



Parent's Guide

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Letter from Founder, Mike Wood

Dear Parent:

Thank you for coming to the SmartyAnts.com website. In SmartyAnts World, children are surrounded by fun, laughter and joy while they learn the basic reading skills to help them become great readers.

Finding ways to inspire and help children learn to read has been my focus and passion for the past 15 years. For the last three years, after retiring from LeapFrog®, I have worked with a team of experts in the fields of education, animation and entertainment to create the SmartyAnts Phonics Reading Pup and the online SmartyAnts World. This world is designed to match your child's learning style and personality, ensuring they are always engaged, challenged and rewarded during their journey toward the power and enjoyment of a lifetime of reading.

Sincerely,

Mike Wood
President & Founder of SmartyAnts

(* Neither Mike Wood nor SmartyAnts is currently affiliated with LeapFrog)

CURRICULUM

SmartyAnts Educational Advisory Board

The SmartyAnts comprehensive reading program was developed by the members of our Educational Advisory Board: Dr. P. David Pearson, Dean Emeritus, University of California, Berkeley Graduate School of Education; Dr. Robert Calfee, Professor Emeritus, Stanford University Graduate School of Education; and Mia Callahan PhD. Candidate, University of California, Berkeley Graduate School of Education. SmartyAnts curriculum was developed to track state reading standards for pre-kindergarten through first grade.

How SmartyAnts Teaches Reading

We believe from the first time your child sounds out a new word to the first time your child reads a story are magical, motivational, and emotional moments. Therefore as soon as possible, we teach children the sounds of just enough letters needed to immediately get going on reading their first book. We continue by teaching more letter sounds, more word-building, and more story-building. Through playing SmartyAnts, your child will go from learning their letters and letter sounds all the way to reading at an end of first grade level. SmartyAnts World includes the following components, specially designed for your child's comprehensive reading

journey:

- 8 skill building games that teach pre-reading and reading skills.
- 2 story building games teaching word fluency.
- A phonics book curriculum with 67 engaging original stories, each with its own music video.
- Over 450 fun phonics songs to get your child singing while they learn.
- Over 200 interactive learning videos, which introduce the most important pre-reading and reading concepts.
- “The Story Game”, a game teaching reading comprehension through beloved children’s books from Candlewick Press.
- A recording studio, where children play music while learning phonics songs.

The philosophy behind translating this reading curriculum into SmartyAnts World is that learning to read should be fun. When presented with an engaging and encouraging learning environment that lets children go at their own pace, fast enough to be challenged but slow enough to never be left behind, children will want to succeed. SmartyAnts World takes the challenging task of learning to read and turns it from what can be a difficult and frustrating process, to an engaging and joyous journey.

SmartyAnts World was created by a world-class team of animation, gaming, and children's entertainment experts. We hope you and your child will find that the design, characters, games, rewards, songs and stories in the SmartyAnts World make learning to read a wonderful adventure.

Levels of Learning

SmartyAnts World has 11 levels of curriculum developed to cover and comply with the majority of state reading standards for Pre-K (pre-reading skills), Kindergarten (early reading skills) and First Grade (core reading skills).

LEVEL	Child Will Learn	# of Books
1	Capital letter names	N/A
2	Lowercase letter names	N/A
3	All the regular consonant and short vowel sounds and how to use these sounds to build simple words used in SmartyAnts stories	18
4	The “silent e” rule which allows them to build words that end in the silent “e” used in the stories	8
5	The most commonly used regular consonant blends and how to incorporate them into the stories	3
6	Most commonly used consonant digraphs and how to use these to build new words in the stories	8
7	How the letter “r” changes the sound of the preceding vowel and rules about the letter “y” and incorporating these into the stories	3
8	Common word ending combinations and the alternative sounds of the letters “c” and “g” and incorporating them into the stories	4
9	Most commonly used vowel digraphs and how to use these to build new words used in the stories	12
10	How to build multi-syllable words including compound words and words beginning with prefixes and ending with suffixes and building new stories	8
11	How to use an apostrophe to make contractions and possessives and use these word forms in stories	9

REGISTERING

Registration for SmartyAnts World



The screenshot shows the registration form for SmartyAnts World. The form is titled "Step 1 of 4" and includes the following fields and options:

- Enter your email address:**
- When were you born?:** January 1, 1980
- Choose a password:**
- Confirm your password:**
- When was your child born?:** select - select
- My child's sex is:** get ant - boy ant
- Choose a name for your child's cat:**

Navigation buttons include "Next" and "Step 1 of 4". The footer contains links for "about", "terms of service", "download", "contact us", and "privacy".

