turbo twist
maTH

turbo twist
SpellinG
Learn to SPELL like a PRO!

turbo twist
BRAIN QUEST
Challenge your KNOWLEDGE!

turbo twist
VocabuLator
Become a WORD WIZARD!

Look for these exciting Turbo Twist products!

Parent Guide & Instructions

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Quantum Leap
A LEAPFROG BRAND

Dear Parent,

We at LeapFrog know that you are your child's most important teacher. Our goal is to help you build an environment for your child that is rich in experiences—one that encourages discovery and fosters learning success.

We have developed learning toys that are designed to teach fundamental skills such as math, language arts, science and social studies to grade school students. Our products feature a hands-on, multisensory approach to learning. Children can see, hear, touch, and interact with our learning toys. The products are designed to adapt to individual skill levels, and provide positive feedback that encourages children to explore and learn at their own pace.

LeapFrog® learning toys are designed to grow alongside your child through each stage of development. All are made with the same playful spirit that promotes a lifelong love of learning. For additional information on how to make learning fun and effective, visit our Web site (www.leapfrog.com), where you'll find tips from parents and educators. We hope you'll join us there.

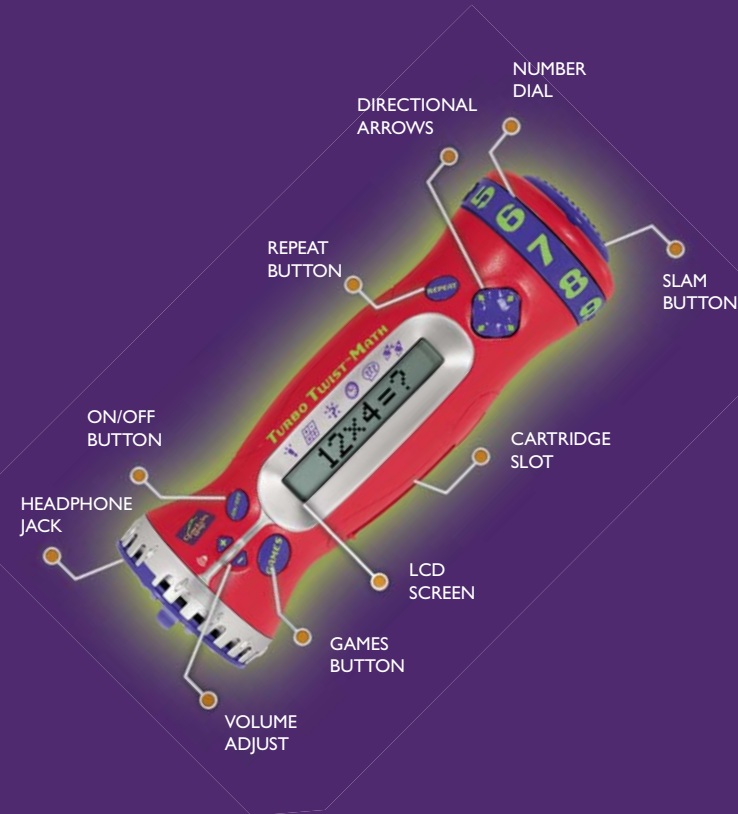Sincerely,

Mike Wood

Mike Wood
President
LeapFrog Enterprises, Inc.

FEATURES

ON/OFF BUTTON
Turn on Turbo Twist Math by pressing the On/Off button. Press it again to turn the unit off.

Note: If the unit is left unattended for a few minutes, it will shut off automatically to conserve battery power.

GAMES BUTTON
Press the Games button to see game choices.

VOLUME ADJUST
Press the Up button for higher volume and press the Down button for lower volume.

REPEAT BUTTON
Didn't hear it the first time? Press the Repeat button to hear the question again.

DIRECTIONAL ARROWS
Use these multi-purpose controls to move through various menus.

NUMBER DIAL
Twist this dial forward or backward to scroll through numbers 0-9.

SLAM BUTTON
Press the SLAM button to enter selections.

HEADPHONE JACK
The unit has a jack for headphone use. Headphones are not included.

Warning: Headphone wires can be dangerous to small children. Headphones should only be used under adult supervision.

CARTRIDGE SLOT
Expand the learning fun with Turbo Twist Math Cartridges or Mind Station download cartridges (both sold separately).

Labels on device:
- NUMBER DIAL
- DIRECTIONAL ARROWS
- REPEAT BUTTON
- SLAM BUTTON
- ON/OFF BUTTON
- CARTRIDGE SLOT
- HEADPHONE JACK
- LCD SCREEN
- GAMES BUTTON
- VOLUME ADJUST

GETTING STARTED

Twist and turn while you learn! This fast-action math product teaches core math skills for grades 1 through 6 with fun graphics and sound effects. Twist to a game mode and jam to a cool musical beat. Hit the SLAM button to enter your answer.

