

More fun
learning products
from Quantum Leap!

Quantum
Leap
A LEAPFROG BRAND



Mind Mania™ Spelling Clip
7 years & up



iQuest™ handheld
10 years & up

*Arcade games teach
core math skills...
on the go!*



Quantum Pad™ Learning System
8 years & up

Parent Guide & Instructions

This guide contains important information. Please keep it for future reference.

www.leapfrog.com

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,

Mike Wood
President
LeapFrog Enterprises, Inc.

Educational Focus: Includes over 1,000 core grade school math equations, including practice tables. Each game has 3 levels, which are linked to equations taught in grades 1–6.

Gameplay Level	Grades	Key Math Skill	Sample
1	1 & 2	Adding two 1-digit numbers	$3 + 5 = ?$
1	1 & 2	Add a 1-digit and a 2-digit number. No carrying required.	$9 + 70 = ?$
1	1 & 2	Add two 2-digit numbers. No carrying required.	$60 + 27 = ?$
1	1 & 2	Add three 1-digit numbers. No carrying required.	$4 + 5 + 6 = ?$
1	1 & 2	3-digit addition	$240 + 200 = ?$
1	1 & 2	Subtract using the numbers 1-10	$10 - 5 = ?$
1	1 & 2	Subtract using two 2-digit numbers. No borrowing required.	$96 - 23 = ?$
1	1 & 2	Subtract using two 2-digit numbers. Borrowing required.	$45 - 37 = ?$
1	1 & 2	3-digit subtraction. No borrowing required.	$953 - 520 = ?$
1	1 & 2	3-digit subtraction Borrowing required.	$350 - 325 = ?$
1	1 & 2	Multiplication with numbers 1-10	$9 \times 3 = ?$
Gameplay Level	Grades	Key Math Skill	Sample
2	3 & 4	Addition with 1-, 2- & 3-digit numbers. No carrying required.	$10 + 8 = ?$
2	3 & 4	Subtraction with 1-, 2- & 3-digit numbers. No carrying required.	$787 - 17 = ?$
2	3 & 4	Add three 1-digit numbers. No carrying required.	$1 + 7 + 2 = ?$
2	3 & 4	Addition with 1-, 2- & 3-digit numbers with carrying	$505 + 106 = ?$
2	3 & 4	Multiplication of 1-digit numbers	$8 \times 5 = ?$
2	3 & 4	Multiplication of 2-digit number by 1-digit number	$12 \times 3 = ?$
2	3 & 4	Multiplication of 3-digit number by 1-digit number	$311 \times 3 = ?$
2	3 & 4	Multiplication of 2-digit number by 2-digit number	$50 \times 40 = ?$
2	3 & 4	Multiplication of 3-digit number by 2-digit number	$400 \times 12 = ?$
2	3 & 4	Division of 1-digit number by 1-digit number	$4 \div 2 = ?$
2	3 & 4	Division of 2-digit number by 1-digit number	$54 \div 6 = ?$
2	3 & 4	Division of 3-digit number by 1-digit number	$333 \div 3 = ?$
2	3 & 4	Division of 2- and 3-digit number by 2-digit number	$66 \div 11 = ?$
2	3 & 4	Division of 3- and 4-digit number by 2-digit number	$360 \div 36 = ?$
2	3 & 4	Addition of fractions with like denominators	$1/8 + 4/8 = ?$
2	3 & 4	Subtraction of fractions with like denominators	$3/4 - 2/4 = ?$
2	3 & 4	Addition of one-place decimals—0.1 to 99.9	$0.4 + 0.6 = ?$
2	3 & 4	Addition of one- and two-place decimals	$6.4 + .06 = ?$
2	3 & 4	Subtraction of one- and two-place decimals	$0.9 - 0.2 = ?$
Gameplay Level	Grades	Key Math Skill	Sample
3	5 & 6	Addition with 1-, 2- & 3-digit numbers with carrying	$567 + 688 = ?$
3	5 & 6	Subtraction of two 3-digit number. Borrowing required.	$436 - 157 = ?$
3	5 & 6	Multiplication of 2-digit number by 2-digit number	$80 \times 40 = ?$
3	5 & 6	Multiplication of 3-digit number by 2-digit number. Carrying required.	$33 \times 264 = ?$
3	5 & 6	Division of 2- and 3-digit number by 2-digit number	$810 \div 27 = ?$
3	5 & 6	Division of 3- and 4-digit number by 2-digit number	$223 \div 12 = ?$
3	5 & 6	Division by a 3-digit number	$6690 \div 223 = ?$
3	5 & 6	Addition of fractions with unlike denominators	$1/2 + 1/3 = ?$
3	5 & 6	Subtraction of fractions with unlike denominators	$5/6 - 1/3 = ?$
3	5 & 6	Multiply fractions with like denominators	$5/2 \times 6/2 = ?$
3	5 & 6	Multiply fractions with unlike denominators	$4/2 \times 9/4 = ?$
3	5 & 6	Divide fractions with unlike denominators	$3/1 \div 2/3 = ?$
3	5 & 6	Multiplication of decimals by 0; 1; 10; 100; 1000	$9.31 \times 10 = ?$
3	5 & 6	Multiplication of decimals by whole numbers/decimals	$3.2 \times 0 = ?$
3	5 & 6	Division of decimals by whole numbers	$0.45 \div 10 = ?$
3	5 & 6	Division of decimals by whole numbers/decimals	$6.9 \div 3 = ?$