To get started in the SmartyAnts World, you must first register at SmartyAnts.com, where you'll answer questions that help us tailor the experience to your child's individual reading ability and preferences.

Ant Avatar

Your child can choose and name their Ant Avatar. Through earning coins, your child can buy clothes and other accessories for their avatar in the SmartyAnts shop.

Dog Selection



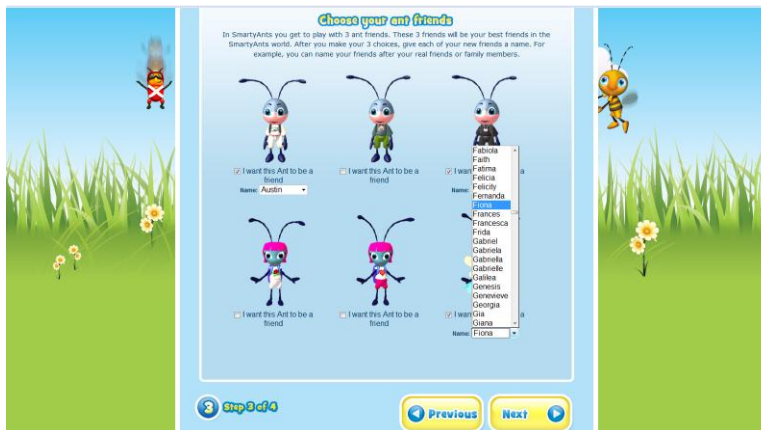
The screenshot shows the "Choose your dog" screen. It includes the following elements:

- Choose your dog:** Three dog icons are displayed: a white dog, a grey dog, and a blue dog labeled "Virtual Dog Only".
- Choose your dog's name:** A dropdown menu with "Jake" selected.
- Navigation:** "Previous" and "Next" buttons.
- Progress:** "Step 2 of 4".

A small "29" icon is visible in the bottom left corner.

If you purchased a Phonics Reading Pup, then click on the dog you purchased. If not, click on the virtual dog selection. Then, name your dog.

Virtual Ant Friends



Your child will be allowed to pick three friends to accompany them in their SmartyAnts reading adventures. Children can name each friend, and choose whether their friends are boys or girls. Considering the young age of early reader, these friends are actually artificial intelligence (e.g., not actually controlled by other children), programmed to model good teamwork, good manners and good playground skills. This creates for a very safe and educational learning environment.

Choose Child Skill Level

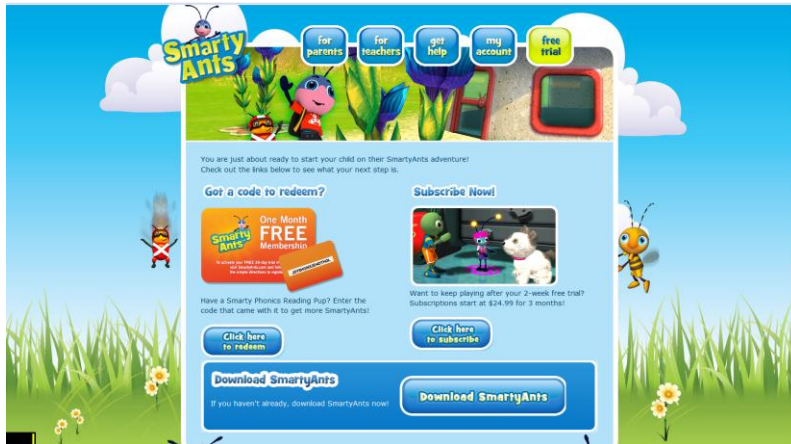


There are six levels to choose from. This will give SmartyAnts a sense of where your child should start in the reading assessment activity (the Diving Pool).

1. Capital letter names
2. Lower case letter names
3. Letter sounds
4. Reading simple words
5. Reading silent 'e' words
6. Reading complex words

Also, please indicate if your child has experience using a computer mouse.

