

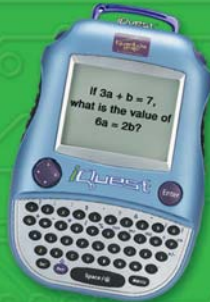
MORE FUN
LEARNING PRODUCTS
FROM QUANTUM LEAP!

Quantum
Leap
A LEAPFROG BRAND

mind
Mania™
SPELLING CLIP



Mind Mania™ Math Clip
7 years & up



iQuest™ handheld
10 years & up



Turbo Twist™ Spelling
6 years & up

*Arcade games teach
core spelling words
and definitions...
on the go!*



Parent Guide & Instructions

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, multi-sensory approach to learning. Children can see, hear, touch, and interact with our learning toys. The products are designed to adapt to the skill level of each child, 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,

A handwritten signature in black ink that reads "Mike Wood". The signature is written in a cursive, flowing style.

Mike Wood
President
LeapFrog Enterprises, Inc.

Educational Focus: Each game has 3 levels that are linked to words taught in grades 1–6. See charts below for examples.

Gameplay Level	Key Spelling Skill	Sample Words
1	Words with Short Vowels	hat, met, fin, mop, hug
1	Words with Long Vowels	plane, feed, dine, joke, prune
1	Consonant Blends l, r	plan, crop
1	Words That End in ck	tack
1	Consonant Combinations sh, th, ch, tch	hush, than, much, ditch
1	Words That End with st or nd	rust; bend
1	Adding ed or ing to Words	wished, going
1	Adding s or es to Words	dogs, flashes
1	Words with the ow Sound	cow
1	Consonant Blends ng and nk	sing, rink
1	Words with a Double Consonant at the End	boss
1	Words for Numbers	nine
1	Words That Begin with qu or squ	quest; squeak
1	Words with the oo Sound	toot
1	Compound Words	birthday
1	Consonant Combination wh	whisker
1	Words with the ar and or Sounds	smart, sport
1	Two-Syllable Words with Short Vowels	insect
1	Consonant Combinations mp, ck, nd	damp, rock, find
1	Words with the oy Sound	choice
1	Words for Color and Size	green, small
1	Words for Family and Friends	father

Gameplay Level	Key Spelling Skill	Sample Words
2	Three-Letter Consonant Blends	march, strum
2	Words with Long Vowels	chase, speech, scribe, elbow
2	Words That End with the j or s Sounds	fudge, slice
2	Words with the er and aw Sound	splinter, drawer
2	Compound Words	butterfly, teaspoon
2	Words with the ar, or and ur Sounds	heart, explore, curve
2	Consonant Blends	grumpy
2	Words with Silent k or Silent w	knock, wreak
2	Words with the oy Sound	loyalty
2	Words with a Double Consonant in the Middle	million, carrot
2	Words with a Double Consonant Followed by y	hobby
2	Adding es or est to Adjectives	braver, bravest
2	Adding ed or ing to Words	played, drawing
2	Unusual Plurals	geese
2	Words with the Prefix re-	rewrite
2	Words with the oi Sound	coil
2	Words with the ar or air Sound	dairy
2	Words with the or Sound	forecast
2	Words with the ur Sound	earth
2	Words with the eer Sound	fears
2	Words with the j Sound	gymnastic

Educational Focus (cont'd):

Gameplay Level	Key Spelling Skill	Sample Words
2	Words with the Unstressed uh Sound	conduct
2	Words with the uh Sound and l or r	nickel
2	Words with the uh Sound and n	chicken
2	Words with the aw and uh Sound	caught
2	Three-Syllable Words	harmony, sensitive
2	Words with the Prefix mis-, dis-, in-, un-	misplace
2	Words with the Suffix -ful or -less	respectful
2	Words with the Suffix -ness, -ment, or -ly	development
2	Words with Silent Letters	comb
2	Geographic Words	Houston

