





# THE FLY™ PENTOP COMPUTER USER GUIDE

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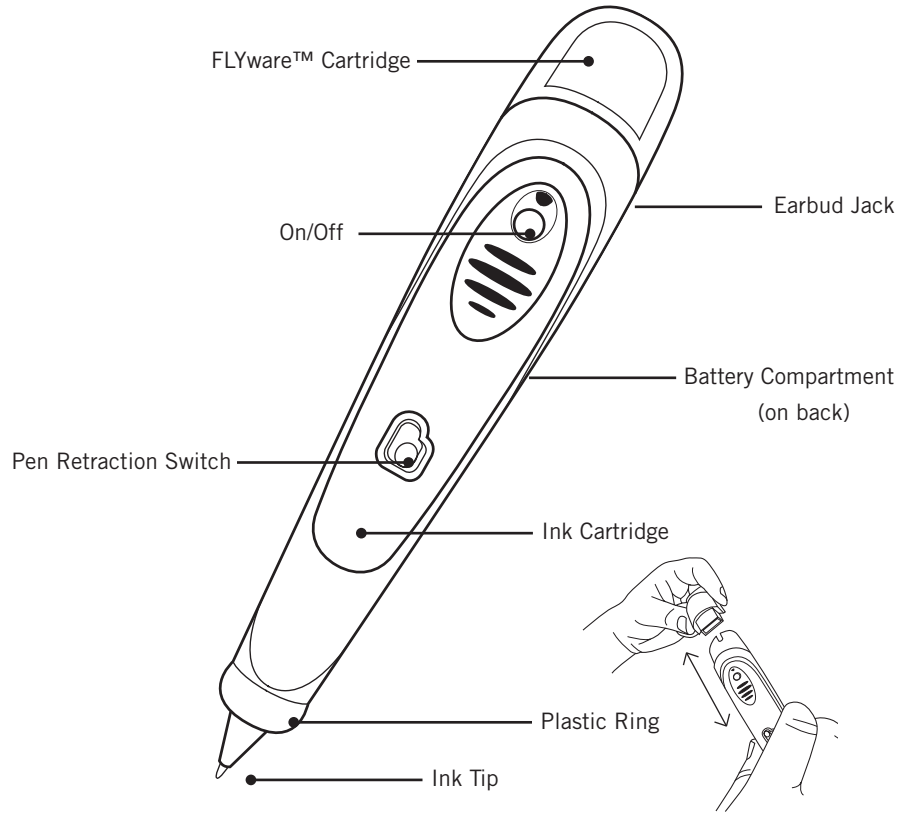
## INTRODUCTION

### Welcome to the world of the FLY™ pentop computer!

The FLY pentop computer can do math, schedule activities, help you with homework, make music and play games. It's a powerful computer inside a pen. It goes where you go and it doesn't need a keyboard—just write what you want.

The FLY pentop computer has a tiny camera, a computer chip, a speaker and an ink cartridge.

If you write using FLY TYPE (neatly printed capital letters) on FLY paper (special paper), the FLY pentop computer can read and understand what you write, and communicate to you in spoken words. You don't need anything else to make the FLY pentop computer work—it has built-in FLYware™ software that lets it recognize what you write and perform basic functions. Just as you use software applications on your desktop computer, you use FLYware software on your FLY pentop computer.



You can buy FLYware™ software for specialized applications, for example, to help you with long division or spelling, play baseball games, and help you write stories. Most FLYware software comes with a program cartridge and cool stuff to use with it.

**Note:** Your FLY™ pentop computer will work whether there is a placeholder “dummy” cartridge on the FLY pentop computer or not. When you buy FLYware

software, however, you must plug in the cartridge that comes with it in order to use that FLYware software.

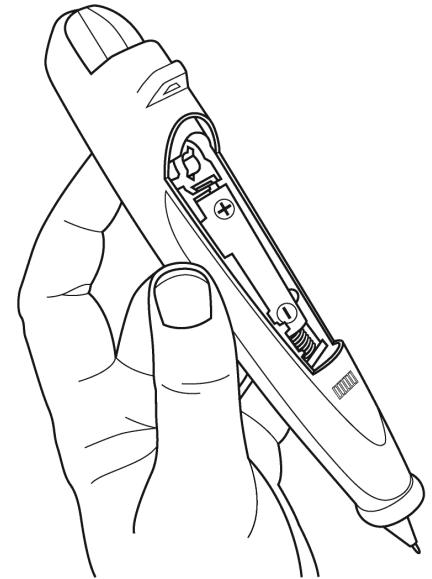
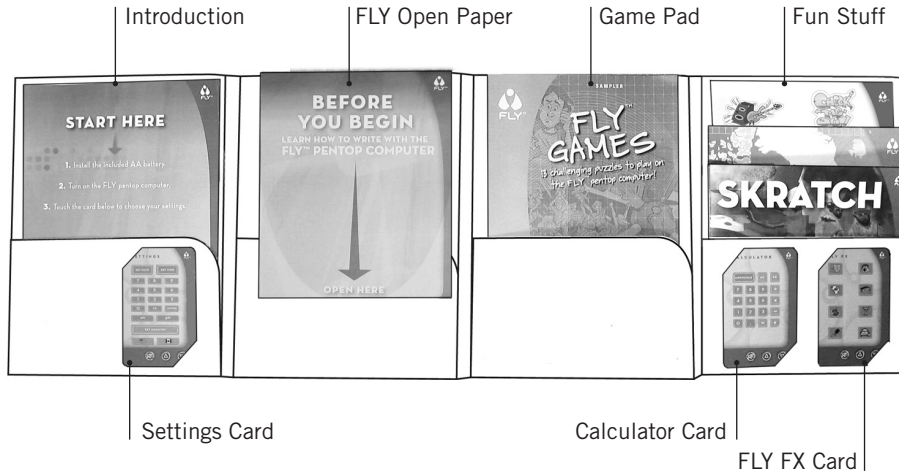
## GETTING STARTED

### What's in the package?

The FLY pentop computer comes with a variety of activities and applications to get you started.

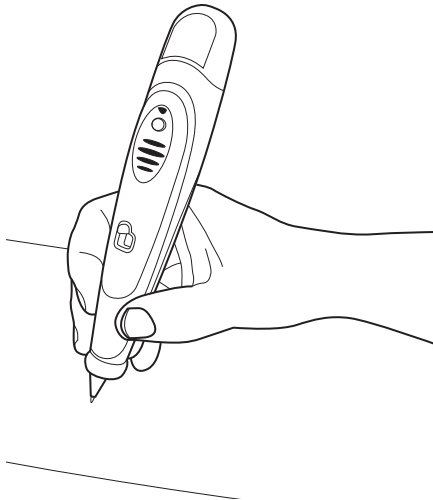
### How do I turn it on?

First, put the battery in. See page 28, the About the FLY Pentop Computer Battery section. Press the On/Off button to turn on the FLY pentop computer. You'll hear the start-up sound and see the green power light come on.



## How do I hold the FLY™ pentop computer?

With your fingers above the plastic ring, hold the FLY pentop computer nearly vertical as you write. Keep the speaker on the FLY pentop computer pointed away from you, because turning the FLY pentop computer prevents the camera from seeing the page correctly. Use the “Find the Best Angle” activity on the *Practicing FLY TYPE* page to test holding the pen at different angles.



## What should I do first?

First, use the *Practicing FLY TYPE* page in the Launch Pad to practice writing letters and words, and experiment holding the pen at different angles. Then try some of the printed activities and applications.



## What else can I do?

Once you have perfected your writing technique, use the FLY open paper to access the applications that are built into the FLY pentop computer. You can learn more about these applications in the Using FLY Open Paper Applications section.



## BUZZWORDS


Here are some **buzzwords** you might like to learn:

**The FLY™ pentop computer:** A computer in a pen. The FLY pentop computer reads your writing with a miniature camera and talks to you out of a speaker.

**FLY paper:** Specially printed paper with lots of tiny dots. The camera in the FLY pentop computer uses the dots to help it figure out where you are on the page and what you're writing. Some FLY paper is printed with things for you to do, and some is "open."

**FLY open paper:** FLY paper you can use to draw FLY icon (FLYcon™) symbols, which start some of the built-in applications on your FLY pentop computer. FLY open paper is mostly blank and has a menu bar of FLYcon symbols at the bottom.

**FLYcon™ symbols:** Just like computer icons. Some FLYcon symbols are printed for you, and you can also draw them on FLY open paper. Tap a FLYcon symbol to start an application or hear a menu of options.