It's easy to get started…

1. **Add 4 AA batteries.**
2. **Turn on the product.**
3. **Enter your name.**
4. **Select a game mode.**
5. **Follow the prompts and begin learning!**

ENTERING YOUR NAME

The first time you turn on Turbo Twist® Math, the host character offers the option to enter your name. This enables Turbo Twist Math to track your play and retain level and score information for future games.

How To Enter Your Name:

1. Activate device by pressing the On/Off button.

2. Unit offers two options: Press the SLAM button to enter name, or press the UP arrow to play as a Guest (see below for details).

3. Press the SLAM button to activate the Enter Your Name mode. A series of blank underscore symbols will appear on the screen.

4. Press the UP or DOWN directional arrows to make letters appear in a blank. Press the SLAM button to enter the active letter. Continue this process to enter all of the letters in your name (up to 11 characters).

5. The LEFT and RIGHT directional arrows can be used to move from one letter to another, allowing you to revise letters if desired.

6. When you are finished entering the Player Name, press the GAMES button.

7. To confirm and begin using the Player Name, press the SLAM button. Or, press the DOWN arrow to erase this Player Name and start the Enter Your Name process over again. You can also press the UP arrow to skip the Enter Your Name process and start playing immediately as a Guest.

How To Play As A Guest:

You also have the choice of interacting with the unit as a Guest. To avoid changing the main Player Name and level information, have other player's use the Guest mode. The Guest mode will erase all guest score and level information once the unit is shut off.

HOW TO PLAY

To input numbers while playing a game, turn the Number Dial until the appropriate number is shown on the screen and then press the SLAM button to confirm the selected number.

SELECTING A GAME MODE

Press the GAMES button to activate the Game selection menu. Press the directional arrows to scroll through the game choices. Press the SLAM button to start a game.

GAME MODES

LEARN IT: A simple "flash card" style game that allows players to "shout out" their guess before revealing the correct answer.

1. The unit displays a math problem to the musical beat, and then pauses, allowing the player to guess the answer aloud.
2. Press the SLAM button to reveal the correct answer to the problem.
3. Press the SLAM button again to move on to the next math problem.

PRACTICE TABLES: Lets you focus on specific memorization of important math information, and keep practicing at your own pace until you've got it perfect!

1. The operation options are Addition, Subtraction, Multiplication and Division.
2. Use the UP and DOWN directional arrows to select a Practice Number to perform. Press the SLAM button to enter your choice. Example: if you want to practice your 4s multiplication table, select multiplication and then the number 4. The unit will present all of the multiplication times-tables problems involving the number 4.
3. To solve each problem, fill in the blanks. Twist the Number Dial to select numbers and press the SLAM button to enter these numbers into the blanks.

QUIZ TIME: Choose an operation and solve the equation! Turbo Twist Math keeps score and increases the value of questions when you answer many correctly in a row. Think carefully to earn big points!

1. The unit displays a math problem to the musical beat, and then shows three possible answers.
2. When you see the correct answer, press the SLAM button.

If your answer is incorrect, Turbo Twist Math will offer a hint and allow a second chance. If your answer is correct, the unit offers praise, points, and possibly a Promotion (after a series of correct answers).

BEAT THE CLOCK: You have 90 seconds to solve as many equations as possible.

1. To solve each problem, the player fills in the blanks. Twist the Number Dial to select numbers and press the SLAM button to enter these numbers into the blanks.
2. When the 90-second countdown is complete, Turbo Twist® Math totals the correct answers the player entered and awards a score.

For some harder problems the device only asks the player to fill in the beginning and/or final digits in the answer. This encourages the player to develop estimation skills.

WORD PROBLEMS: A fun and exciting way to translate words into math equations.

1. The operation options for Word Problems are Addition, Subtraction, Multiplication and Division.
2. The unit will announce a word problem and present three possible choices as the answer.
3. Press the SLAM button when the correct answer appears.
4. If your answer is correct, the unit moves to the next mental math problem. If the answer is incorrect, the unit offers a hint by showing the corresponding equation for the word problem. This format enables the player to learn the correlation between the words and equations.

The player has two chances to answer each word problem.

MULTI-PLAYER: 2-4 players take turns solving equations in this fast-paced game. Turbo Twist Math keeps score and offers rewards.

1. Select the number of players by pressing the UP or DOWN directional arrows. You can choose 2, 3, or 4 players. Press the SLAM button to enter your choice.
2. Select a level for the game by pressing the UP or DOWN directional arrows. All of the players in the game will play using the same level. Press the SLAM button to begin play.
3. Players take turns answering questions by twisting to view answer choices and pressing the SLAM button to enter their answers.
4. Double or Nothing: If a player answers a math problem correctly, he/she may be offered a Double or Nothing challenge. If the player wants to KEEP the points already earned for the first problem (the safer course of action), press the DOWN arrow. To go for the Double or Nothing, press the UP arrow and the device will offer a second math problem challenge. The player will earn double points for answering the second problem correctly. If the second problem is answered incorrectly, the player earns NO points for either of the two problems.

