BEST LEARNING
Enriching education since 1984

# CONNECTRIX® JUNIOR

## INTRODUCTION

**CONNECTRIX Junior** is an exciting matching game full of questions and answers. Fun and competitive to learn alone or with parents and friends in co-operative mode. Challenge another player in versus mode, the fastest answer wins! Filled with over 570 Q&A and learn about alphabet, numbers, math, animals, shapes, colors, patterns, nature, human body and much more! (3+ years)



# INCLUDED IN THIS PACKAGE

- 1 **CONNECTRIX Junior**
- 24 **Lesson Cards** (48 activities)

**ADVICE**

- **DO NOT FOLD** this product. For best performance, please spread the poster out flat on the floor then place the packaging box on it over night to flatten the poster.
- For best performance, please make sure to turn the unit OFF before inserting or removing batteries. Otherwise, the unit may malfunction.
- All packing materials, such as tape, plastic, sheets, packaging locks, wire ties and tags are not part of this toy, and should be discarded for your child's safety.
- Please keep this user's manual as it contains important information.
- Please protect the environment by not disposing of this product with household waste.

**⚠ WARNING!**

- **CHOKING HAZARD. Small parts.** Not for children under 3 years.
- **STRANGULATION HAZARD. Long cable.**
- This toy produces flashes that may trigger epilepsy in sensitized individuals.

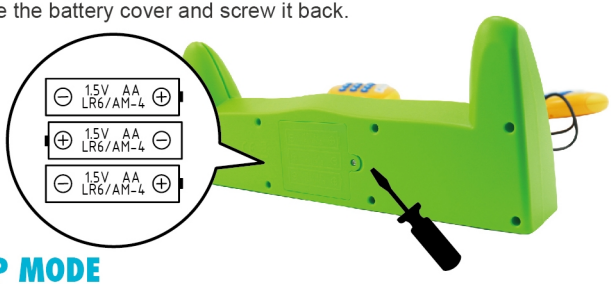
# GETTING STARTED

Take the **CONNECTRIX Junior** out of the storage slot.

## Battery Installation

The **CONNECTRIX Junior** operates on 3 AA (LR6) batteries.

1. Locate the battery cover on the back of the unit.
2. Open the battery cover with a screwdriver.
3. Insert 3 AA (LR6) batteries as illustrated.
4. Close the battery cover and screw it back.




# SLEEP MODE

1. If the **CONNECTRIX Junior** is not active for more than 2 minutes, it will automatically go into sleep mode to save power.
2. To wake up the system, either reset by the mode switch or press the enter button.

# HOW TO PLAY

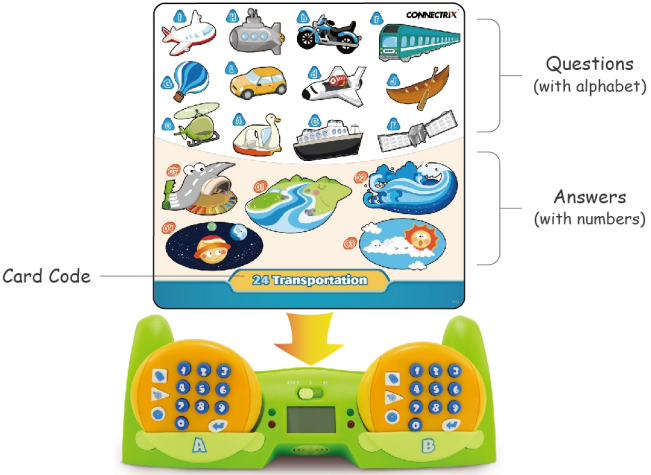
## 1. Switch ON & Choose the play mode

Choose the play mode, I for co-operative mode or II for versus mode.




## 2. Insert the lesson card & Input the card code

Insert the lesson card into the slot and input the card code with controller then press the enter button to begin the lesson.



### 3. Follow the question & Find the matching answer

Once you entered the card code, the system starts to ask questions randomly by the voice and the LCD displaying as well. Just follow the question, finding the matching answer of the card, and input the answer code then press the enter button with your controller. The system will tell you whether the answer is correct or not by making sounds and flashing a green light for correct and a red light for incorrect.

## FUNCTIONAL BUTTONS



**Erase**
Erase the unwanted number.



**Score**
Show your current score.



**Timer**
Timer for 20 secs, 30 secs, 40 secs, and timer off.



**Enter**
Determine your answer number or repeat the question.




**Number Buttons**
Input a card code or your answer number by pressing the number buttons 0 to 9.

## LCD DISPLAYING

Displays the progress while playing.




## CORD STORAGE

Put the cord away when not in use.



# 48 FUN LESSONS

With over 570 questions in 48 fun lessons especial for 3 to 8 years old!




01. Numbers
02. Addition
03. Subtraction
04. Alphabet A~M
05. Alphabet N~Z
06. Number Sequences
07. Spelling I
08. Spelling II
09. On the Farm
10. In the Sea
11. In the Desert
12. In the Savanna
13. In the Forest
14. In the Polar Region
15. Family Reunion
16. Shapes
17. Symmetry
18. 3D Shapes
19. Colors
20. Building Blocks
21. Puzzles
22. Climates
23. Transportation I
24. Transportation II
25. Signs
26. Fruits & Vegetables
27. Food Origins
28. Food for Animals
29. Matching Pairs
30. The Classroom
31. My Pets & Plants
32. Sports
33. Activities
34. Sport Equipment
35. Jobs
36. Hats
37. Body Parts
38. Matching
39. Time
40. Measuring Length
41. Opposites
42. Coordinates
43. Maze I
44. Maze II
45. Storage
46. Measuring Units
47. Patterns
48. Energy

## CARE AND MAINTENANCE

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

## BATTERY SAFETY

- Batteries are small parts and choking hazards to children, must be replaced by an adult.
- Follow the polarity (+/-) diagram in the battery compartment.
- Promptly remove dead batteries from the toy.
- Dispose of used batteries properly.
- Remove batteries from prolonged storage.
- Only batteries of the same 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.
- **DO NOT** mix alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH) batteries.
- **DO NOT** recharge non-rechargeable batteries.
- **DO NOT** short-circuit the supply terminals.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.

## TROUBLESHOOTING

| Symptom | Possible Solution |
|---|---|
| Toy does not turn ON or does not respond. | • Make sure batteries are correctly installed.<br>• Make sure battery cover is secured.<br>• Remove batteries and put them back in.<br>• Clean battery compartment by rubbing lightly with a soft eraser and then wiping with a clean dry cloth.<br>• Install new batteries. |
| Toy turns ON or makes a sound by itself. | This may be caused by static electricity, which is more common in dry conditions or on carpet. The toy is not damaged and returns to normal operation on its own. If needed, switch the toy OFF and ON again, or remove the batteries, wait a few seconds, then reinsert them. |
| Toy makes strange sounds, behaves erratically or makes improper responses. | • Clean battery contacts per above instructions.<br>• Install new batteries. |

CONFORMS TO
CE EN71
UKCA
ASTM F963