**Sound spot:** A printed button that looks like this: . Tap it to hear information, hints or tips.

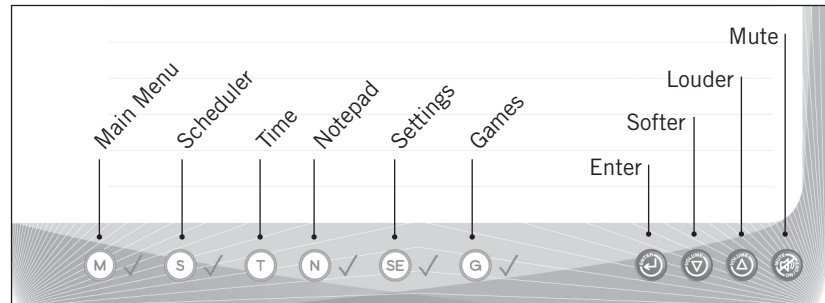
**Tap and double tap:** When you tap, you touch a particular area with the pentop computer point. To double tap, tap twice, quickly, on your entry. This is like "double-clicking" with a mouse. On FLY open paper, double tap to submit a response.

**FLY TYPE:** The way to write letters so the FLY pentop computer can read them. Some letters are a little different from how you might write them normally—use the *Practicing FLY TYPE* page to perfect your technique.

**FLY strip:** A printed area that contains special information for a particular activity. You drag the pentop computer point across the FLY strip to read the information—this is called "swiping." The FLY pentop computer must read a FLY strip before you can play certain games.

**Start-up sound:** The sound the FLY pentop computer makes when you turn it on. You can choose a sound or make your own.

**FLYware™ software:** Any application for the FLY pentop computer. When you buy additional FLYware software, the package includes a pentop program cartridge and cool stuff to use with it. You can buy FLYware software to make your FLY pentop computer do different things.



## HOW TO HOLD THE FLY™ PENTOP COMPUTER

It's important to hold the FLY pentop computer correctly, so the camera in the pen can read what you write. The pictures show you what to do and what not to do.

Don't let the FLY pentop computer lean too close to the paper, because that changes the angle of the camera.

There is a plastic ring just above the pen point. Keep your fingers above the ring so your fingers don't block the camera.

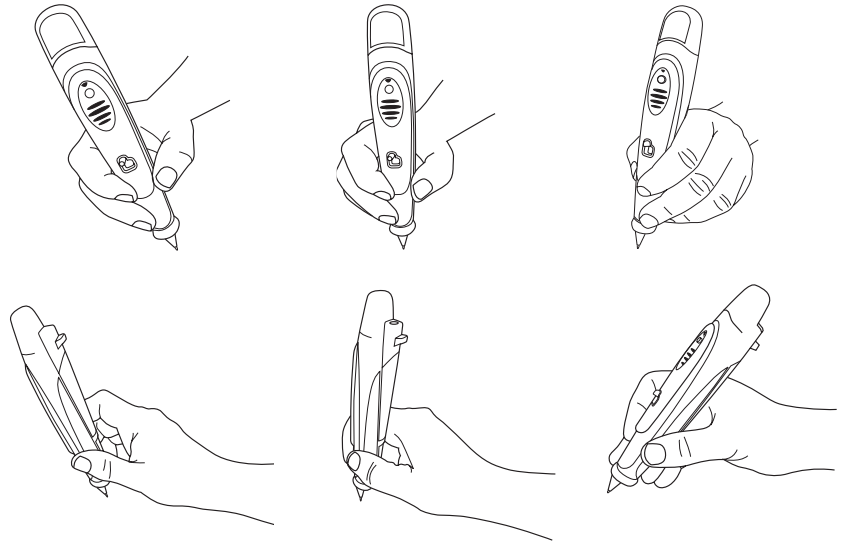
Keep the speaker on the FLY pentop computer pointed away from you, because turning the FLY pentop computer prevents the camera from seeing the page correctly.

## PRINTING FLY TYPE

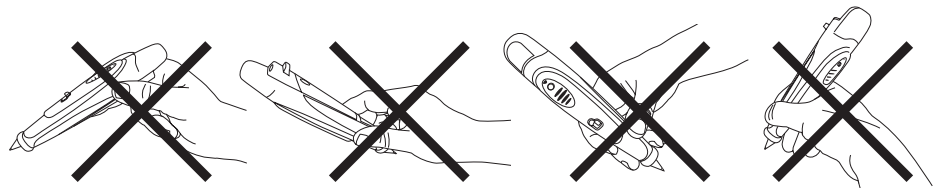
When you use the FLY pentop computer, follow the FLY TYPE rules:

- Use capital (uppercase) letters only.
- Each letter must be separate—no cursive or connected letters.

### CORRECT



### INCORRECT



- Press firmly, but don't push down too hard. The writing doesn't have to be very dark for the FLY™ pentop computer to read it.
- Print neatly, so the FLY pentop computer can understand what you're writing.
- Write slowly and steadily, and don't "double back" over what you've written.

**Note:** If one of your letters is a bit less than perfect, leave it alone. The FLY pentop computer might recognize it correctly. Let the FLY pentop computer respond before you try again. If the FLY pentop computer can't understand your writing, it might ask you to write your response again, or give you an opportunity to change it.

Use the *Practicing FLY TYPE* page that came with your FLY pentop computer. With it, you can practice writing letters and words, and experiment with different pen angles. You'll also get some extra tips!


## **SUBMITTING YOUR RESPONSES**

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When the FLY pentop computer prompts you for information, you need to signal that you're finished writing your response. Use any of these techniques:

**Wait:** It might take a few seconds for the FLY pentop computer to be sure that you're finished writing. It may read your response out loud to let you know it got it, or it might prompt you for more information. Don't tap anywhere on the page until you hear a response.

**Double tap:** A shortcut for submitting your response is the "double tap." It's like double-clicking your mouse—tap twice quickly with the pen point on your entry. This shortcut always works on FLY open paper, but not on all printed pages.

**Enter:** Some pages have an **Enter** button  on the menu bar. You can tap it to submit a response.

## **USING THE PRINTED MATERIALS IN YOUR PACKAGE**


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There are a few special things you should know about using the printed applications in the package.



## **Volume Control**

You might see buttons like this, which let you change the volume on your FLY pentop computer:




Tap  to mute the pen. When the FLY pentop computer is muted, the green power light flashes. Tap again to turn the sound back on.

**Note:** If you change the volume or mute the sound on one page of FLY paper, your settings will remain in effect when you change to a different page.

Tap   to make the sound softer or louder.

## **Sound Spots**

Tap the sound spots  to hear more information, hints and tips.

## FLY™ Strips

Some applications have FLY strips.



These are strips of data that the FLY pentop computer can read, the same way that a scanner at the supermarket can read a barcode. FLY strips are one way to add information to your FLY pentop computer.

Drag across the FLY strip, holding the FLY pentop computer straight up and down. Go at a slow, steady pace, and keep a consistent pressure on the page. Start at one end, drag steadily to the other end, and then lift the pen point when you hear the four-note fanfare. You'll hear a steady beep as you swipe, to tell you that the FLY pentop computer is reading the information. If you hear "try again," start over at the beginning of the strip. Once you've successfully swiped the FLY strip, you can start playing the game!

## FLY GAMES SAMPLER

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The FLY Games pad in your package includes several types of games.

For the games listed below, start by dragging across the FLY strip at the top of the page. Then tap the Start button and follow the directions to play the game.

**Puzzling Proverbs:** Match the long-winded phrases with the right proverb.

**In the Mix:** Find all the hidden items in the picture.

**What Comes Next:** Play a multiple-choice logic puzzle.

**Mona Lisa Madness:** Choose the right parts of the picture to make the Mona Lisa.

**Musical Match-Up:** Match the scrambled letters with the right instrument.

**Know Your FLY:** Play a word-search game.

**All About English:** Take a multiple-choice quiz.

**High-Octane Personality Quiz:** Take a multiple-choice assessment of your personality.

## Hangman

Guess the secret phrase.

Tap the Start button, and then write a capital letter in the Guess Box. The FLY pentop computer will tell you whether that letter appears in the phrase, and which numbered spaces it belongs in. You must write it in the correct places (one letter might go in more than one place). Tap the Repeat button to hear the position information again. If you write a letter the FLY pentop computer doesn't recognize, it will ask you to try again.

Each time you guess a letter that isn't in the phrase, the FLY pentop computer prompts you to draw a body part. The body parts are head, body, left arm, right arm, left leg and right leg. After six wrong letters, you're out of guesses and the game ends.

If you think you know the answer, tap the Solve It button and fill in the letters, one at a time. Wait for the FLY pentop computer to respond after each letter to make sure the FLY pentop computer registers your entry. When you've filled in all the letters, the FLY pentop computer will tell you whether you solved the puzzle correctly. There's no

partial credit in solve-it mode—if even one letter is incorrect, you didn't solve the puzzle.

## FLYmatch™ Game

Match all the hidden pairs in as little time as possible.

First, tap a category. Each time you tap, you will hear a different sub-category. When you hear the one you want, tap the check mark.

Now, begin selecting squares that form a match. You must touch two matching squares—*one right after the other*—to get a match. For example, if you are playing States or Provinces and one square says “New York” when you touch it, you would need to touch “Albany” right after that to get a match.