Using Access Codes



If you purchased the Phonics Reading Pup with either the One Month Free Trial Membership or the Website Bundle that includes One Year Membership to SmartyAnts.com, at the end of the registration process you will be asked to input your access code. This code can be found on the back of the gift card included with your product. The code can only be used for one child.

Downloading SmartyAnts

Before downloading, please ensure your computer meets the minimum system requirements (listed under minimum system requirements). The game downloads in sections so that your child can start playing soon after registration is completed. The initial download may take several minutes, but you can still use your computer during the downloading process.

MY ACCOUNT

Click on the 'my account' tab for the following options.

Child Overview

The screenshot shows the 'Child Overview' page for a child named Athena. The page features a navigation menu on the left with options: Account Home, Subscriptions, What's New, My Settings, and Log Out. The main content area is divided into several sections:

- Child Overview:** Athena, Age 8, Ant Name Athena, Manage Account.
- Play Time:** A table showing play statistics.

Total Time Played	Time Played Last 30 Days	Last Login
53 minutes since 12/01/2010	53 minutes in the last 30 days	12/02/2010
- Progress:** Current Level: Athena is on level 1 (of 11) in the SmartyAnts Curriculum. Currently Working On: Athena is working on the story "Uppercase Letter Names".

See how long your child has played in the last 30 days, the curriculum level your child is currently at, and which book your child is working on.

Reading Progress

The screenshot shows the 'Reading Progress' page for Athena. The page displays a progress bar and text indicating that Athena is currently working on Level 1, Uppercase Letter Names. It explains that kids learn to identify and draw capital letters and introduces the sounds these letters represent. It also mentions that Athena is learning to read phonemes from the story "Uppercase Letter Names". A link is provided to see more details about Athena's reading curriculum.

This will show your child's reading progress throughout SmartyAnts. Click the details link to understand more about your child's reading curriculum. You can also download and print out PDF files of your child's books.

Change Curricular Level

If you feel your child was assessed to the wrong curricular level, there is a way to change the level they are on. Please be very cautious. Changing your child's level will reset any progress they have made in their current level! We strongly recommend changing this only if you are absolutely positive they should not continue on their current curricular level. To change the level, go to either the "Child Overview" or "Reading Progress" page. There you will see text that reads:

Should Christine be at another level? [Click here](#)

When you click the link, a page with a drop down menu will appear that contains a list of all levels in the game. When you select a level on the menu, a short description of what the level covers is displayed. Select the level you feel your child should be working on and then click the "Update" button. A confirmation message will appear to make sure you want to change to the selected level. REMEMBER: Once you change the level, all of the progress your child has made in their current curricular level will be lost, so be careful.