When 3 rounds of the game are complete the unit presents Half-Time score standings. When all 6 rounds of the game are complete the unit presents Final Awards for the top-scoring players.

SKILL LEVEL GUIDE

Turbo Twist® Math problems are arranged into skill levels based on an educator-approved curriculum. See the Skill Level guides below for detailed information on types of problems presented in each level.

Turbo Twist Math players can either manually select their learning level or for certain game modes allow the Turbo Twist unit to automatically find the user's skill level.

To practice a particular skill, find the skill on the chart below to identify the corresponding game play level. Use the manual change option to enter selected level and start playing.

Manual Level Change: At the start of each game, the level bar will display on screen. Press the UP directional arrow to activate the level changer, then use the UP and DOWN directional arrows to change levels. Press the SLAM button to enter the desired new level.

Auto-Leveling: At the start of each game, the level bar will display on screen. Press the SLAM button to start playing immediately. The unit will automatically begin tracking your progress and adjusting the skill level to find the ideal level of challenge during Quiz Time, Beat The Clock and Word Problems.

SUBTRACTION

GRADE	LEVEL	SKILLS	SAMPLE
GRADE 1	01	Basic subtraction using the numbers 1-10.	9-1=?
	02	Basic subtraction using the numbers 1-10.	7-5=?
	03	Basic subtraction using the numbers 1-10.	8-7=?
	04	Basic subtraction using the numbers 1-10.	10-5=?
GRADE 1 & 2	05	Basic subtraction using the numbers 1-12.	8-4=?
	06	Subtract using the numbers 1-18.	18-17=?
	07	Subtract using the numbers 1-24.	24-16=?
2	08	Subtract using two 2-digit numbers. All numbers are multiples of 10. No borrowing is required.	60-40=?
	09	Subtract using two 2-digit numbers. Subtrahend is a multiple of 10. No borrowing is required.	99-60=?
GRADE 2 & 3	10	Subtract using two 2-digit numbers. Difference is a multiple of 10. No borrowing is required.	67-47=?
	11	Subtract using two 2-digit numbers. No borrowing is required.	96-23=?
	12	Subtract using 3-digit and 1-digit numbers. No borrowing is required.	105-3=?
	13	Subtract using two 2-digit numbers. Borrowing is required for ones place.	75-36=?
	14	Subtract using 3-digit and 1-digit numbers. Borrowing is required for ones place.	662-7=?
GRADE 3	15	Subtract using 3-digit and 2-digit numbers. Difference is a multiple of 100. No borrowing is required.	460-60=?
	16	Subtract using 3-digit and 2-digit numbers. Subtrahend is a multiple of 10. No borrowing is required.	390-30=?
	17	Subtract using varying 3-digit and 2-digit numbers. No borrowing is required.	199-88=?
	18	Subtract using 3-digit and 3-digit numbers. Subtrahend is a multiple of 10. No borrowing is required.	980-100=?
	19	Subtract using two 3-digit numbers. Difference is rounded to hundreds place. No borrowing is required.	678-578=?
	20	Subtract using 3-digit and 3-digit numbers. Borrowing is required for the ones place.	980-90=?
	21	Subtract using harder 3-digit and 2-digit numbers. Borrowing is required for the tens place.	583-90=?
	22	Subtract using challenging 3-digit and 2-digit numbers. Borrowing is required for the one place.	545-16=?
	23	Subtract using challenging 3-digit and 2-digit numbers. Borrowing is required twice.	632-36=?
	24	Subtract using two 3-digit numbers. Difference is rounded to tens place. No borrowing is required.	889-659=?
	25	Subtract using two 3-digit numbers. No borrowing is required.	676-330=?
GRADE 3 & 4	26	Subtract using two 3-digit numbers. Difference is challenging. No borrowing is required.	957-846=?
	27	Subtract using two 3-digit numbers. Borrowing is required for the tens place.	753-582=?
	28	Subtract using two 3-digit numbers. Borrowing is required for the ones place.	823-607=?
	29	Subtract using two 3-digit numbers. Borrowing from Zero is required.	409-267=?
	30	Subtract using two challenging 3-digit numbers. Borrowing is required for the ones place.	442-229=?
4	31	Subtract using two challenging 3-digit numbers. Borrowing is required twice.	346-157=?