Each time you tap two squares that match, you'll hear a correct answer sound. If you touch those squares again, you'll hear a sound that lets you know this pair is already matched.

When the game is over, you can play again by tapping a category.

**Tip:** To play with the same sound choices (reshuffled), tap one of the squares after you've finished a game instead of tapping a category.

**Note:** There is also a FLY open paper version of FLYmatch. For more information, see “FLYmatch,” under Using FLY Open Paper Applications.

## FLY-Q

Take a personality quiz!

Choose Quiz 1 or 2. Tap each of the seven numbered questions in turn, and answer each one by tapping the letter that best describes your answer.

You have to answer all seven questions. If you want to change an answer, tap the question number again and tap a different letter in response.

When you have answered all the questions, tap one of the three choices at the bottom of the page (CHILL OR PILL, ZOO CAGE, or YOUR JOB) to find out what kind of friend you are, what kind of animal you would be, or what kind of career suits you best.

## NORTH AMERICA MAP

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Learn North American countries, states, provinces and capitals!

Tap a mode (Names, Capitals, or Music) or a game you want to play (States and Provinces, Capital Crazy, or Free for All).

Use the modes to learn the names and locations of countries and capitals. In Music mode, you can hear a national anthem or other examples of music that people play in different parts of North America.

In the game modes, the FLY pentop computer will call out a location for you to find. Tap the areas as fast as you can. Tap the Repeat button to hear the location again. There are two clues for each question. Tap anywhere on the map for a clue.

## SKRATCH SHEET

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You're the DJ in your own private sound studio! Battle other DJs—and your friends!

**Skratch Tour** Check out the sound studio. Tap the sound spots to learn about the controls. Choose a rhythm and a bass line and play scratches and samples over the top. Jam around the studio, play different beats and memorize the locations of the sounds.

### Four parts of the studio:

- The Rhythm Turntable plays three different beats. Tap once to hear the beat and tap again to turn it off.
- The Skratch Turntable plays four different scratches. You can tap or drag across the record.
- The Sample Table has ten different samples.
- The Bass Table has four different bass lines. Tap once to turn a bass line on, and tap again to turn it off.

Use the Stop button to stop the music or end the game.

**Skratch Match** lets you compete against three different DJs. A DJ plays a track and then you try to match it. You get three chances to match the track. Match scratches and samples only (not bass lines or rhythms). There are three rounds, with three levels per round. Every time you get it right, you advance to the next level. Beat all three DJs to win.

**Head-to-Head** lets you play against your friends. You have to match their patterns and they have to match yours.

Use the Pause button during a game to remind yourself of which sounds are where (or if you need to answer the phone). Tap again to return to the DJ's track.

## STICKER SHEET

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Tap the stickers on the page to hear fun sounds. You can place the stickers wherever you want—put them in your notebook, your locker, even on the back of your hand!

## SETTINGS CARD

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The Settings card lets you set the date, time, location and start-up sound. When you use the Settings card, remember these rules:

- First tap the appropriate option on the card, such as “set time.”
- Listen for instructions.
- Tap your responses.
- If prompted, tap Enter.

### Choosing a start-up sound

The FLY™ pentop computer plays a tune or phrase when you turn it on. The Settings card contains the following start-up sound choices:

- Current Time
- Current Date
- “Live on the FLY”
- Your saved start-up message
- Random Sound
- No Sound

- Start-up Music 1
- Start-up Music 2
- Custom FLYtones™

The sound you select is automatically saved as the start-up sound.

## **CALCULATOR CARD**

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The Calculator card is just like a pocket calculator.

Tap in your math problem in standard format (for example,  $5 \times 2$ ). Tap  $=$  to hear the result. To hear the current value (the value that would appear in a calculator window), tap the Announce button.

If you tap a symbol, and then immediately tap a different symbol, the new symbol replaces the old one. For example, if you tap  $5 + \times 5 =$ , the Calculator will multiply instead of adding, and the result will be “twenty-five.”

If you tap two digits in a row, and then tap a symbol, the Calculator will convert the digits into a two-digit number. For example, if you tap **1**, and then you tap  $9 \times 3 =$ , the Calculator will multiply nineteen by three and the result will be “fifty-seven.”

If your result is more than 8 digits, the Calculator will convert it to scientific notation. For example, if the answer is 129,849,543, you’ll hear “1.299 times 10 to the power of 8.”

After you tap  $=$ , the Calculator remembers the result. If you tap a symbol after that, the Calculator applies the symbol to that result. For example, if you tap  $5 + 5 =$  and then you tap  $\times 2 =$ , the Calculator will multiply ten (the result of  $5 + 5$ ) by 2 and you’ll hear the new result as “twenty.”

The management buttons store or clear values from memory:

**AC** Clears everything you’ve entered and returns the value to zero.

**CE** Clears your last entry, but remembers everything else you’ve entered.

**M+** Adds the current value to Calculator memory.

**MR** Retrieves the value you added with M+ and inserts it into your math problem as if you had tapped its number buttons.

**MC** Clears the memory.

**Note:** You can also draw your own calculator on FLY™ open paper, but it has only

basic functions. See “Calculator” under Using FLY Open Paper Applications.

## **FLY™ FX CARD**

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Tap the pictures to hear fun sounds.

## USING FLY™ OPEN PAPER APPLICATIONS

The FLY pentop computer and its FLY paper are a matched set—you can't use one without the other. The lined, blank paper that came in your package is FLY open paper. FLY open paper lets you use the menu of options available on the FLY pentop computer, just the way that a computer menu lets you use features on your computer.

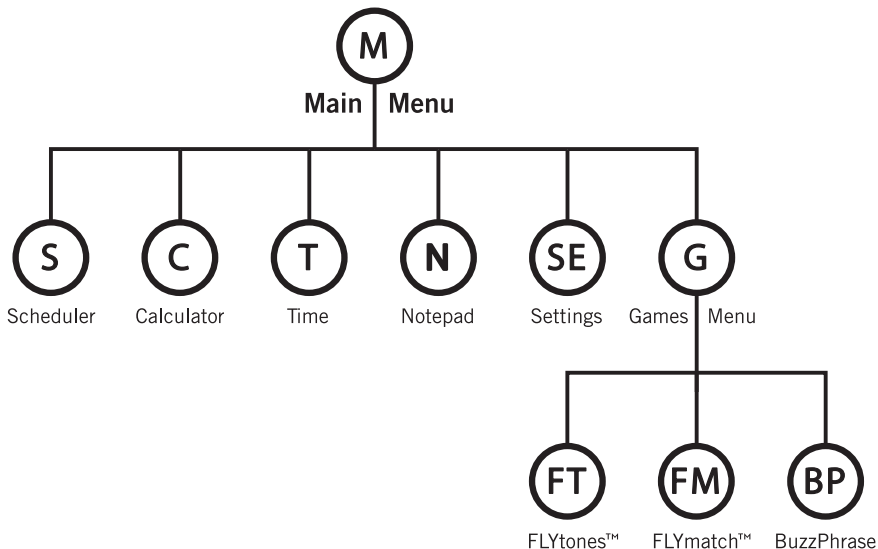
There are a few things you need to know in order to use FLY open paper.

### FLY ICON (FLYCON™) SYMBOLS

On your computer screen, you can click icons to go places or make things happen. FLYcon symbols work like computer icons, except they're on paper instead of on a screen, and you tap them with your pen point instead of clicking with a mouse. On FLY open paper, you can draw or tap a FLYcon symbol to start an application or to use some of its features.

The menu bar at the bottom of each page of FLY open paper contains FLYcon symbols and additional buttons.

## FLYCON™ SYMBOL MENU TREE



FLYcon symbols are one or two letters with a circle around them. Tapping a printed FLYcon symbol is a shortcut to that application. The printed FLYcon symbols on the menu bar help you remember the letter abbreviations for each symbol. You can use them instead of printing your own.

You can also draw your own FLYcon symbols in the blank area of FLY open paper.

## What's on the menu?

You can use the following applications on FLY™ open paper. Create or tap the Main Menu FLYcon™ symbol to scroll through a list of applications, or just draw the FLYcon symbol for the application you want. Each FLYcon symbol has a set of choices you can hear by tapping it—see the section for each application to learn more about it.

### Main Menu

- Ⓢ **Scheduler** (set one-time or recurring reminders)
- Ⓒ **Calculator** (draw and use a virtual calculator)
- Ⓣ **Time** (tells you the time and date)
- Ⓝ **Notepad** (write & store short notes)
- ⓈⒺ **Settings** (change the date, time, country setting or start-up sound)
- ⓉⒺ **FLYtones™** (play & record music)
- ⓉⓂ **FLYmatch™** (memory matching game)
- ⓅⓅ **BuzzPhrase** (tells you jokes and other fun things)

## BASIC FLY OPEN PAPER STEPS

When you use FLY open paper, you should always follow these basic steps:

### 1. Draw or tap the FLYcon symbol:

**Drawing FLYcon symbols:** On a sheet of FLY open paper, write the letter or letters for the application you want, and then draw a circle around them. Wait (or double tap) to hear the FLY pentop computer announce the name of the application.