Manage Account

SmartyAnts

for parents for teachers get help my account free trial

Athena

Child Overview
Reading Progress
Manage Account
Daily Woof

Account Home
Subscriptions
What's New
My Settings
Log Out

When was your child born?
August 9 2002

My child's ant is a:
 girl ant boy ant

Choose a name for your child's ant:
Athena

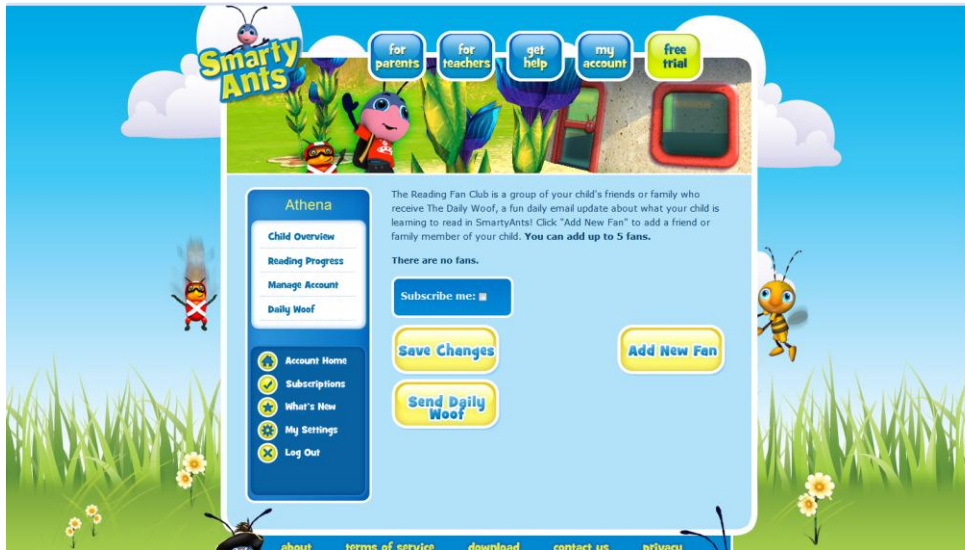
Step 1 of 4

Next

about terms of service download contact us privacy

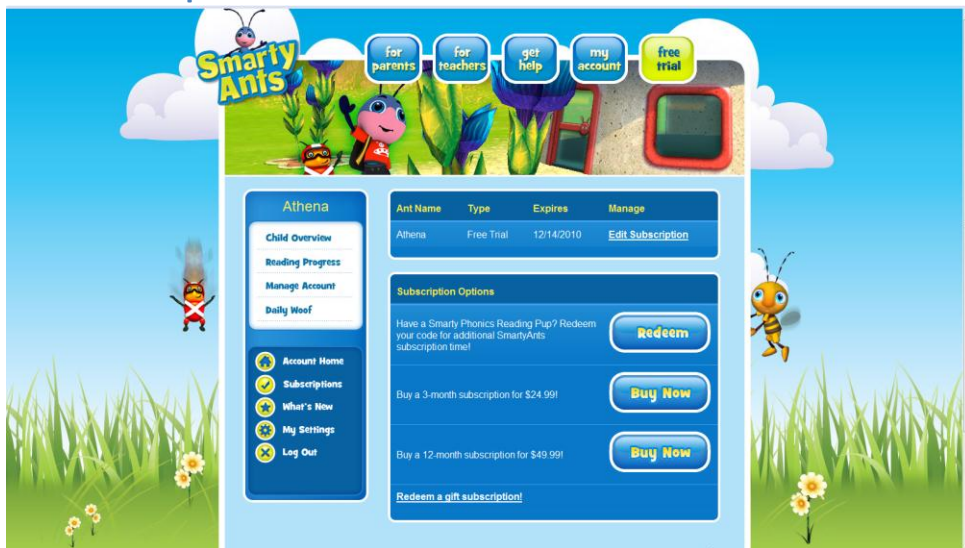
Change information on your child that was entered during initial registration such as your child's birth date, your child's Ant name and gender, virtual ant friends and dog information.

Daily Woof (Reading Fan Club)



From this selection, you can add or delete members of your child's reading fan club. The Reading Fan Club is a group of up to 5 people who wish to share in your child's reading progress—grandparents, aunts, uncles, godparents and friends. They will receive e-mails of the Daily Woof newspaper and virtual copies of the stories and music videos your child creates.

Subscription



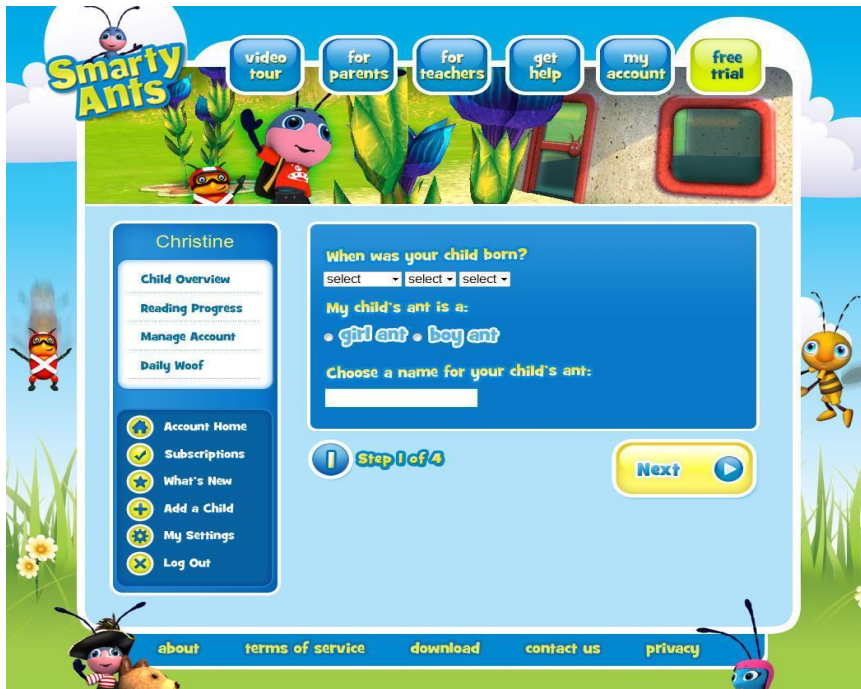
View and edit subscription details. This is also the place to enter a code from the Reading Pup, sign up for a 3 month SmartyAnts subscription for \$24.99 or a 1 year SmartyAnts subscription for \$49.99. Up to three children can be on one account. The second and third children receive a 50% discount on their subscriptions.

