



Ferrari Laptop

For the next generation

 **Oregon**
SCIENTIFIC

For Ages 5 & up







Dear Parent/Guardian,

Thank you for choosing the **Ferrari Laptop**.
Designed and engineered with extreme precision,
the **Ferrari Laptop** is packed full of learning,
and offers stimulating games and activities that
make an invaluable contribution to your child's development.

Some of the activities to further your child's skills include language,
mathematics, music, memory, logical reasoning and general knowledge.

The **Ferrari Laptop** provides a dependable and
realistic introduction to computers and
encourages creativity and independent learning.
Learning with Oregon Scientific is so much fun!

Our mission is to make learning fun!

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Chapter 1

About your Ferrari Laptop

Features

50 Activities

- 14 Spelling/Vocabulary/
Grammar
- 14 Mathematics/Logic
- 15 Memory/Games/Music
- 7 Keyboarding Skills/
Tools

Multimedia

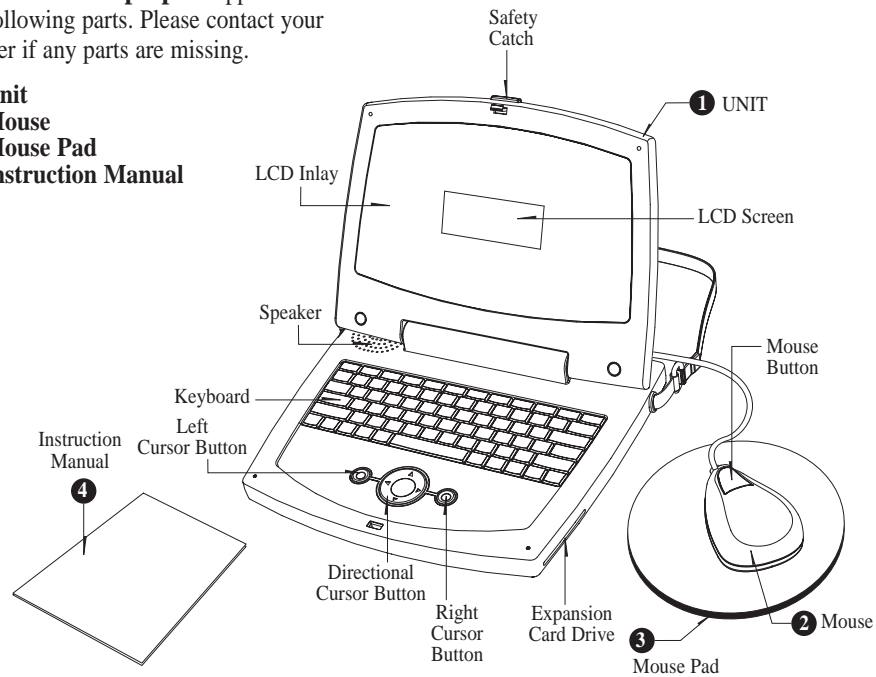
- Digital Sound/
Animation
- Interactivity

Expandability

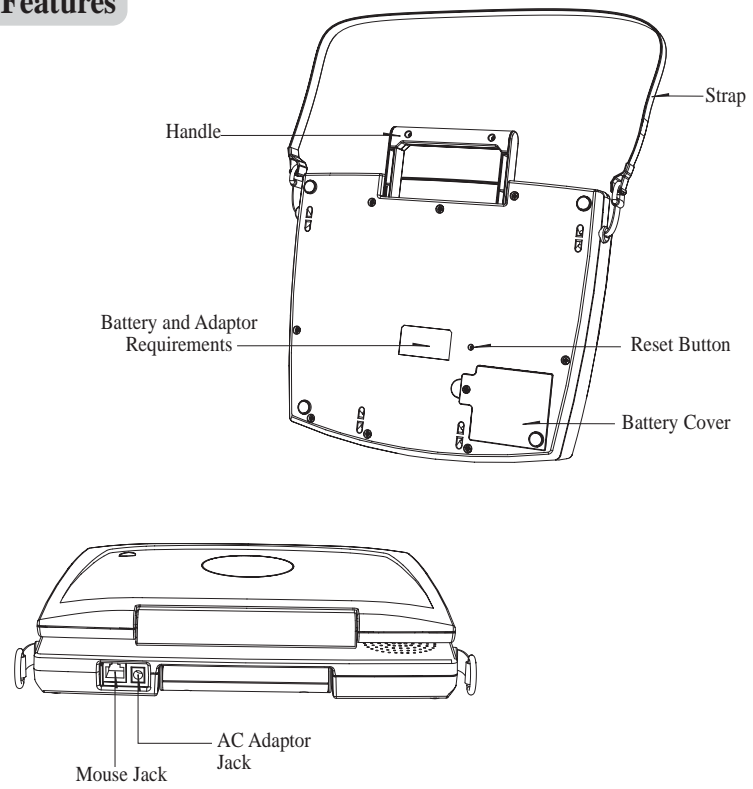
- Expand learning
potential with our
Expansion Cards
(each sold separately)