DIVISION

GRADE	LEVEL	SKILLS	SAMPLE
GRADE 3	01	Divide by 1-12, simplified. Divider or quotient is 1. No remainder.	5÷5=?
	02	Divide by 2. No remainder.	2÷2=?
	03	Divide by 3. No remainder.	27÷3=?
	04	Divide by 4. No remainder.	36÷4=?
	05	Divide by 5. No remainder.	35÷5=?
	06	Review. Divide by 1- 5. No remainder.	50÷5=?
GRADE 3 & 4	07	Divide by 6. No remainder.	54÷6=?
	08	Divide by 7. No remainder.	49÷7=?
	09	Divide by 8. No remainder.	72÷8=?
	10	Divide by 9. No remainder.	63÷9=?
	11	Divide by 10. No remainder.	60÷10=?
	12	Divide by 11. No remainder.	77÷11=?
	13	Divide by 12. No remainder.	96÷12=?
4	14	Review. Divide by 1-12. No remainder. Maximum dividend is 144.	54÷9=?
	15	Divide a 2-digit number by 2 or 1. No remainder.	45÷1=?
	16	Divide larger numbers by 10.	490÷10=?
GRADE 4 & 5	17	Divide by 1-9. The quotient is a multiple of ten. No remainder.	360÷6=?
	18	Divide a 2-digit number by 2. No remainder.	96÷2=?
	19	Divide using multiples of 10 as the divisor or quotient. No remainder.	180÷30=?
	20	Divide by 4. No remainder.	64÷4=?
	21	Divide by 11-15. No remainder.	55÷11=?
	22	Divide by 100. No remainder.	800÷100=?
	23	Divide large numbers by 2. Dividend is a multiple of 100. No remainder.	1600÷2=?
	24	Divide by 5 or 10. No remainder.	85÷5=?
GRADE 5	25	Divide large numbers by 2. Dividend is a multiple of 50. No remainder.	100÷2=?
	26	Divide by 50. No remainder.	450÷50=?
	27	Divide by 2. Dividend is a multiple of 5. No remainder.	100÷2=?
	28	Divide by 25. No remainder.	175÷25=?
	29	Divide large numbers by 4. Dividend is a multiple of 1000. No remainder.	2000÷4=?
	30	Divide by 5, 12 or 60. Quotient is a multiple of 10.	350÷5=?
	31	Divide a large number by multiples of 10, from 10-90.	5500÷50=?
	32	Divide by any 2-digit number. No remainder. Quotient is a multiple of 10 from 10-40.	690÷23=?
GRADE 5 & 6	33	Divide by any 2-digit number. No remainder. Quotient is a multiple of 10 from 50-100.	3360÷48=?
	34	Divide by multiples of 5. Quotient is 1-10.	150÷15=?
	35	Divide by 100s. Quotient is 1-9.	900÷300=?
	36	Divide by 100s. Quotient is a multiple of 10.	9000÷100=?
	37	Divide by 100s. Quotient is 9-10.	900÷90=?
	38	Divide by a 2-digit or 3-digit number. Quotient is a multiple of 10.	810÷27=?
GRADE 6	39	Divide by any 2-digit number. Quotient is a 1-99.	9801÷99=?
	40	Divide by any 3-digit number. Quotient is 1-10.	8991÷999=?
	41	Divide by any 3-digit number. Quotient is a multiple of 10.	6690÷223=?
	42	Divide by 2-digit or 3-digit numbers. Extra challenging problems.	1221÷111=?