What's New



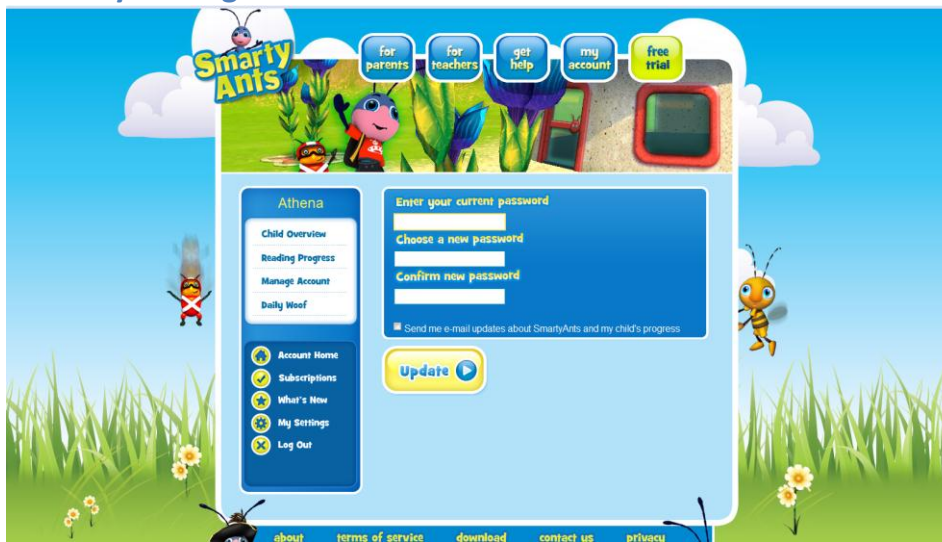
Learn about all the exciting new games and activities in SmartyAnts.

Add a Child



Here you can add a second or third child to your account. The form is virtually identical to the "Manage Account" form and you get a 50% discount on subscription fees for each additional child.

My Settings



Reset your password and edit email update selections.

GETTING STARTED IN SMARTYANTS WORLD

Shop



Starting off in the Shop, Coach and Flea will help your child's Ant get started with choosing an outfit, hat, and backpack.

Ant Home



The next step is your child's very own Ant Home, a futuristic funhouse built around a Learning Tower that contains Reward Rooms for each Learning Level. Here, your child will be given a tour and introduced to the Reward Room.

Adopting Virtual Dog



At the Dog Park, your child will adopt a virtual pet dog, which matches the Phonics Reading Pup you purchased. If you did not purchase a Phonics Reading Pup, your child will still be able to adopt a virtual dog in the Dog Park. This virtual dog will be your child's loyal companion throughout the SmartyAnts World. Once your child's Ant and Dog meet, it's time to play fetch by clicking on some toys.

Assessing Your Child's Reading Level (the Diving Pool)



In order to determine where your child should begin on their reading journey, the first activity will be in the Diving Pool. Here, while your child is doing some wild and crazy diving, SmartyAnts will assess where your child should start in the SmartyAnts curriculum. Once assessed, your child is off to play on their reading adventure!