Mind Mania™ Math Clip User Guide

Features:

HINTBUTTON:

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

DIRECTIONALARROWS:

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



RESETBUTTON:

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.

ENTERBUTTON:

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 equations taught in grades 1-2, 3-4, and 5-6.
3. Press the Mode button at any time to return to the main menu.

Game Modes

MORE OR LESS: More or Less shows you two values and challenges you to determine if the first value is greater than, less than, or equal to the second value.

1. Use the up and down arrows to scroll through the three choices, and press the Enter button to select.
2. Try to answer as many questions as possible in 120 seconds.
3. Solve the problem correctly the first time for full points. A second try is worth half the points.

Hints: Stumped? Just press the Hint button. The first hint will show one variable as a whole number. The second hint will show both variables as whole numbers.

EQUATION SNAKE: Equation Snake challenges you to answer an equation given, by using the thumb pad to guide the “snake” around the screen and “eat” the numbers and symbols in the correct order.

1. Choose your level and then see a problem.
2. You get 3 lives and 60 seconds to guide the snake to “eat” the correct answer.
3. Each problem is worth 100 points and each incorrect number or symbol 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. Level 1: First hint displays problem. Second hint displays the answer. Level 2&3: First hint displays problem. Second hint displays the next necessary number to find.

MATH INVADERS: Math Invaders challenges you to shoot down the correct falling answer without getting hit by the falling numbers.

1. An equation is displayed on the screen.
2. Maneuver your spaceship right and left along the bottom of the screen using the right and left arrows.
3. When you see the numbers of the correct answer, shoot them down in the correct order, by pressing the Enter button to fire a laser.
4. If the correct answer is hit, you'll earn points, and see the next problem.
5. If the incorrect answer is hit, you'll lose points. If a falling number hits your ship, you'll lose a life.

Hints: Stumped? Just press the Hint button. Level 1: First hint displays problem. Second hint displays the answer. Level 2&3: First hint displays problem. Second hint displays the next necessary number to find.

PRACTICE TABLES: Practice Tables let you choose a number and a function (addition, subtraction, multiplication or division) and practice number tables by answering the problems displayed on the screen.

1. A problem from the selected table is displayed on screen.
2. Three answer choices will flash, one at a time. Press Enter to select an answer.
3. If you answered correctly, you'll see the next problem in the table. If you answered incorrectly, you will get another chance to answer the problem.
4. Solve the problem correctly the first time for full points. A second try is worth half the points.

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.

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 AG1 (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• Clean battery contacts with rubbing alcohol
Toy makes improper responses	<ul style="list-style-type: none">• Install new batteries• Clean battery contacts with rubbing alcohol
Display stops working	<ul style="list-style-type: none">• Install new batteries

U.S. Consumer Service Contact:

Please visit our U.S./Canada 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. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at <http://leapfroguk.custhelp.com>, 24 hours a day.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

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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MADE IN CHINA

Visit our fun-filled Web site at:

www.leapfrog.com

Grades 1-6

Ages 7-12 years