DECIMALS

GRADE	LEVEL	SKILLS	SAMPLE
GRADE 3	01	Add tenths like (.2) and (.6). No carrying is required.	8+.1=?
	02	Add tenths like (.3) and (9.4). No carrying is required.	1.8+.1=?
	03	Add tenths like (.5) and (.6). Carrying is required.	5+.6=?
	04	Subtract tenths like (.8) and (.2). No borrowing is required.	.5-.5=?
	05	Add tenths like (.8) and (9.4). Carrying is required.	2.5+.6=?
	06	Subtract tenths like (3.8) and (.2). No borrowing is required.	5.5-.5=?
	07	Add tenths like (8.2) and (1.5). Carrying is not required.	1.8+4.1=?
	08	Subtract tenths like (7.8) and (.9). Borrowing is required.	4.5-.6=?
3 & 4	09	Add tenths like (4.5) and (7.6). Carrying is required.	4.5+7.6=?
	10	Subtract tenths like (3.8) and (1.2). No borrowing is required.	5.5-2.5=?
	11	Add hundredths like (.02) and (.06). No carrying is required.	.03+.04=?
	12	Add hundredths like (.35) and (.02). No carrying is required.	.93+.04=?
GRADE 4	13	Subtract tenths like (7.8) and (2.3). Borrowing is required.	4.5-1.6=?
	14	Add hundredths like (.03) and (.08). Carrying is required.	.03+.08=?
	15	Subtract hundredths like (.09) and (.08). No borrowing is required.	.05-.01=?
GRADE 4 & 5	16	Add hundredths like (.39) and (.61). Carrying is required.	.47+.36=?
	17	Add hundredths like (.83) and (.08). Carrying is required.	.83+.08=?
	18	Subtract hundredths like (.19) and (.08). No borrowing is required.	.95-.01=?
	19	Subtract hundredths like (.53) and (.08). Borrowing is required.	.86-.09=?
	20	Subtract hundredths like (.53) and (38). Borrowing is required.	.86-.59=?
	21	Divide the whole numbers 1-19 by 10.	10/10=?
	22	Multiply .1 by the whole numbers 1-19.	.1 x 19=?
	23	Multiply .5 by the even numbers from 2 to 50.	.5 x 20=?
	24	Multiply .5 by odd numbers from 1-51.	.5 x 51=?
	25	Divide the whole numbers 1-25 by .5 (or multiply by 2).	25÷.5=?
	26	Multiply the number 10 by numbers like (1.8) or (4.1).	10x4.1=?
	27	Divide the whole numbers 1-109 by 10.	49÷10=?
GRADE 5	28	Multiply .1 or .2 by the whole numbers 1-100.	.1 x 39=?
	29	Multiply multiples of 4 (up to 48) by .25 or divide them by 4.	.25x24=?
	30	Multiply the whole numbers 1-10 by tenths like (.4) or (.9).	5x.4=?
	31	Divide the whole numbers 10-90 by 100.	94÷100=?
	32	Multiply tenths like (.3) and (.8).	.3 x .8=?
	33	Multiply tenths like (1.5) and (.2).	1.5 x .2=?
	34	Multiply tenths like (8.2) and (.9).	8.2 x .9=?
5 & 6	35	Multiply hundredths like (.25) by tenths like (.3).	.45 x .2=?
	36	Multiply tenths like (1.5) by tenths like (2.6).	2.6 x 1.2=?
	37	Divide hundredths like (.36) by tenths like (.4).	.36÷.4=?
	38	Divide numbers rounded to .5, like (28.5) and (9.5).	7.5÷2.5=?
	39	Divide hundredths like (2.66) by tenths like (1.4).	1.8÷1.2=?
GRADE 6	40	Divide hundredths like (3.24) by tenths like (1.8).	1.95÷1.5=?
	41	Divide hundredths like (5.98) by tenths like (2.3).	5.28÷2.4=?
	42	Divide thousandths like (.356) by tenths like (.4).	.356÷.4=?
	43	Divide thousandths like (.217) by hundredths like (.31).	.135÷.27=?
	44	Divide thousandths like (.448) by hundredths like (.56).	.284÷.71=?