Your **Ferrari Laptop** is supplied with the following parts. Please contact your retailer if any parts are missing.

- 1 - Unit**
- 2 - Mouse**
- 3 - Mouse Pad**
- 4 - Instruction Manual**



Exterior Features



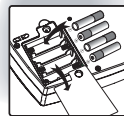
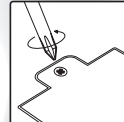
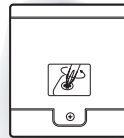
Chapter 2

Getting Started

Your **Ferrari Laptop** operates on 4 AA-size batteries or a 9V AC adaptor.

Battery Installation

1. Make sure the unit is turned off.
2. Using a Phillips-head screwdriver, open the battery cover at the back of the unit.
3. Insert 4 AA-size batteries.
(Note the correct polarity: +, -).
4. Replace the cover.



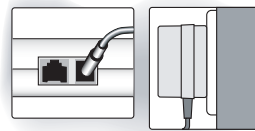
Caution

- Do not mix different types of batteries or old and new batteries.
- Only use batteries of the same or equivalent type as recommended.
- Remove all batteries when replacing.
- Remove batteries from the unit if the unit is not going to be used for long periods of time.
- Do not dispose of batteries in fire.
- Do not recharge non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Remove exhausted batteries from the toy.
- Do not short-circuit the supply terminals.

AC Adaptor Connection

Please turn off the unit before plugging in the AC adaptor. Otherwise the unit may be damaged.

Slide back the panel at the rear of the unit and plug the adaptor jack (center positive type) into the socket.



Caution

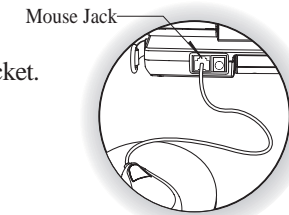
- The unit must not be connected to a power supply greater than 9V.
- Only use the recommended adaptor.
- The adaptor is not a toy.
- Do not short-circuit the supply terminals.
- Toys liable to be cleaned with liquid are to be disconnected from the power source before cleaning.

Auto-off

The learning PC automatically turns itself off after a few minutes of no input from the player.

Mouse Connection

1. Turn OFF the unit.
2. Slide back the panel at the rear of the unit and plug the mouse jack into the mouse socket.
3. Turn the unit ON.
4. To ensure the mouse is kept clean, keep it on a clean mouse pad.



Storage & Care

To ensure that the product enjoys a long life, please follow these simple rules:

Regularly examine the unit for damage to the cord, plug, enclosure and other parts. In the event of such damage, the unit must not be used with the adaptor until the damage has been repaired.

Always disconnect the power supply before cleaning. Keep the unit clean by wiping the exterior of the unit with a dry cloth.

Avoid getting the unit wet.

The unit should not be dismantled.

Always store the unit away from direct sunlight, and high temperatures.

Avoid leaving the unit in a car where it is exposed to direct sunlight.

The unit should not be subjected to extreme force or shock.

Cleaning the Mouse

Turn the mouse upside down and unscrew the small screw to open the cover.

Take the ball out, and wipe the ball and the inside compartment with a dry cloth. Replace the cover.

Starting your Ferrari Laptop

Turn on your **Ferrari Laptop** by pressing the **On/Off** button located at the top right hand corner of the keyboard.