SMARTYANTS WORLD STRUCTURE

Activity Board



The Activity Board is the place where your child can choose which games to play. There are several types of games and activities to engage your child in the SmartyAnts World. Games with stars on them are for exploring, like in the Shop or Ant Home. Games with coins on them are skill-building games where your child can

win coins while advancing lessons and levels. Games with tickets on them indicate that a ticket is required to play. Depending on where your child is in their process of building a book, certain games will be available. For example, the Storybot and Dogtop games will not be available until your child has learned the words in the section of the book that your child is building. To enter a game, just click on it. To exit a game and choose another game, click on the activity board icon found in the lower right corner of each game.



The progress bar, located at the bottom of the activity board, shows where your child is in the process of advancing each book based lesson through playing the skill building (coin enabled) games. Each point on the progress bar stands for a different method of teaching the reading curriculum contained in each lesson. Because certain reading concepts have been taught in previous lessons, not every book contains stops at each progress point.

1. Letter sounds
2. Word building
3. Word matching
4. Build half the book by playing Storybot or Dogtop
5. Word building
6. Word rhyming
7. Word matching
8. Build the entire book by playing Storybot or Dogtop

Note: since lessons 1 and 2 just cover letter names, the only stop on the progress bar is at the beginning of the progress bar, as shown by the icon of an empty open book.

Levels and Lessons



Each reading level is composed of one or more reading lessons. Starting with level 3, each lesson within the level maps directly to a phonics book.

Backpack



As your child learns letters, letter sounds and words they will be placed in your child's very own virtual backpack. In levels one and two, when all the letter names are learned, they will zoom out from the backpack into the reward room. In levels 3-11, your child will earn the letter sounds and words per book. Letters names, sounds and words, can all be reviewed by your child in their Reward Rooms.



The backpack also stores all the items that have been purchased in the Shop. To change out items, just click on the backpack to open the menu. Then click on the face icon of whose items you want to change, and select the new item.

Building Books



When your child knows their letter names they begin building phonics books. All 67 phonics books in the SmartyAnts World were created with educational guidelines and follow a specific step-by-step phonics curriculum. Each book maps to a reading lesson. For example, the first book in the series teaches the short 'a' sound, while later books teach the 'sh' sound. Lessons continue all the way through books teaching contractions and possessives.

To build a book, your child will go through several stages of learning each new word in that book in a variety of ways. Starting off with learning new letter sounds (phonemes) your child will advance to being able to fluently read each word in the book. When your child is comfortable in reading all the words in each half of the book, he or she can choose to build the book by playing either the Storybot or Dogtop book making games. Once successfully completed, your child will have built

their very own book that they can read all by themselves!

Printing Books



Every completed book can be printed on your home computer printer, giving your child the opportunity to practice reading away from the computer. Printed books also offer a wonderful opportunity for your child to read their books to you!

Interactive Reading Lessons



Whenever your child advances to an important new reading concept, an interactive video is launched that explains the concept and gives your child a chance to practice the concept. If your child wants to review specific concepts while playing a game, he or she just needs to click on the icon of Coach in a cloud that can be found in the lower left corner of the screen. Once the lesson is launched, clicking on the green arrow(s) will exit back to game play.

GAMES AND ACTIVITIES

Earning and Using Smarty Ant Coins



Through playing any one of the eight skill building games, your child will be earning points. For every 100 points, your child will earn one SmaryAnts coin. Coins can be used in the shop to purchase new clothes and accessories for your child's ant avatar and virtual friends, or even dog toys for your child's virtual dog. Coins can also be used to purchase tickets for the Story Game Show or the Recording Studio.

Challenge Game Play Levels



Several games in SmartyAnts have options for your child to choose a game play level. Game play levels do not affect the curriculum lesson or level. They just give the game a more challenging game play mechanic.

Ant Home



There are several activities to do in the Ant Home, including grooving to one of your songs on the stereo or checking out the latest issue of The Daily Woof. Tired of your outfit? Click on the wardrobe to change clothes. From your Ant Home, you can also use the elevator to zoom up and down the Learning Tower to visit your Reward Rooms.

Shop



The Smarty Shop is the one stop shopping spot in SmartyAnts World. First choose whether to spend your hard earned Smarty Coins on yourself, a virtual friend or your dog. Then it's time to shop! To buy an item, click on it to first see if you have enough Smarty Coins. Then click 'buy please' and it's yours!