ADDITION

GRADE	LEVEL	SKILLS	SAMPLE
GRADE 1	01	Add two 1-digit numbers. Sum can be up to 5.	2+3=?
	02	Add two small numbers. Sum can be up to 10.	3+5=?
	03	Add two small numbers. Sum can be up to 10.	8+2=?
	04	Add two small numbers. Sum can be up to 12.	8+4=?
1 & 2	05	Add two small numbers. Sum can be up to 24.	19+3=?
	06	Add a 2-digit and 1-digit number. No carrying is required.	9+70=?
	07	Add two 2-digit numbers. Both numbers are multiples of 10. No carrying is required.	20+30=?
GRADE 2	08	Add two 2-digit numbers. Second number is a multiple of 10. No carrying is required.	75+20=?
	09	Add two 2-digit numbers. First number is a multiple of 10. No carrying is required.	60+27=?
	10	Add any two 2-digit numbers. No carrying is required.	11+11=?
	11	Add three 1-digit numbers. No carrying is required.	3+4+0=?
	12	Add two 2-digit numbers. Both numbers are multiples of 10. Carrying required in tens place.	30+80=?
	13	Add three 1-digit numbers. Carrying sometimes required.	4+5+6=?
GRADE 2 & 3	14	Add three 1-digit numbers. Second number is a multiple of 10. Carrying sometimes required in tens place.	25+40=?
	15	Add two 2-digit numbers. First number is a multiple of 10. Carrying sometimes required in tens place.	60+88=?
	16	Add any two 2-digit numbers. Carrying required in tens place.	72+55=?
	17	Add any two 2-digit numbers. Carrying required in ones place.	26+54=?
	18	Add a 3-digit and 1-digit number. No carrying is required.	5+104=?
	19	Add two 2-digit numbers. Carrying required twice.	49+65=?
	20	Add a 3-digit and 1-digit number. Carrying required in ones place.	9+528=?
GRADE 3	21	Add a 3-digit and 2-digit number. Uses multiples of 100 and 10. Carrying not required.	200+20=?
	22	Add a 3-digit and 2-digit number. Carrying not required.	630+40=?
	23	Add a 3-digit and 2-digit number. Carrying required in tens place.	190+90=?
	24	Add a 3-digit and 2-digit number. Carrying required in tens place.	980+59=?
	25	Add two 3-digit numbers. One number is a multiple of 100. No carrying is required.	498+400=?
	26	Add a 3-digit and 2-digit number. Harder combinations. No carrying is required.	541+22=?
GRADE 3 & 4	27	Add three 2-digit numbers. All numbers are multiples of 10. No carrying is required.	40+20+30=?
	28	Add three 2-digit numbers. Some numbers are multiples of 10. No carrying is required.	65+20+10=?
	29	Add a 3-digit and 2-digit number. Carrying required once or twice.	49+555=?
	30	Add two 3-digit numbers. One number is a multiple of 100. Carrying required in hundreds place.	354+800=?
4	31	Add two 3-digit numbers. Harder variation. Carrying required in hundreds place.	557+540=?
	32	Add three 2-digit numbers. One number is a multiple of 10. No carrying is required.	25+32+30=?
	33	Add two 3-digit numbers. Tricky variations. No carrying is required.	176+522=?
	34	Add three 2-digit numbers. Harder variations. No carrying is required.	41+22+15=?
GRADE 4 & 5	35	Add two 3-digit numbers. Harder variations. Carrying required in hundreds place.	921+563=?
	36	Add three 2-digit numbers. Harder variations. Carrying required in ones place.	72+51+45=?
	37	Add two 3-digit numbers. Carrying required twice.	528+719=?
	38	Add three 2-digit numbers. Harder variations. Carrying required in ones place.	23+19+39=?
GRADE 5	39	Add two 3-digit numbers. Carrying required three times.	567+688=?
	40	Add three 2-digit numbers. Hardest variations. Carrying required twice.	80+39+57=?
	41	Add any two numbers. Widely varying and challenging combinations. Sum can be up to 10,000.	28+724=?

MULTIPLICATION

GRADE	LEVEL	SKILLS	SAMPLE
GRADE 2	01	Multiply by 1. Maximum product is 10.	10x1=?
	02	Multiply by 2. Maximum product is 10.	4x2=?
	03	Multiply by 3. Maximum product is 15.	3x0=?
	04	Multiply by 4. Maximum product is 20.	4x4=?
	05	Multiply by 5. Maximum product is 25.	2x5=?
	06	Review. Multiply by 1-5. Maximum product is 25.	3x4=?
GRADE 2 & 3	07	Multiply by 2. Maximum product is 20.	8x2=?
	08	Multiply by 3. Maximum product is 30.	3x7=?
	09	Multiply by 4. Maximum product is 40.	4x9=?
	10	Multiply by 5. Maximum product is 50.	6x5=?
	11	Multiply by 6. Maximum product is 60.	7x6=?
	12	Multiply by 7. Maximum product is 70.	9x7=?
	13	Multiply by 8. Maximum product is 80.	6x8=?
GRADE 3 & 4	14	Multiply by 9. Maximum product is 90.	9x3=?
	15	Multiply by 10. Maximum product is 100.	10x10=?
	16	Review. Multiply by 1-10. Maximum product is 100.	7x9=?
	17	Multiply by 11. Maximum product is 110.	11x4=?
	18	Multiply by 12. Maximum product is 120.	12x1=?
	19	Multiply 2 by multiples of 10.	2x90=?
	20	Multiply 5 by multiples of 10.	5x10=?
	21	Multiply 1-9 by multiples of 10.	90x9=?
	22	Multiply using 15, 20, and 25. Product is less than 100.	20x1=?
	23	Multiply using larger multiples of 5. Product is less than 100.	35x2=?
	24	Multiply a 3-digit and a 1-digit number. No carrying is required.	200x4=?
	25	Multiply three small numbers. One element may be 2-digit.	3x1x12=?
GRADE 4	26	Multiply three small numbers. One element may be 2-digit.	2x10x3=?
	27	Multiply a 3-digit and a 1-digit number. No carrying is required.	42x2=?
	28	Multiply 2 by 10-50.	33x2=?
	29	Multiply a 3-digit and a 1-digit number. No carrying is required.	120x4=?
	30	Multiply a 3-digit and a 1-digit number. No carrying is required.	243x2=?
	31	Multiply a 3-digit and a 1-digit number. Carrying required in the tens place.	61x6=?
	32	Multiply 1-9 by a multiple of 100. Carrying required in the hundreds place.	500x5=?
	33	Multiply a 1-digit and a 3 or 4-digit number. Carrying required in the hundreds place.	510x4=?
	34	Multiply a 3-digit and a 1-digit number. Includes multiplying by zero. Carrying in the hundreds place.	506x4=?
GRADE 4 & 5	35	Multiply a 2-digit and a 1-digit number. Carrying in the ones and tens places.	4x38=?
	36	Multiply a 1-digit and a 3-digit number. Carrying in the tens and hundreds places.	570x2=?
	37	Multiply a 1-digit and a 3-digit number. Carrying in the ones and tens places.	165x2=?
	38	Multiply three small numbers. One element is 2-digit and a multiple of 5.	2x25x7=?
	39	Multiply two 2-digit numbers. One element is a multiple of 10.	89x10=?
	40	Multiply three numbers. One element is sometimes zero.	7x5x0=?
GRADE 5	41	Multiply a 3-digit and a 1-digit number. Carrying required in tens place.	280x40=?
	42	Multiply three numbers. One element can be 2-digit. Includes multiplying by zero.	15x0x9=?
	43	Multiply a 3-digit and a 2-digit number. Carrying in the ones and tens places.	33x264=?
	44	Multiply a 3-digit and a 2-digit number. Carrying in the ones and tens places.	44x160=?

