulty. If you score less than 60 points you will go to an easier level. After each question you will be shown the score screen so you can see how well you are doing.

Time Limit

For most games you have one minute to answer each question. If you are unable to answer the question in the allotted time period, it is counted as an incorrect attempt. The clock resets after each incorrect attempt.


Chapter 4

Activities

WORD

(BAT01) Word Seek

Vocabulary Practice

1. The game will show an animation and asks you to choose which word you saw animated, out of a choice of three.
2. Decide which word you think it was.
3. Scroll through the words by using the up and down arrow buttons or the up and down cursor buttons.
4. Press  or a cursor button to submit the word you think is right.

(01)



```
1 HAMMER
2 RABBIT
3 ANT
```

(BAT02) Decode

1. The game shows an animation of the word and says the word aloud.
2. A word appears at the top of the screen with the letters all mixed up.
3. Work out the correct spelling of the word and key it in using the letter keys.

(BAT03) Spell Test

1. The game shows an animation of the word.
2. Batman says "how do you spell the word ___"
3. Type the word into the spaces using the keyboard.
4. The **BATMAN™ POWER WING LAPTOP** will automatically submit your answer.

(BAT04) Hang Man

Guess the hidden word.

1. The **BATMAN™ POWER WING LAPTOP** displays a number of blank spacing in the middle of the screen representing the hidden letters of a word.
2. Select a letter by pressing any of the letter buttons.
3. If the letter is in the word it will appear in the correct place in the word.
4. If the letter is not in the word, the wrong letter will appear at the top.
5. Keep guessing letters until you have guessed the whole word or the letters cut the rope and drop the bat.
6. Pressing **Help** will give you the topic. You will lose one point for using help.

(BAT05) A-MAZE

1. The game shows an animation of the word and says the word aloud.
2. The screen then shows a grid of letters with the word hidden inside and the first letter highlighted.
3. Navigate through the maze to spell the word, using the arrow keys or cursor keys.

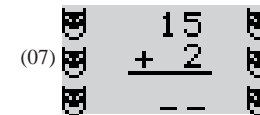


(BAT06) Type Attack

1. First choose a Level: A or B. B is harder than A. There are 100 words in Level A and 58 words in Level B.
2. The screen shows a word at the bottom, and a car moving from left to right along the top.
3. Player must type the word before the word escapes from the right.
4. The player may not make a mistake, and the object is to see how long you can survive.

**MATHEMATICS****(BAT07) Addition**

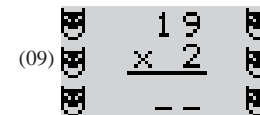
1. The **BATMAN™ POWER WING LAPTOP** shows an addition question.
2. Type the answer with the number keys in the space provided.
3. The answer will automatically submit when the final digit of the answer is typed.

**(BAT08) Subtraction**

1. The **BATMAN™ POWER WING LAPTOP** shows a subtraction question.
2. Type the answer with the number keys in the space provided.
3. The answer will automatically submit when the final digit of the answer is typed.

**(BAT09) Multiplication**

1. The **BATMAN™ POWER WING LAPTOP** shows a multiplication question.
2. Type the answer with the number keys in the space provided.
3. The answer will automatically submit when the final digit of the answer is typed.



(BAT10) Division

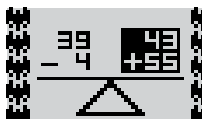
1. The **BATMAN™ POWER WING LAPTOP** shows a division question.
2. Type the answer with the number keys in the space provided.
3. The answer will automatically submit when the final digit of the answer is typed.

(10) 

(BAT11) Scales of Justice

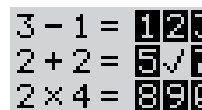
Find the larger equation

1. The **BATMAN™ POWER WING LAPTOP** shows two equations on either side of a set of scales.
2. Work out which side of the scales has a greater total.
3. Use the left and right arrows or left and right cursor pad keys to select your answer.
4. Press **Enter** to submit your answer.

(11) 

(BAT12) Security Code

1. The screen shows 9 numbers arranged in a grid on the right. One of the numbers is highlighted. On the left are three equations.
2. Use the up and down arrow keys or cursor pad keys to select the equation that gives the highlighted answer.
3. Press **Enter** to submit your answer.
4. The player must get more than 7 answers right to progress to the next level.

(12) 

(BAT13) Speed Sums

1. The screen shows mathematics questions. Players have to answer as many questions as they can in one minute.
2. Answers are automatically submitted.
3. Use the arrow keys to enter a different digit first.

(13) 

MEMORY

(BAT14) Double Trouble

Find the matching shape pairs.

1. The **BATMAN™ POWER WING LAPTOP** shows a set of shapes in pairs.
2. Square tiles cover the shapes. Try to remember the positions of the shapes.
3. Highlight the tile you want to uncover using the arrow keys or the cursor pad.
4. Press the **Enter** button or a cursor pad button to uncover the shape.
5. Select the second shape in the pair using the same method. If the shapes match they will remain uncovered, otherwise they will be hidden again.
6. Continue matching the pairs until they are all uncovered. After you correctly select the second to last pair, the last pair will be automatically uncovered.