Reward Room



Visiting your Reward Rooms is a great way to check out the words in the current lesson or review completed lessons. To practice words in the current lesson, just wander over to the word wall. Want to read a book or boogie down to a music video? Click on a book in the bookshelf or a music video DVD in the media cabinet. Each curriculum level has its own Reward Room. To access completed curriculum levels, head on over to the elevator and click on the level you want to visit. Zoom up or down, and there you are!

Newspaper



Extra! Extra! Read all about it! The Daily Woof newspaper contains all the news fit for print in SmartyAnts World, with special reports on the most important Ant....YOU! Read the paper to yourself or click on the blue speech bubbles to hear each article read aloud. Want to read past issues? Just click on the tabs. The Daily Woof newspaper has updates for all sorts of special events and accomplishments, so check back often!

Treadmill



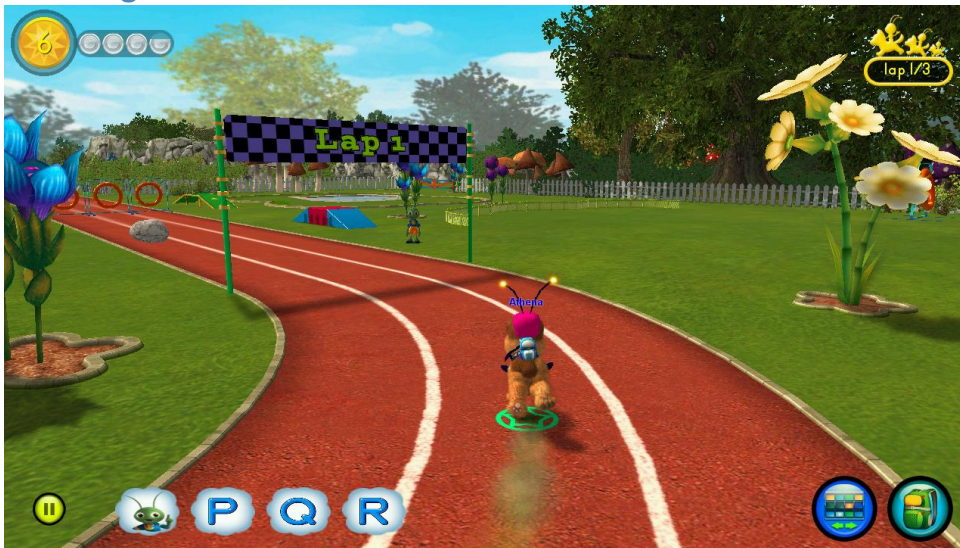
Head over to the treadmill, and get a great phonics workout! To play on the treadmill move the mouse left and right to jump on the correct letters or words and avoid incorrect letters or words. Clicking on the mouse will give the treadmill a brief burst of speed. The harder the game play level, the faster the treadmill will go. On the hardest level, letters and words will scroll in all three lanes, making it tricky to avoid incorrect choices.

Climbing Wall



Throw on your helmet and check your ropes, because it's time to climb the wall! To play Climbing Wall, click on the correct letters or words that Coach calls out. The higher the game play level, the faster the letters or words scroll. On the medium difficulty level, watch out for the Beetle, who will drop objects from the top of the wall. On the hardest game play level, you must contend with that pesky Beetle popping answer choices.

Dog Park Race



On your marks...get set....GO! In the Dog Park Race, hop on your dog and race against your virtual friends to be first to finish. To avoid obstacles, either click on the obstacle to jump over it, or click on another lane to avoid the obstacle. When a letter or word appears, you must either be in the correct lane or click on it in order to proceed with the race. Game play difficulty will affect how many obstacles there are in the race.

Hoops



In Hoops your child is the captain of the team, leading them to reading glory! To play, click on the correct letter or word bubbles and toss them in the correct jars. When playing on the medium and hard game play levels, Beetles will try and grab your bubble. To overcome Beetles, click again on the letter or word bubble, and your friends will quickly help you out. Or if you see a dog bone, click on it, and the sound of barking dogs will scare the Beetles away.