FRACTIONS

GRADE	LEVEL	SKILLS	SAMPLE
GRADE 4	01	Add fractions with like denominators of 2,4, or 8. Sum can be up to 1.	1/2 + 1/2=?
	02	Add fractions with like denominators of 3,5,6,7,9, or 10. Sum can be up to 1.	1/3 + 2/3=?
	03	Add fractions with like denominators. Sum can be greater than 1.	5/2 + 6/2=?
	04	Add fractions with like denominators of 4,6,8 or 9. Sum is always reduced.	1/6 + 5/6=?
	05	Add fractions with like denominators. Sum is always reduced.	1/8 + 5/8=?
	06	Add fractions with like denominators. Sum is always reduced. Denominator must be calculated.	5/2 + 6/2=?
GRADE 4 & 5	07	Subtract fractions with like denominators. Difference is always less than 1, and is not reduced.	1/2 - 0/2=?
	08	Subtract fractions with like denominators. Difference can be greater or less than 1.	5/2 - 1/2=?
	09	Subtract fractions with like denominators. Difference can be greater or less than 1, reduced when possible.	9/2 - 6/2=?
	10	Subtract fractions with like denominators. Difference can be greater or less than 1, reduced when possible. Denominator must be calculated.	5/3 - 1/3=?
	11	Add fractions with UNLIKE denominators, even numbers. Sum always less than 1.	1/2 + 1/4=?
	12	Add fractions with UNLIKE denominators, even numbers. Sum always less than 1. Denominator must be calculated.	1/2 + 1/4=?
GRADE 5	13	Add fractions with UNLIKE denominators, even and odd numbers. Sum always less than 1.	1/2 + 4/8=?
	14	Add fractions with UNLIKE denominators. Challenging combinations. Sum always less than 1.	1/3 + 3/9=?
	15	Add fraction with unlike denominators (not multiples of each other). Denominator must be calculated.	1/2+1/3=?
	16	Add fraction with unlike denominators (not multiples of each other). Sum always less than 1.	1/2+1/3=?
	17	Add fractions with unlike denominators. Sum can be greater than 1.	1/2+3/8=?
	18	Add fractions with unlike denominators. Sum can be greater than or less than 1, never reduced.	1/3+3/9=?
GRADE 5 & 6	19	Add fractions with unlike denominators. Sum can be greater than or less than 1, always reduced.	2/8+1/2=?
	20	Add fractions with unlike denominators. Sum can be greater than or less than 1, never reduced.	5/6 - 1/3=?
	21	Multiply fractions with like denominators of 2 or 3. Product not reduced.	5/2 x 6/2=?
	22	Multiply fractions with like denominators of 2 or 3. Product is reduced.	5/3 x 4/3=?
GRADE 6	23	Multiply fractions with unlike denominators. Product not reduced.	4/2 x 9/4=?
	24	Multiply fractions with unlike denominators. Product is reduced.	9/4 x 4/2=?
	25	Divide fractions with unlike denominators. Product is reduced.	3/1 - 2/3=?
	26	Divide fractions with unlike denominators. Product is reduced. Denominator must be calculated.	3/1 - 2/3=?