At the end of your session, remember to turn off the power by pressing **On/Off**. Your level is saved for all activities except those in the "Games" category, while the batteries are installed or the **Ferrari Laptop** is connected to the power adaptor.

Chapter 3

Useful Features and Controls

The Keyboard

Your **Ferrari Laptop** features a fully functional computer keyboard.

The Mouse

Move the mouse in the direction that you want to move the cursor arrow.

The Directional Cursor Buttons

Use these buttons to control the cursor arrow. Press the arrowheads on the directional cursor button to indicate the direction you want the cursor arrow to go. Then press either the left or the right cursor button to enter your selection.

Cursor Arrow

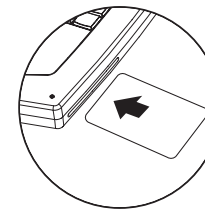
The mouse or the cursor buttons can control the cursor arrow.

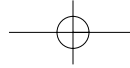
The Flashing Cursor


This shows you the position in which the next keyboard entry will appear.

Expansion Cards (sold separately)

Do not scratch or damage the metal contact plate of the Expansion Card. Only insert the Expansion Cards into the Expansion Card drive.





1. Plug the Expansion Card into the Expansion Card drive on the right side of the unit.
The current activity is interrupted and the Expansion Card animation begins. After the title screens, a menu screen appears. On this menu screen are two direction icons and a title of one of the activities included on the Expansion Card.
2. Use the arrow cursor or directional cursor button to scroll through the titles.
3. Press  to play the displayed activity.

Expansion questions for the following activities are included on each Expansion Card.


Expansion Card	Activities
Spelling Card	Speed Spell, Traffic Jam, Spare Parts
Vocabulary Card	Pluralize, Opposites Attract, Car Crusher
Grammar Card	Mark Smart, Engine Sound, Letter Mechanic

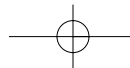
While the Expansion Card is plugged in, only those activities included on the Expansion Card are available. To play other games, unplug the Expansion Card.
Note: If you purchase an old Expansion Card, the activities will not match the actual expanded activities. The above list is the correct version.

Pause

The  button will pause the game. Press it again to continue playing.

Demo

When the  button is pressed, you will be shown a demonstration of some of the exciting features and activities in your **Ferrari Laptop**.



Volume

Adjust the Volume Level by pressing **⇧ Shift** + **F3** for quieter and **⇧ Shift** + **F4** for louder.

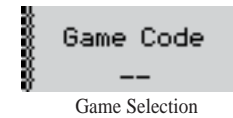
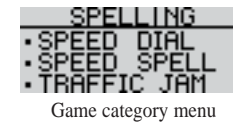
Contrast

Adjust the Contrast Level by pressing **⇧ Shift** + **F1** for dimmer and **⇧ Shift** + **F2** for brighter.

Chapter 4

Game Selection

Press **F1** to **F10** button to enter to the game category menu, press enter to select an activity by scrolling down through the menu.
Or press **Game Code** button, and then enter the game code for the game you want to play.



Chapter 5

Game Rules

Attempts

Most game questions come in groups of 10. You will be given three attempts to answer each question.

Points are awarded according to the number of attempts taken to answer each question correctly.

Time Limit

For most games you have 1 minute to answer each question.

Scores

If the question is answered correctly in the first attempt, 10 points are awarded.

If the question is answered correctly in the second attempt, 6 points are awarded.

If the question is answered correctly in the third attempt, 3 points are awarded.

Score 85 points or higher after a group of 10 questions to go to the next HIGHER level of difficulty.

Score 60 points or lower, to go to the next LOWER level of difficulty.

Memory

Your level is saved for all activities except those in the “Games” category.

Help

Press the **Help** button to get a clue for the question. You can only use two helps per question and a point will be deducted for each one used.

Replay Button

Press **Replay** button to hear the instruction prompt again. In some games you will hear the question again.

Pause

The **Pause** button will pause the game. Press it again to continue playing.

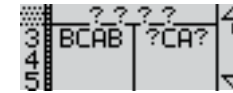
Answer

Press **Answer** button to get the correct answer of the question.