The FLY pentop computer starts the application and plays a “launch sound.” The FLYcon symbol has now become a menu!

**Tapping FLYcon symbols:** Some FLYcon symbols appear at the bottom of FLY open paper. Tap the one you want.


- ### 2. Listen to the menu options:
- Once the application is launched, you'll be prompted to either follow the instructions or to tap the FLYcon symbol to choose an option. For menu options, keep tapping until you hear the one you want.

- ### 3. Make your selection:
- When you hear the option you want, draw a check mark just to the right of the FLYcon symbol.



- ### 4. Wait to hear further instructions.

**Note:** Once you've drawn a check mark for a particular FLYcon symbol, tap it to use it again. Don't redraw it.


- ### 5. Write your response:
- When the FLY pentop computer prompts you to write something, follow the instructions and write in FLY TYPE.
- ### 6. Submit your response:
- You can do this in several ways: Double tap what you just wrote, tap the Enter button  at the bottom of the page, or just wait.

## CHANGING YOUR ENTRIES

If the FLY pentop computer can't understand you, it will prompt you to write your response again. Write it again in a different spot on the page.


In Scheduler, Notepad and Settings you can draw a line through an entry that you want to reenter. Make sure to draw your line starting outside the entry, and draw all the way through it. For example, if you wrote the wrong event for your Event Name in Scheduler, you can draw a line through the word and you'll be prompted to rewrite it.

You can't use this method for everything that you write. You'll hear a special sound for the entries that you can draw a line through and rewrite.

If there is more than one way to pronounce a word (for example, the word "wind"), the FLY™ pentop computer may not pronounce it the way you intended. If that happens, touch and hold on the word until you hear "pronunciations." Tap to scroll through pronunciations. When you hear the one you want, tap the Enter button  at the bottom of the page or wait.

## **SETTINGS ON FLY™ OPEN PAPER**

You can use FLY open paper to tell your FLY pentop computer the current date and time, where you live, and which start-up sound you want to use. Remember these steps:


- Draw the Settings FLYcon™ symbol  .
- After Settings launches, tap the FLYcon symbol to hear your options.
- The first time you select an option, draw a check mark. After that, tap that same check mark to select other options.

**Note:** You can also personalize your FLY pentop computer with the Settings card that came with your FLY pentop computer.


## **Setting the Time and Date**


Start by telling the FLY pentop computer the current time and date.

### **To set the time:**

1. **Draw the Settings FLYcon symbol:** On a sheet of FLY open paper, write the letters **SE** and then draw a circle around them: .

Wait until the FLY pentop computer plays the Settings launch sound and says "Settings."


2. **Listen to the menu option:** Tap the  once with the pen point.

3. **Make your selection:** When you hear "Set time," draw a check mark just to the right of the .

You'll hear instructions for setting the time.

4. **Write your response:** Write the current time, for example, **3:02 PM**. If it is exactly on the hour, you can write **8 PM** or **8:00 PM**.
5. **Submit your response:** Double tap the time you just wrote. After the FLY pentop computer reads it back, you can edit the entry by drawing a line through it.

### **To set the date:**

1. **Scroll through the menu options:** Tap  until you hear "Set date."
2. **Make your selection:** Draw or tap the check mark.
3. **Write your response:** Write the current date, for example, **2-23-06**.
  - Don't write the name of the month—use the number for that month.
  - Draw dashes between the month, the day and the year. Don't use commas or slashes.

- Write either two or four digits for the year (for example, **05** or **2005**).

4. **Submit your response:** Double tap the date you just wrote.

## Creating a Start-up Message

You can create a phrase to play as your start-up sound.

To create a start-up message:

1. **Scroll through the menu options:** Tap the (SE) until you hear, “Set start-up sound.”
2. **Make your selection:** When you hear “Set start-up sound,” tap the check mark to the right of the (SE).

The FLY™ pentop computer will ask you to write the letters **SES** and draw a box around them. Wait for the pen to respond.



This is your Settings sound box—**SES** stands for Settings Sound.

Each time you tap the menu, you'll hear one of the start-up sound

choices. When you hear “Write your own start-up message,” draw a check mark to the right of (SES).

3. **Write your response:** To create your own start-up message, write up to three words in capital (uppercase) letters.

**Remember to use CAPITAL letters only.**

4. **Submit your response:** Double tap the words you wrote to make them your start-up message. This message will play when you turn on your FLY pentop computer.

## Choosing Your Location

The FLY pentop computer needs to know whether you live in the United States or Canada.

To set your location:

1. **Scroll through the menu options:** Tap the (SE) until you hear “Set country.”
2. **Make your selection:** When you hear “Set country,” tap the check mark to the right of the (SE).
3. **Write your response:** When you hear “Write U.S. or CANADA,” write the appropriate one.

4. **Submit your response:** Double tap the country name you just wrote.

The FLY pentop computer will read back what you wrote.

5. **Make any corrections:** If the FLY pentop computer misunderstood what you wrote, you can “~~strike through~~” your entry and rewrite it.

## SCHEDULER

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Got a busy social life? Forget when things are due? The FLY pentop computer can keep you on track.

You can set a one-time reminder or a recurring reminder. For example, if you're going to the movies this Friday, you can set a one-time reminder that prompts you in time to meet your friends at the show. If you want to remember birthdays or special dates, you can set a recurring reminder for those dates. The reminders will play even if the FLY pentop computer is turned off.


The FLY pentop computer remembers your upcoming reminder until you delete it.

## Adding Reminders



You can add a one-time reminder or a recurring reminder.

### To add a one-time reminder:

**1. Draw the Scheduler FLYcon™ symbol:**

On a sheet of FLY™ open paper, write the letter **S** and then draw a circle around it: 

Wait until you hear “Scheduler.”

**2. Make your selection:** Tap the  you just drew. When you hear “Add new reminder,” draw a check mark to the right of the .

**3. Write your response:** When prompted, write the day of the week for the reminder.

- If the reminder is for an upcoming day this week, write the first two letters of the day’s name, for example, **WE** for Wednesday.
- If the reminder is for next week or later, write **D** for Date.

**4.** If you wrote **D**, the FLY pentop computer asks you for the date you want. Write the number for the month,

followed by a dash and a number for the day, for example, **9-5** for September 5th. Submit your response or wait for the FLY pentop computer to read back what you wrote.


**5.** When the FLY pentop computer prompts you, write the time for the reminder (for example, **9:30 PM** for 9:30 at night). Submit your response or wait for the FLY pentop computer to read back what you wrote.

**6.** When prompted, write a name for the reminder. This is what the pen will announce when the alarm goes off. For example, **MOVIE**.


Double tap the words you wrote and wait for FLY to respond.

You can write up to 3 words.

If you make a mistake, draw a line through what you wrote and write the announcement again.

**7.** To add another reminder, tap the  and the check mark again.

### To add a recurring reminder:

**1. Use the FLYcon symbol:** Tap the  to scroll through the menu options.

**2. Make your selection:** When you hear “Set recurring reminder,” tap the check mark.

**3. Write your response:** When asked how often the event occurs, write one of the following:

**D** for Daily (use this for things that happen every day, like classes)

**Y** for Yearly (use this for birthdays and other annual events)

**4.** For yearly reminders, write the date. Write the number for the month, followed by a dash and a number for the day, for example, **9-5** for September 5th. Submit your response or wait for the FLY pentop computer to read back what you wrote.

5. When the FLY™ pentop computer prompts you, write the time for the reminder (for example **9:30 PM** for 9:30 at night). Submit your response or wait for the FLY pentop computer to read back what you wrote.

6. When prompted, write the name for the reminder and then double tap it. For example, write **ALICE'S BIRTHDAY**.

You can write up to 3 words.

## Alarm Announcements

When the reminder time arrives, the FLY pentop computer will read your announcement name out loud. If the FLY pentop computer is turned off at that time, it will turn itself on to read the announcement. To stop the reminder, tap the Mute button.


Once the reminder has played, the FLY pentop computer will delete it at midnight of the day it was played. If you need to delete it before that, see “Managing Reminders.”

## Managing Reminders

You can review and delete reminders. Reviewing reminders plays all the remind-


ers you've saved, in the order in which the reminder will occur. For recurring reminders, the FLY pentop computer will tell you whether that reminder is scheduled daily or yearly.

### To review reminders:


1. **Use the FLYcon™ symbol:** Tap the  you drew.
2. **Make your selection:** When you hear “Review reminders,” tap or draw the check mark.
3. **Write your response:** When prompted, write the letters **SR** and draw a box around them.



This is your Review menu—SR stands for Scheduler Review.



4. **Tap the ** to start playing your reminders. Each time you tap, the FLY pentop computer will play the next reminder.