PERCENTS

GRADE	LEVEL	SKILLS	SAMPLE
GRADE 6	01	10% to 100% of 100	10% x 100=?
	02	1% to 100% of 100	87% x 100=?
	03	10% to 100% of 10	20% x 10=?
	04	10% of 10-100 counting by tens	10% x 50=?
	05	20% of 10-100 counting by tens	20% x 50=?
	06	30% of 10-100 counting by tens	30% x 50=?
	07	40% of 10-100 counting by tens	40% x 50=?
	08	50% of 10-100 counting by tens	50% x 50=?
	09	60% of 10-100 counting by tens	60% x 50=?
	10	70% of 10-100 counting by tens	70% x 50=?
	11	80% of 10-100 counting by tens	80% x 100=?
	12	90% of 10-100 counting by tens	90% x 50=?
	13	10% to 100% of 10-100 counting by tens	90% x 100=?
	14	50% of even numbers from 2-50	50% x 26=?
	15	10% to 100% of the number 1 and 10% of the numbers 1-10	10% x 5=?
	16	10% to 100% of 1-10	50% x 4=?
	17	10% of 100-1000 counting by hundreds	10% x 600=?
	18	10% of 1-100	10% x 36=?
	19	50% of 1-100	50% x 30=?
	20	10% to 100% of 1000	20% x 1000=?
	21	1% to 10% of 1-100	5% x 40=?
	22	10% to 100% of 1000	20% x 1000=?
	23	1% of 100 to 1000 counting by fives	15% x 500=?
	24	25% of 4-48 counting by fours	25% x 24=?
	25	50% of 100-1000 counting by fifties	50% x 400=?
	26	200% of 10-100 counting by fives	200% x 70=?
	27	100% to 900% of 10-100 counting by 10s	400% x 60=?
	28	50% of 1-100 and 200% of 1-100	50% x 8=?
	29	10% to 100% of 100-1000 counting by hundreds	10% x 100=?
	30	25% of 100-1000 counting by hundreds	25% x 100=?
	31	1 % of 1 to 100 and 25% of 40 to 480 counting by forties	1% x 27=?
	32	75% of 10 to 100 counting by tens, and 75% of 100-900 counting by hundreds	75% x 60=?
	33	10% to 100% of 50-1000 counting by fifties	50% x 100=?
	34	10% to 100% of 2-100 counting by twos and 25% of 4 to 100 counting by fours	30% x 38=?
	35	10% to 100% of 1-100	30% x 37=?
	36	100% to 900% of 1-1000	500% x 7=?
	37	1% to 99% of 1-100	37% x 23=?

MULTI-PLAYER LEVELS

GRADE	LEVEL	OPERATIONS
1	1	Addition, Subtraction
2	2	Addition, Subtraction, Multiplication
3	3	Addition, Subtraction, Multiplication, Division
4	4	Addition, Subtraction, Multiplication, Division
5	5	Addition, Multiplication, Division, Percentages, Decimals
6	6	Division, Fractions, Percentages, Decimals
6	7	Fractions, Percentages, Decimals
6	8	Fractions, Percentages, Decimals

CARE & MAINTENANCE

RESETTING YOUR TURBO TWIST
Resetting Turbo Twist Math restores the device to its original condition–erasing Player Name, all stored score values and all level settings.

To Reset your Turbo Twist Math:
1. Turn on the unit.
2. Choose the reset option during the initial greeting by pressing the DOWN directional arrow.
3. Confirm your reset selection by pressing the UP directional arrow.
4. Turbo Twist will erase Player Name, scores and level settings.

• Keep product away from foods and beverages.
• Clean with a slightly damp cloth (cold water) and mild soap.
• Never submerge Turbo Twist® Math in water.
• Remove batteries during prolonged storage.
• Avoid exposing Turbo Twist Math to extreme temperatures.

Battery Safety:
Batteries are small objects. Replacement of batteries must be done by adults.
Follow the polarity (+/-) diagram in the battery compartment.
Promptly remove dead batteries from the toy.
Dispose of used batteries properly.
Only batteries of the same or equivalent type as recommended are to be used.
DO NOT incinerate used batteries.
DO NOT dispose of batteries in fire, as batteries may explode or leak.
DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard).
DO NOT use rechargeable batteries.
DO NOT recharge non-rechargeable batteries.
DO NOT short-circuit the supply terminals.

Troubleshooting

Symptom	Try This
Toy does not turn on or does not respond	• Remove batteries and put them back in • Make sure battery cover is correctly secured • Clean battery contacts with rubbing alcohol • Install new batteries
Toy makes strange sounds or behaves erratically	• Install new batteries
Toy makes improper responses	• Check batteries • Install new batteries

Battery Installation:
1. Requires 4 AA (called LR6 in some countries) alkaline batteries.
2. Open the battery door with a screwdriver.
3. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
4. Replace battery door securely.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

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 device complies with Part 15 of the FCC rules.
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 to radio communications. Because this toy generates, uses, and can radiate radio frequency energy, there can be no guarantee that interference will not occur. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful:

• Reorient or relocate the receiving antenna
• Increase the separation between the toy and the radio or the TV
• Consult the dealer or an experienced TV-radio technician for help

Warranty Information
This LeapFrog product is warranted only to the original purchaser for a period of three months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer.

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