Chapter 6

Scrolling

Sometimes there is more information than can be displayed on the screen. In such cases, there is a scrollbar. If you are using the mouse, place the arrow over the arrow tips on the scroll bar, and then press the left mouse button. If you are using the keyboard, press the directional cursor button in the direction you want to scroll (up or down).



Chapter 7 (Games and Game Codes)

Spelling

(01) Speed Dial

The combination of letters make different words. Press the arrow button up or down to form a new word. Then push enter to find out if it exists.



(01)

(02) Speed Spell

An animated vocabulary word is displayed and you are asked to spell the word. Type the word into the spaces using the letter keys.



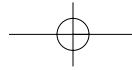
(02)

(03) Traffic Jam

An animation is displayed and then the word appears with the letters all mixed up. Type the correct spelling in the spaces using the letter keys.



(03)



(04) Spare Parts

A word appears with an extra letter in it. Move the mechanical hand using the arrow keys to select the letter, and press **Enter** or the cursor key to remove it.



(05) Cross Walk

After the animation is displayed, the letters of the word are shown mixed up at the bottom of the screen. Form a word by using the arrow keys to move the letter to the top of the screen and avoid hitting the F1 car. Press **Enter** or the cursor button to confirm its position. If the position is wrong you can press **BackSpace** or **Delete** to return it to the bottom row.



(06) Route Finder

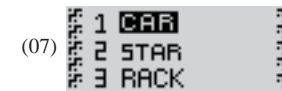
After the animated vocabulary word is shown a grid of letters is displayed. The first letter in the word is flashing. Use the arrow keys to move the flashing highlight through the grid to spell out the word correctly.



Vocabulary

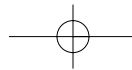
(07) Rhyme Time

After an animated vocabulary word appears, three other words are displayed on the screen. Select the word that rhymes with the animated word.




(08) Car Crusher

Remove a letter from the displayed word to form a new word. Select the letter with the arrow keys. Press the **Enter** key to confirm your choice.



(09) Opposites Attract

Find the opposite to the word at the top of the screen by selecting from three other words. Select the word by pressing the  key.



(10) Flames

Guess the hidden word by typing in letters. The **Ferrari Laptop** will tell you the topic. If your chosen letter does not appear in the word, the letter will appear at the bottom of the screen. You have 10 chances to guess the correct letters, at which point the game is over. When you correctly guess the final letter the F1 car will appear.




Grammar

(11) Pluralize

A noun appears at the top of the screen. Type in the plural form underneath using the letter keys.



(12) Engine Sound

A sentence with a missing word scrolls across the bottom of the screen. Select the correct word from the two words that appear which, sound the same but are spelt differently. Press the  key to confirm your choice




(13) Mark Smart

A sentence with missing punctuation scrolls across the bottom of the screen. Using the arrow keys, select one of the four punctuation marks that corrects the sentence.



(14) Letter Mechanic

A sentence scrolls across the bottom of the screen. One of the letters should be capitalized. When the letter you want to capitalize is under the mechanic's wrench at the far left of the screen, press the  button or the cursor key.

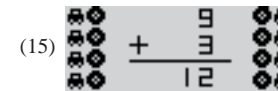


Mathematics

The answer is submitted from the left to right (tens, units). If you want to change the direction of entry, press the space bar before you type your answer.

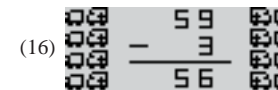
(15) Addition

Work out the answer to the equation and type it in using the number keys.



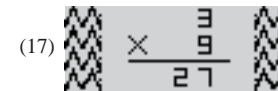
(16) Subtraction

Work out the answer to the equation and type it in using the number keys.



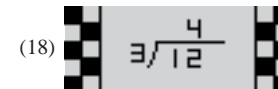
(17) Multiplication

Work out the answer to the equation and type it in using the number keys.




(18) Division

Work out the answer to the equation and type it in using the number keys.



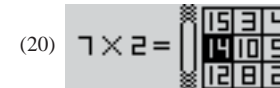
(19) Wheel Balance

Listen to the instruction prompt and find the equation with either the largest or the smallest value. Select the equation with the arrow keys and submit it with the  key.