### To delete reminders:

1. **Use the FLYcon symbol:** Tap the  you drew.
2. **Make your selection:** When you hear “Delete reminders,” tap or draw the check mark.
3. **Write your response:** When prompted, write the letters **SD** and draw a box around them.



This is your Delete menu—SD stands for Scheduler Delete.


4. Tap the  to start playing your reminders. Each time you tap, you'll hear the next reminder.
5. When you hear a reminder that you want to delete, draw a check mark to the right of the .

Once you've drawn the check mark, you can continue tapping the  to hear more reminders. If you want to delete another reminder, tap the check mark again after that reminder plays.

## Choosing an Alarm Tone



You can pick the sound you will hear when a reminder plays.

To choose an alarm tone:



1. **Use the FLYcon™ symbol:** Tap the  you drew.
2. **Make your selection:** When you hear “Select alarm tone,” tap or draw the check mark.
3. **Write your response:** When prompted, write the letters **ST** and draw a box around them.



This is your Tone menu—ST stands for Scheduler Tone.

4. **Tap the ** to scroll through your alarm tone choices. When you hear the one you want, draw a check mark to the right of the .


If you saved a custom tune with the FLYtones™ application, you can choose “Custom FLYtones” to use it as your alarm tone. For more information about saving a custom tune, see the Saving Your Masterpiece section.

**Note:** To change the tone later, tap the same  until you hear the new tone you want, and then tap the check mark to the right of the .

## Getting Hints

If you need some help with Scheduler, draw a Hints menu and tap it to hear hints.

To create a hints menu:

1. **Use the FLYcon symbol:** Tap the  you drew.
2. **Make your selection:** When you hear “Hints,” tap the check mark.
3. **Write your response:** When prompted, write the letters **SH** and draw a box around them.



This is your Hints menu—SH stands for Scheduler Hints.

4. Whenever you need help using the Scheduler, tap this box to hear a helpful hint.

## CALCULATOR


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### Drawing Your Calculator

Six friends order an eight-dollar pizza and who owes what? Help! Where’s my calculator when I need it?

You can create your Calculator on a sheet of FLY™ open paper.

To draw your calculator:

1. **Draw the Calculator FLYcon symbol:** Write the letter **C** and then draw a circle around it: .
2. **Draw a box:** When the FLY pentop computer tells you to, draw a box the size you want to make your calculator.
3. **Write the numbers:** When prompted to write a digit, write one of the numbers for the Calculator. You can write the numbers 0 through 9.

Write the numbers one at a time, and double tap each number after you

write it. Each time you double tap, the FLY™ pentop computer reads the number you just created.

- 4. Write the symbols:** When prompted to write a math symbol, draw one of the symbols for the Calculator. You can write +, −, ×, ÷, = and . (decimal).

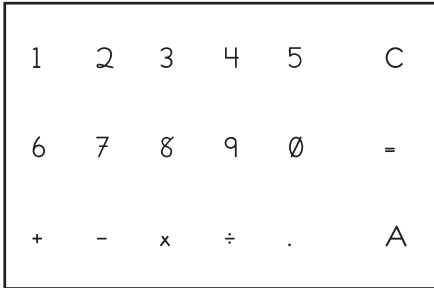
Write the symbols one at a time, and double tap each symbol after you write it. Each time you double tap, the FLY pentop computer reads the symbol you just created.

- 5.** You can also draw a **C** (for Clear) and an **A** (for Announce).

The **C** button clears the data in the calculator. The **A** button reads the current value (the value that would appear in a calculator window).

Be sure to leave space between the numbers and symbols

Your finished Calculator should look something like this:



### Using Your Calculator

The Calculator calculates as you tap numbers and symbols. You must tap the equals sign to hear the result. For example, if you tap **5 + 5 =**, you'll hear the result as "ten."

If you tap two numbers in a row (without a symbol between them), the Calculator assumes you want a two-digit number. For example, if you tap **5 5**, you'll hear "Five-five." (If you tap **A**, you'll hear "Fifty-five.") You can tap up to 8 digits in a row.

If you tap a symbol, and then immediately tap a different symbol, the new

symbol replaces the old one. For example, if you tap **5 + x 5 =**, the Calculator will multiply instead of adding, and the result will be "twenty-five."

If your result is really big or really small, the Calculator will convert it to scientific notation. For example, if the answer is 129,849,543, you'll hear "1.299 times 10 to the power of 8."

After you tap **=**, the Calculator remembers the result. If you tap a symbol after that, the Calculator applies the symbol to that result. For example, if you tap **5 + 5 =** and then you tap **x 2**, the Calculator will multiply ten (the result of 5 + 5) by 2 and you'll hear the new result as "twenty."

The FLY pentop computer will remember your Calculator until its memory fills up with other things. So you can use it again — without redrawing it.

### Getting Hints

If you need some help with the Calculator, tap the **©** again (after you've drawn your Calculator).

## TIME

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You have a great watch but...you left it on your dresser. Don't worry—you can quickly check the time and date.

To use the time application:

1. **Draw the FLYcon™ symbol:** On a sheet of FLY™ open paper, write the letter **T** and then draw a circle around it.

You'll hear the current time.

2. **Make your selection:** Tap the **T** to hear the date.

## NOTEPAD

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Hold that thought! Or have the Notepad hold it for you. Notepad saves short one-two- or three-word notes, and will read them back to you. For example, you can save a note that says **HOMEWORK TONIGHT**. You can store up to 50 notes. You can listen to your notes later and delete notes that you don't need any more.

## Adding Notes

The FLY pentop computer saves your notes in the order you enter them.

To add a note:

1. **Draw the Notepad FLYcon symbol:** Write the letter **N** and then draw a circle around it: **(N)**.
2. **Make your selection:** Tap the **(N)** until you hear "Add new note," and then draw a check mark to the right of the **(N)**.
3. **Write your response:** Write one-to-three words in capital letters. Double tap them or tap the Enter button **⏎** at the bottom of the page.
4. Wait a moment. You'll hear the number for this note and what you wrote.
5. You can do any of the following:
  - To hear the note again, tap it.
  - If you're not happy with what you wrote, draw a line through it and write it again.

~~HOMEWORK TONIGHT~~

PARTY TONIGHT

The note is automatically saved. Notepad saves your notes until you delete them. See "Managing Notes," for instructions on deleting notes.

## Managing Notes

You can review and delete notes. Reviewing notes plays all the notes you've saved, in the order in which you created them.

To review notes:



1. **Use the FLYcon symbol:** Tap the **(N)**.
2. **Make your selection:** When you hear "Review notes," tap the check mark you drew to the right of your **(N)**.
3. **Write your response:** When prompted, write the letters **NR** and draw a box around them.

**NR**

This is your Review menu. NR stands for Notepad Review.



4. **Tap the **NR**** to hear your notes. Each time you tap, you'll hear the next note.


To delete notes:

1. **Use the FLYcon™ symbol:** Tap the .
2. **Make your selection:** When you hear “Delete notes,” tap the check mark you drew to the right of the .
3. **Write your response:** When prompted, write the letters **ND** and draw a box around them.



This is your Delete menu. ND stands for Notepad Delete.



4. Tap the  to hear your notes. Each time you tap, you’ll hear the next note.
5. When you hear a note that you want to delete, draw a check mark to the right of the .

Once you’ve drawn the check mark, you can continue tapping the ✓ to hear more notes. To delete another note, tap the check mark again when you hear that note.

## Getting Hints

If you need some help with Notepad, draw a Hints menu and tap it to hear tips.

To create a hints menu:


1. **Use the FLYcon symbol:** Tap the .
2. **Make your selection:** When you hear “Hints,” tap the check mark you drew to the right of the .

You’ll be prompted to create a Hints menu.

3. **Write your response:** Write the letters **NH** and draw a box around them.



This is your Hints menu. NH stands for Notepad Hints.

4. **Tap the ** to hear various hints.

## FLY™ OPEN PAPER GAMES

Your FLY pentop computer includes three games you can play on FLY open paper:


- FLYmatch™ game
- FLYtones™ application
- BuzzPhrase

## FLYMATCH GAME

Test your memory: try to match as many hidden “sound pairs” as fast as you can.

### Drawing the Game Board

Set the level of difficulty for your FLYmatch game with the number of circles you draw: the more circles, the harder the game. You can draw any even number of circles between 4 and 20.

1. **Draw the FLYmatch FLYcon symbol:** Write the letters **FM** on FLY open paper and draw a circle around them: .
2. **Write your response:** When you are prompted, draw an even number of circles for your board.
3. **Submit your response:** Double tap when you’re finished or just wait.



### Categories

Choose a category from the following:

- U.S. States and Capitals
- Countries and Capitals
- Sound Match Basic



- Sound Match Advanced
- Composers and Their Works
- Complete the Music

## Choosing a Game Category

1. **Use the FLYcon™ symbol:** Tap the  until you hear “Categories.”
2. **Make your selection:** Draw a check mark next to the .
3. **Write your response:** When prompted, write the letters **FMC** and draw a box around them.