(BAT15) Memory Magic

Remember the words in the order they appeared.

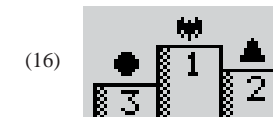
1. A series of animated words appears on the screen, one at a time.
2. Remember the order in which they appeared.
3. The **BATMAN™ POWER WING LAPTOP** will ask you to choose which word came in a particular position.
4. Press the up **↑** and down **↓** keys or use the cursor pad to highlight the correct word.
5. Press the **Enter** key or a cursor pad button to select the word you think it is.



(BAT16) Shape Caper

Remember the sequence of flying shapes.

1. The screen shows shapes flying across the screen.
2. Remember the sequence and key it in using the shape keys
3. Use the left **←** and right **→** keys or the cursor pad to select the podium, and then press **■** **●** **▲** **⊗** to submit the shapes.

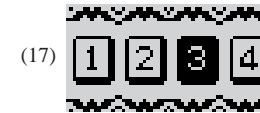


4. Press **Backspace** to remove a submission.
5. When you choose the last shape your answer will be submitted.

(BAT17) Passwords

Copy the melody sequence.

1. The screen shows the number buttons from 1 – 4. The buttons represent four sequential tones.
2. Watch the buttons highlight and listen to the tones. Each time the tone sequence increases by one.
3. Repeat the key sequence with the number keys on the keyboard.



LOGIC

(BAT18) Collector

Try to pick up all the **Batman** symbols, and get to door.

1. The screen is covered in **Batman** symbols and one door.
2. You are the flashing symbol. Move with the arrow keys to pick them up.
3. You can't move back to an empty position.
4. Try to pick up all the symbols and finish at the door.



(BAT19) Sequence

Fill in the missing number.




1. Four shields appear in a line. They all have numbers on them except for one.
2. The numbers are in a logical sequence. Try to work out the sequence and the missing number.
3. Key in the number using the number keys.



(BAT20) Identify

Which object is the odd one out?

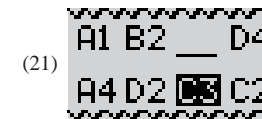
1. Three objects appear on the screen.

2. One of them is slightly different from the other two.
3. Choose which one you think is different.
4. Use the left  and right  arrow keys or the cursor pad keys to select an object.
5. Press  or press a cursor pad button to submit your guess.

(BAT21) Code Cracker

Fill in the missing symbol.

1. Four symbols appear in a line.
2. The numbers are in a logical sequence. Try to work out the sequence and the missing symbol.
3. Key in the number using the number keys.



GAME

(BAT22) River Cross

Help **Batman** across the frozen river using the moving ice.

1. **Batman** is the cross at the bottom of the screen.
2. You control **Batman** with the arrow keys or cursor pad.
3. Try to reach the endpoint at the top of the screen in the middle by moving **Batman** along the ice. Try not to fall in the freezing water.



(BAT23) Trap

Trap the villain by blocking him off.

1. The screen shows **Batman** on the edge of the box, represented by the diamond, and the villain is a dot moving around the screen.
2. Using the arrow keys or the cursor pad, move **Batman** around to mask off areas of the box.



3. When **Batman** is on the edge, he is safe. When he moves into the box and is drawing a line, **Batman** will take a hit if the villain touches the line before **Batman** reaches the outside edge again.
4. The object is to keep masking off as much area as possible until the space left for the villain is less than 15%, before the time runs out or **Batman** gets hit too many times.
5. **Batman** can take two hits. After that, he loses the game.

MUSIC


(BAT24) Melody Machine

Listen to pre-recorded melodies.

1. Press the number keys to select different melodies to listen to.

(BAT25) Composer

Compose a tune.

1. The screen shows a piano keyboard with the keyboard letter keys written on it.
2. Play a melody using the keyboard keys from A to L.
3. Press  to hear it played back.



General

(BAT26) Ultimate Challenge

This game will have three levels of difficulty, selectable at the start of play. You have to answer one question each from relevant games randomly, to test the player's ability across all subject areas.

Troubleshooting

Before contacting an authorized service center at 1-800-853-8883, carry out the following simple checks. They may save you the time and expense of an unnecessary service call.

No display

Are the batteries installed properly?
Do the batteries need replacing?

Black-out screen or abnormal display

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

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

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

Conforms to safety requirements of ASTM F963, EN71 Parts 1,2 and 3 and EN50088.

In an effort to continually improve our products, the actual screen display on product may differ slightly from the diagrams shown.

Oregon Scientific, Inc.
19861 SW 95th Place
Tualatin, OR 97062, USA
Hotline: 1-800-853-8883
Website: www.oregonscientific.com

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 undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment

NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

" This Class B digital apparatus complies with Canadian ICES-003."

" Cet appareil numérique de la class B est conforme à la norme NMB-003 du Canada"

P/N : 086-003814-057