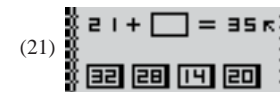
(20) Score Card

There is a card on the right side of the screen and equations appear on the left. Find the number on the card that answers the equation. Use the directional cursor key to move the arrow cursor and select a number with the cursor key.
 Note: There are two cards per level. In higher levels not all the numbers on the card are used.



(21) Equation Builder

Using the arrow keys, select the numbers at the bottom of the screen to fill the missing spaces in the equation.



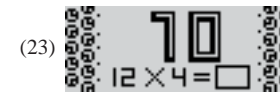
(22) Fill It Up

An equation with a missing operation sign moves across the the botton of the screen. Use an arrow keys to choose an operation sign to complete the equation.



(23) Count Down

An equation appears at the bottom of the screen. You have a few seconds to look at it before the clock ticks down. When the clock starts counting down type in the answer as fast as you can. You get more points if you answer the question quickly.



Logic

(24) Tire Stacker

A stack of tires appears on the left of the screen. You must move the stack, one layer at a time, to a free space. Select the top tire by pressing the **Enter** key when a stand is highlighted. Move the highlight to a different space using the arrow keys. Press **Enter** key and the tire will move to the highlighted space. You cannot place a larger tire on top of a smaller one.



(25) Light Up

Four lights are shown on the screen. One of the lights will highlight and a tone will play. Repeat the tone by pressing the corresponding number key. The pattern will be repeated and an extra tone will be added on to the end. Try to remember the pattern and repeat it as it is built up one tone at a time.



(26) Supersonic Sequence

A row of rocket appears on the screen. Each rocket has a number on it. The numbers form a logical sequence. Work out the missing number and type it in using the number keys.



(27) Odd One Out

Four objects appear on the screen. One of them is slightly different from the others. Work out which one it is and select it with the arrow keys.




(28) Code Breaker

Guess a pattern of four letters. Make a guess by keying in a row of four letters using the letter buttons from A to D. When you enter a correct letter, the **Ferrari Laptop** will replace the question mark with a letter. When you get to your fourth guess the screen will scroll up. You can use the up and down scroll arrows on the right of the screen to go back to your see previous guesses.



Memory

(29) Line Up

An object is shown on screen for a short while. You are then shown four different objects. Identify the one that you first saw, select it with the arrow keys and press  .



(30) Stock Car

Cars with numbers on them race across the screen. Remember the sequence of numbers and type it in the spaces provided.



(31) Match Box

A grid of objects is displayed for a short while and then covered with tiles. Use the directional cursor button to uncover the objects one pair at a time. When you uncover the second to last pair the last pair will be revealed automatically.



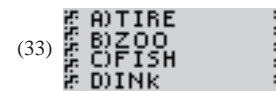
(32) What Was That?

Memorize the objects that appear on the screen. These will disappear then reappear with the addition of a few objects not previously seen. Use the directional cursor button to select only the objects that first appeared.




(33) Memory Test

A number of animated vocabulary words are shown on the screen in a random order. Try to remember the order. Listen carefully to the instruction prompt that tells you to select one of the words depending on when it appeared. Select the word with the arrow buttons or by pressing one of the letter keys.




(34) Working Order

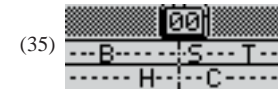
Remember the order of the objects that appear on screen. Use the directional cursor button to select them in the same order as you have just seen. When they are selected they will appear in the bottom row. If you have made a mistake you can return the objects to the top row by pressing the  button.




Music

(35) Beat Catcher

Choose a beat style. Press the  key to start the letters in the two tracks scrolling from right to left. Press the corresponding letter when it hits the middle of the vertical line to produce a sound.
 B: Bass drum T: High tom A: Low tom
 S: Snare H: Hi Hat C: Crash




(36) Hot Sounds

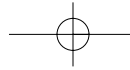
Choose a melody to listen to. Scroll through the list of songs with the arrow keys, left and right. Press  to select the melody. When the melody is playing you can make the pattern on the screen change by pressing different letter keys.