FMC

This is your Categories menu. FMC stands for FLYmatch™ Categories.



4. Tap the  until you hear the category you want.
5. **Make your selection:** Draw a check mark to the right of the  to choose a category.

## Game Modes

You can play FLYmatch in several different ways. The choices get progressively harder. The choices are:


- Match All
- Beat the Clock: 3 minutes
- Beat the Clock: 2 minutes
- Beat the Clock: 1 minute


## Choosing a Game Mode

1. **Use the FLYcon symbol:** Tap the  until you hear “Game mode.”
2. **Make your selection:** Draw or tap the check mark next to the .
3. **Write your response:** When prompted, write the letters **FMG** and draw a box around them.

FMG

This is your Game Mode menu. FMG stands for FLYmatch Game.

4. Tap the  until you hear the mode choice you want.

5. Draw a check mark next to the  ✓ when you hear the mode choice you want.

## Playing the Game

Each of the circles will play a sound when you tap it. Your job is to find the matching sounds. Sounds can match in two ways:

- The sounds can be identical. For example, if you chose Sound Match Basic, the matching pairs will be identical sounds.
- The sounds can be related in a particular way. For example, if you chose the Composers and Their Works category, the matching pairs will be the name of a composer and a sample of the music he wrote.

You'll hear “Ready? Go!” and the game begins. You must touch two matching circles—*one right after the other*—to get a match. For example, if you are playing U.S. States and Capitals and one circle says “New York” when you touch it, you would need to touch “Albany” right after that to get a match.

Each time you tap two circles that match, you'll hear a correct sound. If you touch those circles again, you'll hear a “boing”


sound. Those circles are “out of the game” after you match them.

If you play in Match All mode, FLYmatch™ will tell you when you’ve matched all the choices and how long it took to finish. If you play in a Beat the Clock mode, FLYmatch will tell you when your time is up and how many pairs you matched. If you match all the pairs within the allotted time, FLYmatch will tell you how long it took to finish.

When the game is over, you can play again with the same set of choices by tapping a circle. (FLYmatch reshuffles the choices to different circles.) You can also choose a different category to play.

## Hearing the Top Scores

If your winning time for a FLYmatch game is a personal best, FLYmatch saves it as a top score.


1. **Use the FLYcon symbol:** Tap the  until you hear “Top scores.”
2. **Make your selection:** Tap the check mark.

FLYmatch tells you the three fastest times.

## Getting Hints

If you need some help with FLYmatch, draw a Hints menu and tap it to hear tips.

**To create a hints menu:**

1. **Use the FLYcon symbol:** Tap the  until you hear “Hints.”
2. **Make your selection:** When you hear “Hints,” tap the check mark.
3. **Write your response:** When prompted, write the letters **FMH** and draw a box around them.



This is your Hints menu. FMH stands for FLYmatch Hints.

4. Whenever you need help using FLYmatch, tap this box to hear a helpful tip.

## FLYTONES™ APPLICATION

Want to start a band? You can make your own instruments and play them all yourself with nothing but the FLY pentop computer and FLY open paper! Your band includes a multi-sound keyboard and drums. You can lay down a rhythm track, play a catchy melody, and adjust the tempo as you like. It’s a whole recording studio on a sheet of paper! If you like a particular tune, save it and use it as your start-up sound.

The FLY pentop computer will remember your keyboard until its memory fills up with other things. So you can use it again without redrawing it.

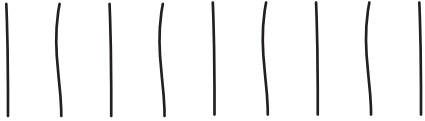
## Creating Your Instruments

You can create a keyboard with eight notes—a complete octave in the key of C. You can add sharps and flats (for the black keys on the piano). And of course you’ll want to draw a drum set as well.

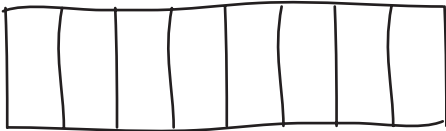
**To draw the basic keyboard:**

1. On a sheet of FLY paper, write the letters **FT** and then draw a circle around them.

2. When prompted, start from the left and draw nine vertical lines in a row, like this:



3. When prompted, draw a line across the bottom and the top to connect the lines, like this:



Each rectangle is a “key” on your keyboard.

4. Tap the keys to hear the music.

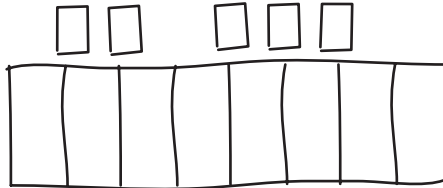
#### To add sharps and flats:

1. Tap the **FT** again.

2. When you hear “Sharps and flats,” draw a check mark to the right of the **FT**.

3. When prompted, draw rectangles above lines 2, 3, 5, 6, and 7.

When you’re finished, your expanded keyboard should look something like this:



**Tip:** Look at a real keyboard to see how to draw the sharps and flats realistically.

#### To select a keyboard sound:

1. Tap the **FT** again.
2. When you hear “Instrument select,” draw a check mark next to the **FT** or tap the one there if it’s already been drawn.
3. When you are prompted, write the letter **K**, then draw a box around it.



This box will let you pick a sound for your keyboard. Each tap of the box changes the sound.

4. Tap the **K** to hear the different choices.

#### The options are:

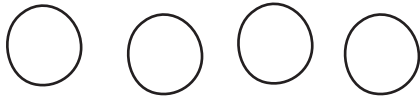
- Piano
- Synthesizer
- Flute
- Orchestra Hits
- Marimba
- Turntable
- Sound Effects

The last one you hear will become your keyboard sound, but you can change it later by tapping this box again.

#### To draw your drum set:

1. Tap the **FT** until you hear “Drums.”
2. Tap the check mark.


3. When prompted, draw four circles for your drums.



4. When prompted, create a Drum Select box by writing the letter **D**, and then drawing a box around it.




This box will let you pick a sound for your drums. Each tap of the box changes the sound.

5. Tap the  to hear the different choices.

#### The options are:


- World Drums
- Electronic Drums
- Hip-hop Drums

The last one you tap will become your drum sound, but you can change it by tapping the  again.

## Working with Rhythm Tracks

You can draw Rhythm boxes that are similar to your Keyboard and Drum Select boxes—when you tap them, you hear a rhythm. You'll also draw boxes that will make the rhythm faster or slower.

### To draw the rhythm controls:

1. Tap the  until you hear “Rhythm tracks.”
2. Tap the check mark.
3. When prompted, write **R1** and draw a box around it. Then write **R2** and draw a box around that, and then write **R3** and draw a box around that.

These will be your Rhythm boxes.



When you tap a box, you'll start a rhythm track. Tap the box again to make it stop playing.



### To draw the tempo controls:

1. As soon as you're done drawing your Rhythm boxes and you are prompted, draw an up-arrow and draw a box around it.

2. When prompted again, draw a down-arrow and draw a box around it.




These are your Tempo boxes.

When you tap the , the rhythm will go faster. When you tap the , the rhythm will go slower.

## Recording a Tune

It didn't take long to make all those instruments, did it? It's even faster to build a recording studio. First, you draw the controls. They let you record, play, and loop. Looping plays what you recorded over and over again.

### To draw the recording controls:

1. Tap the  until you hear “Record and playback.”
2. Tap the check mark.
3. When prompted, write the letters **REC** and draw a box around them.

This is your Record button.

When you tap it, the FLY™ pentop computer will record whatever you play.

4. When prompted to create your Playback button, write the letter **P** and draw a triangle around it.

Once you record something, you'll use this button to play it back.

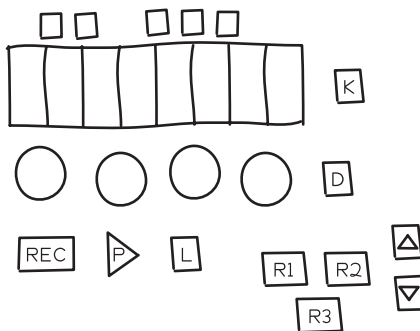
5. When prompted to create your Looping button, write the letter **L** and draw a box around it.

During playback, you can tap this button to make your recording a loop.



These are your Recording Controls.

Experiment with your instruments and your recording studio. Try the different keyboard and drum sounds, and play short melodies. When you have something you like, record it and play it back.



## Saving Your Masterpiece

You can save anything you've recorded. You can play it later (next time you run into a talent scout, perhaps), and you can set a saved recording to use as your start-up sound. See the "Settings" sections.

### To save what you just played:

1. Tap the **(FT)** until you hear "Custom FLYtone."
2. Tap the check mark.
3. When prompted, write the letters **CFT** and draw a box around them.



This is your Save Custom FLYtone button. CFT stands for Custom FLYtones.