Gameplay Level	Key Spelling Skill	Sample Words
3	Words with Long Vowels	cyclone
3	Words with Short Vowels	enemy
3	Words with the vowel sound in huge	amuse
3	Words with the aw, oi, or ow Sound	lawful
3	Words with the air, ar, or or Sound	heirloom
3	Words with the ur or eer Sound	murmur
3	Words with the Unstressed uh Sound	effective
3	Words with the uh Sound Followed by l, n, or r	cannon
3	Compound Words	classmate, headquarters
3	Words with the sh or ch Sound	furniture
3	Words with the k, or j Sounds	chemical
3	Words with the fu Sound	dolphin
3	Words with the Prefix pre-, re-, post-, or co-	precaution
3	Words with the Prefix dis-, in-, im-, non-, or un-	disinfect
3	Words with the Prefix bi-, mid-, semi-, or tri-	midnight
3	Words with the ie or ei	receipt
3	Adding er, est, ed or ing to Words	cozier
3	Words with the Suffix -ful, -less, -ment, or -ness	friendliness
3	Words with the Suffix -ion, -tion, -sion, or -ess	decision, commission
3	Words with the Suffix -ent, -ant, -able, or -ible	radiant, diligent
3	Words from Law and Government	preamble, federal
3	Three-Syllable and Four-Syllable Words	especially
3	Unusual Plurals	halves
3	Words with a Greek or Latin Root	centimeter
3	Words with the Vowel Sound in hoop	cocoon
3	r-Controlled Vowels	gorgeous
3	Words with the Unstressed uh Sound	elevate, molar
3	Adding ed and ing	occurring
3	Double Consonants	blizzard
3	Words with Suffixes -ance, -ence, -ate, or -able	convenience
3	Spelling the sh Sound	initial
3	Negative Prefixes	discontinue
3	Prefixes super-, sub-, inter-, intra	subterranean
3	Prefixes per-, pre-, pro-	presume

MIND MANIA™ SPELLING CLIP USER GUIDE

Features:

HINT BUTTON:

Press the Hint button during game play if you are having trouble answering a question.

DIRECTIONAL ARROWS:

Use these multi-purpose controls to scroll through menu choices, move the cursor and maneuver the snake around the screen.



RESET BUTTON:

To reset the product, use a pen or similar pointed item to press in the small button located on the back.

MODE BUTTON:

Press the Mode button to access the Main Menu.

ENTER BUTTON:

Select a game mode, or a level.

HOW TO PLAY

Selecting a Game Mode

1. To begin, press the Enter button to see a list of games, and then follow on-screen instructions.
2. Each game has 3 levels (Beginner, Intermediate and Advanced) that are linked to words taught in grades 1-2, 3-4, and 5-6. (See Spelling Skill Chart on opposite page)
3. Press the Mode button at any time to return to the main menu.

GAME MODES

WORD OF THE DAY: Use this mode to see the featured word of the day. Each day will feature a new word that will be used throughout the games that day.

SPELLING SNAKE: Spelling Snake challenges you to spell a word by using the thumb pad to guide the “snake” around the screen and “eat” the letters in the correct order to spell the word.

1. Choose your level and then see a word. Press down on the thumb pad to see its definition.
2. You get 3 lives and 60 seconds to guide the snake to spell the word.
3. Each word is worth 100 points and each incorrect letter eaten deducts points.
4. You lose a life when the snake touches a wall, hits an obstacle or doubles back on itself.

Hints: Stumped? Just press the Hint button. The first hint will show the word again. The second hint will place the next correct letter in place.

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SECRET WORD: Secret Word challenges you to guess the correct word based on the number of blanks shown on the screen.

1. Use the right and left arrows to scroll through the letter choices and press the Enter button to select the letter.
2. If the letter is in the word, it will be placed in the appropriate blank. If it is not, a fly (worth 50 points) will fly away.
3. If you guess the word before all of the flies have flown away, then the frog eats the remaining flies and you earn points. If you guess incorrectly 10 times, and all of the flies fly away, you will see the word on the screen.

Hints: Stumped? Just press the Hint button. The first hint will place the next letter needed in its appropriate place. The second hint will place the next correct letter in place.

WORD JUMBLE: Word Jumble challenges you to unscramble the jumbled word and spell the correct word.

1. A scrambled word is shown with corresponding blanks underneath the letters. You get 2 chances to unscramble the word.
2. Use the up and down arrows to scroll through letter choices, and press the Enter button to select a letter.
3. Use the right and left arrows to move between the blanks.