(37) Music Maestro

Choose a melody to listen to. Press  to start the melody, press it again to pause the melody. When certain notes in the melody are played, the corresponding key highlights. Follow the inverted the key to compose. Select the instrument by pressing the letters. (P= Piano, G= Guitar, B= Brass, O= Organ).





(38) Composer

Select the instrument by pressing the letters. Use the number keys corresponding to the notes on the screen to play your melody. Press  to start the recording, press it again to stop the recording. When you press , playback begins, press it again to pause the playback. To record a new track, press  key again after playback. (P= Piano, G= Guitar, B= Brass, O= Organ).



(39) Ear Tuner

Test yourself on your musical ability! Listen carefully to the notes. Use the arrow keys and press  to answer.



Keyboard Skills

(40) Stunt Rider

A row of letters that scroll across the bottom of the screen. Type the letters to move your motorcycle across the screen. Try to beat the letters to the finishing line.



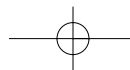
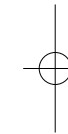
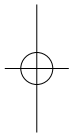
(41) Gear Shifter

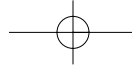
Type the letters and symbols that scroll across the top of the screen. Use the Shift key and a number key to type a symbol. If you get them all right, the runner will jump over the hurdles.



(42) Convoy

Vocabulary winds its way across the screen. Type the letters to make them disappear before they reach the other side of the screen.





(43) Touch Typing

Learn how to touch type! Follow the instructions and type the letters using the correct fingers. The hand animation shows you which finger to use for each letter. Try to do it without looking at the keyboard!



(44) Letter Invasion

Letters move across the top of the screen. Move the water sprinkler using the arrow keys. Type the letter when the sprinkler is underneath to squirt it away. Try to squirt all the letters before they reach the bottom of the screen..



Games

If you lose all your lives on any of the Game activities you will be returned to level 1.

(45) Caterpillar Tracks

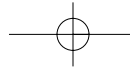
Control the caterpillar with the arrow keys to pick up the food. Do not hit the walls or the tail of the caterpillar. The food is a small cross. On higher levels there are more obstacles to avoid.



(46) Mars Mission

Guide the spacecraft to the landing site in between the mountains. You can control the spacecraft with the arrow keys. Try not to hit the mountains. The speed of the spacecraft is shown at the top right of the screen. You can land the spacecraft safely when the speed is 4 or below. The landing pad will flash when the speed is safe to land the spacecraft. Slow the spacecraft down by pressing "up" on the arrow keypad. On higher levels the wind is stronger.





(47) Quick On The Draw

You control the pencil cursor with the keys. Draw lines to join up the dots in the box. When you fill in a section it will turn dark. Try to avoid the bouncing balls in the box and fill in as much of the box as possible.



(48) Loose Bearing

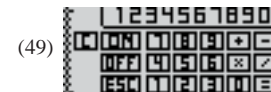
A box with bouncing ball in it appears in the middle of the screen. Each time a ball hits the edge of the box a hole will appear. You control the hole-repairer using the arrow keys. Move the repairer around the box and press the **Enter** key or the cursor button to fill in the holes. More ball will appear over time and on higher levels the ball move faster.



Tools

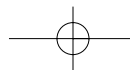
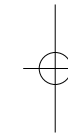
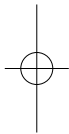
(49) Calculator

Type in an equation using the keyboard or click the arrow cursor on the numbers and mathematical signs on the screen. Press the **Enter** button to see the answer.



(50) Picture Dictionary

Scroll down the vocabulary list with the scroll arrows and click on a word to view its corresponding animation.



Chapter 8

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

Is the power supply connected?
Are the batteries installed properly?
Do the batteries need replacing?

Difficult or no response from the mouse

Are the ball of the mouse and mouse pad clean and free from dust?
Is the mouse connected correctly?

Black-out screen or abnormal display

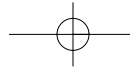
Press the Reset button or disconnect the power supply by removing batteries or disconnecting the adaptor for at least 10 seconds before connecting the power supply again.

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

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:

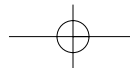
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate 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.
- It may contain small parts due to abuse and/or damage to the unit
 - Not suitable for children under 3 years.

" 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 : 086-003523-023



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