4. Tap the **[CFT]** to save the last song you recorded.

If you already saved something as your "Custom FLYtone," the FLY pentop computer will let you know. You can listen to the old one and either keep it or replace it with this new one.

5. To hear what you saved, tap your **▶**.
6. To save over what's already there, tap the **[CFT]** again.

## Getting Hints

If you need some help with the FLYtones™ application, draw a Hints menu and tap it to hear tips.

### To create a hints menu:

1. Tap the **(FT)** until you hear "Hints."
2. Tap the check mark.
3. When prompted, write the letters **FTH** and draw a box around them.



This is your Hints menu. FTH stands for FLYtones Hints.

4. Whenever you need help using the FLYtones™ application, tap this box to hear a helpful tip.

## **BUZZPHRASE**



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The FLY™ pentop computer is ready to amuse you!

### **Choosing a BuzzPhrase Command**


Use BuzzPhrase to hear a joke, or a fun fact, or to have your fortune told.


#### **To use BuzzPhrase:**

1. Write the letters **BP** and then draw a circle around them.
2. Tap the  you just drew until you hear “Commands.” Then draw a check mark next to the .
3. When prompted, write the letters **BPC** and draw a box around them.

**BPC**

This is your Commands menu. BPC stands for BuzzPhrase Commands.

4. Tap the  to scroll through a list of commands.
5. Write one of the BuzzPhrase commands on your FLY™ open paper.  
  
For example, to hear a really bad joke, write **TELL ME A JOKE**.
6. Double tap.
7. You'll hear a response to your command.


Once you know the phrases, you can draw the  FLYcon™ symbol and start writing the phrase you want. You don't need to create the commands box unless you want to hear the command choices.

The FLY pentop computer will remember your BuzzPhrase command until its memory fills up with other things. You can come back to this command later and tap it again to hear another response.

## **Getting Hints**

If you need some help with BuzzPhrase, draw a Hints menu and tap it to hear tips.

#### **To create a hints menu:**

1. Tap the  until you hear “Hints.”
2. When you hear “Hints,” tap the check mark.
3. When prompted, write the letters **BPH** and draw a box around them.

**BPH**

This is your Hints menu. **BPH** stands for BuzzPhrase Hints.

4. Whenever you need help using BuzzPhrase, tap this box to hear a helpful tip.

## **THE CARE AND FEEDING OF YOUR FLY™ PENTOP COMPUTER**

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When you turn on your FLY pentop computer, you hear the start-up sound and the power light turns on.

### **To turn the FLY pentop computer on or off:**

- Quickly press the On/Off button once to turn the FLY pentop computer on.
- Quickly press the On/Off button again to turn it off.

## **ABOUT THE FLY™ PENTOP COMPUTER BATTERY**

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The FLY pentop computer can be used with any of the following:

- An alkaline AAA battery
- A FLY custom rechargeable battery (and the FLY recharger)
- An off-the-shelf rechargeable battery (and your own recharger)

The FLY custom rechargeable battery lets you recharge the battery while it is still inside the FLY pentop computer. This recharger requires special batteries, avail-

able from the LiveOnTheFLY.com website.

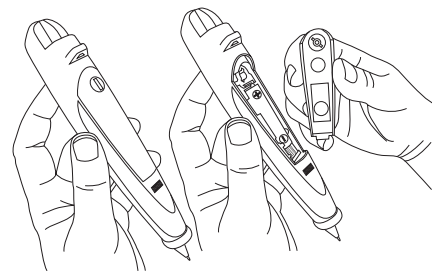
The FLY pentop computer will play a “low battery” message when it’s time for you to replace or recharge the battery. You should also try replacing the battery when any of these symptoms occur:

- The FLY pentop computer begins repeating or skipping phrases.
- The FLY pentop computer turns itself off in the middle of an operation.
- The FLY pentop computer cannot recognize what you wrote, and you cannot correct this problem by rewriting or cleaning the camera lens.

### **To replace the battery:**

1. Press the On/Off button to turn off the FLY pentop computer.
2. Use a coin to turn the fastener  $\frac{1}{4}$  turn counterclockwise.
3. Remove the battery cover.
4. Remove the battery.
5. Position a new AAA battery so the “+” sign is facing toward the cartridge end of the FLY pentop computer.

6. Close the battery compartment.
7. Press the On/Off button again to turn the FLY pentop computer back on.



## **RESETTING THE FLY PENTOP COMPUTER**

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If replacing or recharging the battery doesn’t resolve your problem, you may need to reset the FLY pentop computer. This is a **last resort**, because it erases all saved information and any settings.

### **To reset the FLY™ pentop computer:**

1. With the FLY pentop computer power on, open the battery compartment.
2. Without removing the battery, look for two buttons printed on the door of the battery compartment cover.

One says, **Reset**, the other, **Reset Confirm**.

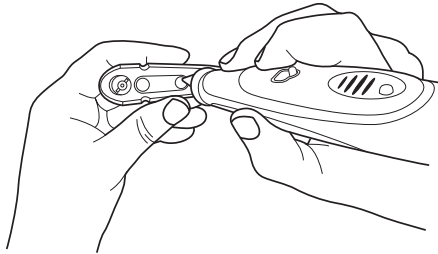
3. Tap **Reset** with the pen point. When prompted, tap **Reset Confirm**.

If you don't hear a response, hold the FLY™ pentop computer in a more vertical position.

4. Close the battery compartment.

The FLY pentop computer will automatically shut itself off.

5. Press the On/Off button again to turn the FLY pentop computer back on.



### **CLEANING THE FLY PENTOP COMPUTER CAMERA**

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Every once in a while, use a cotton swab and a bit of glass cleaner to clean the camera lens.

### **REPLACING THE FLY™ PENTOP COMPUTER INK CARTRIDGE**

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If you use up your ink, you can buy new ink cartridges from retailers and on the LiveOnTheFLY.com website.



To replace the ink cartridge:

1. Unscrew the front nose cone.
2. Remove the old ink cartridge and dispose of it.
3. Insert the new ink refill cartridge as shown.
4. Screw in the new nose cone that comes with your ink refill.

**Important:** Make sure the retraction switch is in the forward position after you load your ink cartridge. If the switch is back and the pen point is retracted, the FLY pentop computer won't work. You can retract the switch to carry the pen or put it in your bag.

### **ABOUT FLYWARE™ SOFTWARE**

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Some applications are built into the basic FLY pentop computer. For other applications, you can purchase FLYware software. FLYware software comes with a cartridge containing specialized software. This cartridge plugs into the top of the FLY pentop computer.

New FLYware software is available from retailers and on the LiveOnTheFLY.com website.

## TROUBLESHOOTING

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### The FLY™ pentop computer can't read what I write—what's wrong?

If the FLY pentop computer doesn't seem to understand what you're doing, ask yourself these questions:

- **Are you holding the FLY pentop computer correctly?** If you tilt it too much in any direction, the camera next to the pen point can't see what you're writing. Point the speaker away from you and (don't let the FLY pentop computer lean too close to the paper). Use the "Find the Best Angle" activity on the *Practicing FLY TYPE* page to practice holding the FLY pentop computer correctly.
- **Is your finger blocking the camera?** Make sure to keep your fingers above the plastic ring near the pen point. You can also clean the camera lens with a cotton swab and some glass cleaner if you think it's gotten dirty.
- **Is the battery low?** The FLY pentop computer will warn you when you need to change the battery. See the About the FLY Pentop Computer Battery section for instructions.

- **Are you writing clearly enough?** For best results, press firmly and write neat capital letters. **Don't** connect your letters, (like cursive) —just print. Don't write too fast or too slow, and don't go back to correct your letters. Use the *Practicing FLY TYPE* page to perfect your technique.


### The FLY pentop computer is acting wacky—what do I do?

- Is the FLY pentop computer repeating phrases, not responding, or turning itself off? You might need to reset it or change the battery.
- Try the solutions above to make sure you're using the FLY pentop computer correctly.
- Turn the FLY pentop computer off, wait a few seconds, and then turn it on again.
- If that doesn't make it "fly right," turn it off, take the battery out, wait a minute, then put the battery back in and turn it on again.
- Did the FLY pentop computer say something about the battery being low? If so, replace it.

- If that still doesn't work, see the Resetting the FLY Pentop Computer section for instructions.

### I'm using an application that asked me to write something. How do I make the FLY pentop computer understand that I'm done writing and I'm ready to submit my response?

There are several ways to tell the FLY pentop computer that your answer is complete.

- **Wait:** If you write a word, it might take a few seconds for the FLY pentop computer to know you're done writing. It may read your response out loud to let you know it got it, or it might prompt you for more information.
- **Double tap:** A shortcut is to "double tap" when you're done entering a response. It's like double-clicking your mouse—just tap twice, quickly, with the pen point on your entry. This shortcut works for all the FLY open paper applications.
- **Enter button:** If you see a  on the page you're using, tap it to submit your response.