Hints: Stumped? Just press the Hint button. Three-letter words get 2 hints, four- and five-letter words get 3 hints and six-letter words and above get 4 hints.

Note: There will be some instances when the letters can spell more than one word. If this happens you will be presented with a double word challenge and can double your points by solving both words!

WORD LIST: All words are available to view from the word list. Access the Main Menu and press the Enter button to select Word List. Select Word List from the two choices. Use the right and left arrows to scroll through the alphabet. Use the up and down arrows to scroll through the list of words. Highlight the desired word and press Enter to see its definition.

WORD LIST CHALLENGE: Challenge your vocabulary knowledge with a flash card style game. Access the Main Menu, and press the Enter button to select Word List. Select Challenge from the two choices. Choose a level based on your grade. You'll see a word. Try to guess the definition, and then press enter to see if you are correct.

Levels

Mind Mania words are arranged into skill levels based on an educator-approved curriculum. See the Skill Level chart in the Educational Focus section for detailed information on type or words presented in each level.

OPTIONS

Setting the Clock:

1. Select options from the Main Menu.
2. Press the Enter button when Set Clock is selected.
3. To set the hour, use the up and down arrows to scroll through the hour choices until the hour you want is on the screen. Press the Enter button (or press right on the thumb pad) to select. Note: AM and PM will automatically change.
4. To set the minute, use the up and down arrows to scroll through the minute choices until the minute you want is on the screen. Press the Enter button (or press right on the thumb pad) to select.
5. To set the day of the week, use the up and down arrows to scroll through the day of the week choices. Press the Enter button to select.
6. To set the month, use the up and down arrows to scroll through the month choices. Press the Enter button to select.
7. To set the day of the month, use the up and down arrows to scroll through the day choices. Press the Enter button to select.
8. The time is now set. Press the Mode button to access the Main Menu.

Setting the Alarm:

The product can be set to emit an alarm tone at whatever time you would like. A small alarm clock symbol will be displayed on the clock screen to indicate an alarm has been set.

1. To set the hour, use the up and down arrows to scroll through the hour choices until the hour you want is on the screen. Press the Enter button to select. Note: AM and PM will automatically change.
2. To set the minute, use the up and down arrows to scroll through the minute choices until the minute you want is on the screen. Press the Enter button (or press right on the thumb pad) to select.
3. After the minute has been set, you will have a choice to turn the alarm on or off. Use the right and left arrows to highlight "on" or "off" and press the Enter button to select.

Contrast: If the screen is too dark or too light, you can adjust the contrast to make the screen more visible.

1. From the Options menu, select Contrast and press the Enter button to select.
2. Use the right and left arrows to darken or lighten the contrast. Press the Enter button to select the desired contrast.

Sound: You can turn the sound on or off.

1. From the Options menu, select Sounds and press the Enter button.
2. To turn the sound on or off, use the right and left arrows to highlight "on" or "off" and press the Enter button to select.

BATTERY INFORMATION:

Batteries included are for in-store demonstration, and should be replaced to improve performance.

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.

Battery Installation:

1. Requires 3 button cell AG13 (called LR44 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.

Troubleshooting

Symptom	Try This
Toy does not turn on or does not respond	<ul style="list-style-type: none">• Make sure batteries are correctly installed• Make sure battery cover is securely attached• Remove batteries and put them back in• Clean battery contacts with rubbing alcohol• Install new batteries
Toy makes strange sounds or behaves erratically	<ul style="list-style-type: none">• Install new batteries
Toy makes improper responses	<ul style="list-style-type: none">• Install new batteries
Display stops working	<ul style="list-style-type: none">• Install new batteries

Consumer Service contact:

Please visit our Consumer Support Web site at <http://www.leapfrog.com/support>, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Friday, 5:00 AM to 7:00 PM and Saturday 7:00 AM to 4:00 PM, Pacific time.

U.K. Office:

E-mail: info@leapfrog.uk.net

Tel: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM

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.

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 undesired operation.
- 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.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the three-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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Grades 1-6

Ages 7-12 years

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