## **MORE QUESTIONS?**

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### **I have lots more questions!**

We have lots more answers! We couldn't fit them all here, so go to [LiveOnTheFLY.com](http://LiveOnTheFLY.com) and ask away!

## **FLY™ PENTOP COMPUTER BATTERY INSTRUCTIONS**

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### **BATTERY SAFETY:**

Follow the polarity (+/-) diagram in the battery compartment.

Promptly remove dead batteries from the toy.

Dispose of used batteries properly.

Remove batteries for prolonged storage.

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 recharge non-rechargeable batteries.

DO NOT short-circuit the supply terminals.

### **SÉCURITÉ RELATIVE AUX PILES :**

Les piles sont des objets de petite taille. Le remplacement des piles doit être effectué par un adulte.

Respectez le schéma de polarité (+/-) reproduit

dans le compartiment des piles.

Enlevez rapidement les piles usagées du jouet.

Suivez les procédures adéquates pour vous débarrasser des piles usagées.

Retirez les piles en cas de non-usage prolongé.

Utilisez uniquement des piles ou accumulateurs du type recommandé ou d'un type équivalent.

NE PAS incinérer les piles usagées.

NE PAS jeter les piles au feu, car elles peuvent exploser ou fuir.

NE PAS utiliser de piles rechargeables.

NE PAS recharger des piles non rechargeables.

NE PAS court-circuiter les terminaux d'alimentation.

### **BATTERY INSTALLATION:**

1. Requires 1 AAA (called LR03 in some countries) alkaline battery--included.
2. Open the battery door with a coin.
3. Install the battery as shown in the polarity diagram (+/-) inside the battery compartment.
4. Replace battery door securely.

### **TROUBLESHOOTING:**

**Product does not turn on or does not respond:**

- Make sure battery is correctly installed
- Make sure battery cover is securely attached
- Remove battery and put it back in

- Clean battery contacts by rubbing lightly with a soft eraser and then wiping with a clean and dry cloth
- Install new battery

**Product makes strange sounds or behaves erratically:**

- Clean battery contacts by rubbing lightly with a soft eraser and then wiping with a clean and dry cloth
- Install new battery

**Product makes improper responses:**

- Clean battery contacts by rubbing lightly with a soft eraser and then wiping with a clean and dry cloth
- Install new battery

### **U.S./Canada Consumer Service Contact:**

Please visit our U.S./Canada Consumer Support Web site at: <http://www.LiveOnTheFLY.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) 701-5327

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

**IMPORTANT: If you have a problem with this product, return it to the retailer where the product was purchased for exchange. If the retailer is unable to**

**assist you for any reason, contact Consumer Services. If our service representative is unable to help you resolve the problem, you will be given instructions on how to replace the product and an authorization number. Returns must have a return authorization number (RMA) to be accepted at our warehouse. If you need replacement parts for this product, please contact Consumer Services.**

**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.

**AVERTISSEMENT :**

Tout changement ou modification de cette unité n'ayant pas été expressément approuvé par les parties responsables de la conformité entraîne l'annulation du droit de l'utilisateur à exploiter l'équipement.

**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 product 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 product 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

This Class B digital apparatus meets all of the requirements of the Canadian Interference-Causing Equipment Regulations. Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

**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 of the product. All warranty claims are subject to: (1) LeapFrog being notified of the warranty claim within the warranty period, (2) LeapFrog verifying the existence of a defect in the product and (3) receipt of valid proof of your purchase date.

Before returning a product for any reason, please notify the LeapFrog Consumer Service Department. If the service representative is unable to solve the problem, you will be provided with instructions as to how to go about having the unit repaired or replaced if it is under warranty. Return of a product under warranty is governed by the following rules -- If LeapFrog believes that there may be a defect in materials or workmanship and LeapFrog confirms your purchase date, LeapFrog will provide you with prepaid shipping instructions for returning the product. Otherwise, you must return your product, shipping prepaid and with proof of purchase date, as instructed by a LeapFrog service representative.

In the event that a product under warranty is repaired or replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer. Repair or replacement is your exclusive remedy, and LeapFrog's exclusive liability, under this warranty. Replacement may consist of replacing the product with the same product or with a different product of the same value. LeapFrog shall not be liable for any incidental or consequential damages for the

breach of any 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 and country to country.

**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.

## **FLY™ RECHARGER USER GUIDE**

### **INSTRUCTIONS FOR USE**

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**Recharger may be sold separately.**

#### **CAUTION: ELECTRICALLY OPERATED PRODUCT.**

Not recommended for children under 8 years of age. As with all electrical products, precautions should be used and observed during handling and use to prevent electric shock.

**ATTENTION : PRODUIT ÉLECTRIQUE.** Ne convient pas aux enfants de moins de 8 ans. Comme avec tous les produits électriques, des précautions particulières doivent être prises à chaque manipulation afin d'éviter tout risque d'électrocution.

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#### **Charging Indicator Light:**

Flashes when FLY pentop computer is charging. The light flashes quickly if there is a problem. The light is solid when the product is fully charged.



#### **AC Adapter (AC 120V AC 60Hz 2.7W 9V 300mA):**

It's recommended that an adult attach the AC adapter to electrical supply.



#### **How to Use the FLY™ Recharging System:**

1. Attach the included AC adapter to the recharging dock and plug into an AC wall outlet. It is recommended that an adult plug in the AC adapter to wall outlet.
2. Turn off the FLY pentop computer. Remove the battery cover from the FLY pentop computer with a coin.
3. Insert the included rechargeable battery into FLY pentop computer with the plastic side toward the top, or positive.

4. Make sure the FLY™ pentop computer is off and place it in the dock to recharge the battery.
5. The green light on the dock will flash once per second while the battery is charging.

**Note:** If the green light flashes faster than once per second, there is an error condition detected. Possible error conditions:

- Battery is not a FLY pentop computer custom battery.
  - Battery is not making a good electrical-connection.
  - Battery is defective.
6. When the green light turns solid green, the battery is fully charged.
  7. A second FLY pentop computer battery can be charged in the recharger base, however, the battery charging in the FLY pentop computer must be fully charged before the battery in the base will start to charge. If FLY pentop computer is removed from the charger, the second battery will immediately start to charge. If FLY pentop computer is placed back into the charger, the charger will stop charging the second battery and will switch back to charging the FLY pentop computer.

#### **Important Notes:**

- Turn off the FLY pentop computer before attaching it to the recharging dock.
- It takes about 2.5 hours for the FLY rechargeable battery to fully charge. However, you can remove the FLY pentop computer from the recharging dock anytime during the charging period and the unit will operate with a partial charge.
- The performance duration of the rechargeable battery will begin to decline after 300 charges.
- The rechargeable battery used with FLY recharging system is a custom design and cannot be purchased from 3rd party sources. For replacement or purchase of additional batteries, please contact Consumer Services.
- The FLY recharging system will only charge a FLY rechargeable battery.
- Other AAA rechargeable batteries may be used with FLY pentop computer, but they must be charged in a charger that is designed for them. The FLY recharger will not charge other rechargeable batteries.
- For optimum performance, keep battery contacts clean.

- Disconnect product from the transformer/ adapter before cleaning.
- **FOR INDOOR, DRY LOCATION USE ONLY!**

#### **Battery Safety:**

Dispose of used batteries properly.

DO NOT incinerate used batteries.

DO NOT short-circuit the supply terminals.

DO NOT disassemble batteries.

#### **Sécurité relative aux piles :**

Suivez les procédures adéquates pour vous débarrasser des piles usagées.

NE PAS incinérer les piles usagées.

NE PAS court-circuiter les terminaux d'alimentation.

NE PAS démonter la batterie.

#### **Safety Information:**

1. Examine the AC adapter and product for potential hazards such as cracked, damaged or broken parts. Repeat this examination periodically. Repair or replace all damaged parts.
2. Do not immerse AC adapter or product in water or other liquids.
3. Do not connect AC adapter to 120V AC power system if wet or damaged.

4. Connection of AC adapter to 120V AC wall outlet should be performed by an adult.
5. AC adapter power rating is 120V AC 60Hz 2.7W 9V 300mA.

#### Informations de sécurité :

1. Surveillez, à la fois, l'adaptateur CA et le produit pour éviter tout danger potentiel de pièces fissurées, endommagées ou cassées. Renouvelez ce contrôle périodiquement. Réparez ou remplacez toutes les pièces endommagées.
2. N'immergez pas l'adaptateur CA ou le produit dans l'eau ou tout autre liquide.
3. Ne connectez pas l'adaptateur CA à une source d'alimentation électrique de 120V CA si mouillé ou endommagé.
4. Le branchement de l'adaptateur CA à la source d'alimentation électrique doit être réalisé par un adulte.
5. La puissance nominale de l'adaptateur CA est 120V AC 60Hz 2.7W 9V 300mA.

#### U.S./Canada Consumer Service Contact:

Please visit our Consumer Support Web site at: <http://LiveOnTheFLY.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:

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