End Zone



And the crowd goes wild! In End Zone, lead your friends to building words by first clicking on the correct letter bubble, and then clicking the hole where the letter bubble belongs. When playing on the medium game play level, the Beetle will try and block the letter bubbles from moving. To get past the Beetle, click repeatedly and steamroll right over him. On the hard game play level, try and avoid the Beetle's sticky goo and mounds. If you get stuck in goo, just click repeatedly. Come up against a mound? Click to go around it.

Letter Fetch



Time to play fetch with your dog! In Letter Fetch, build words by clicking on the correct letter Frisbees. Click on the correct letter and watch the Frisbee fly, but click on the wrong letter and your dog will bring it right back to you. Harder game play levels increase the possible number of answer choices.

Story Game Show



The Story Game Show features a collection of classic and award winning books published by Candlewick Press. To play Story Game Show, you must earn a coin, which is then used to buy a ticket. Depending on the lesson, certain books will be available to play. The first part of Story Game Show consists of enjoying the story as it's read to you. Once the story has been read, it's question time! There are two types of questions. One type asks you to click on an object in the picture of the storybook. The other type of question asks you to click on one of the small screens displaying answer choices. These are found to the left of the storybook. If you ever need the question repeated, click on the game show host. The ant with the most points wins!

Recording Studio



Get ready to rock! In the Recording Studio, you get to learn and practice phonics concepts through "producing" virtual music CDs. Sing along with your dog while adding instrumentation and sound effects. Click on the record button to lay down your tracks. Learning to read never sounded so good!

Dogtop and Storybot



Dogtop and Storybot are both story building games that become available at two points in each book based lesson: 1) when half the words in the lesson have been earned 2) when all the words in the lesson have been earned (see progress bar for more details). Both games are played by listening to a section of the story read aloud, and then clicking on the matching words. At certain points in each of the games, there's an opportunity to choose an element of the story. For example, do you want a big cat or tiny cat? A rainbow lollipop or spinach lollipop?

Dogtop can be played either in cooperation with your dog, or in competition with your dog. When working together with your dog, your dog will read aloud a sentence from the book. Your job is to click on the words that match. When competing with your dog, you will race your dog to click on the correct answer choices. When deciding about elements of the story in cooperation mode, just repeatedly click on your choice until you hear the bell. In competition mode, click fast on your choice, or your dog's choice might win out!



Storybot is played very similarly to the cooperation mode of Dogtop. Regardless of whether you choose to build your book in Dogtop or Storybot, once your story is fully built, put your dancing shoes on because it's time for the music video! Then off to the next lesson!

PHONICS READING PUP

PRODUCT GUIDE & INSTRUCTIONS

INSTRUCTIONS

WARNING: All packaging materials such as tape, plastic sheets, wire ties and tags are not part of the toy and should be discarded by an adult for your child's safety.

Before You Begin

Remove and discard the "Battery Protection" & "Try Me" pull tabs (if not already removed) located next to the battery compartment on the bottom of the SmartyAnts Phonics Reading Pup. If the Battery Protector pull-tab is still inserted, the product will NOT activate. As long as the "Try Me" pull-tab is still inserted, the product will only perform a demo of the functions. Once this pull-tab is removed, normal play mode is activated.

Battery Replacement

NOTE: For best performance, remove all factory installed batteries and use new, alkaline batteries. Batteries included are for demonstration purposes only.

- Lift fabric flap from the bottom of the toy's base to show battery door.
- Make sure product mode switch is turned to OFF position.
- Have an adult unscrew and lift the battery compartment cover.
- Replace batteries as indicated on the polarity diagram (+/-) inside battery compartment (also shown in illustration). For longer life use only alkaline batteries. Requires 3 "AA" (LR6) batteries.
- Replace the battery door securely

Battery Safety Information

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of batteries or this product in a fire. The batteries inside may explode or leak.

How to Play

- Make sure the Mode switch on bottom of the Phonics Reading Pup is in the ON position (there are two "ON" positions, LOW volume & HIGH volume).
- Press the Phonics Reading Pup's Story Paw (paw with book icon) to hear the Phonics Reading Pup read a story.
- Press the Phonics Reading Pup's Music Paw (paw with music note icon) to hear one of several fun learning phonics songs. Press the Music Paw again to hear another song. When all the songs have been played, songs will start over from the beginning. All songs on the Music Paw relate to the story on the Story Paw. They include the alphabet phoneme song, rhyming songs, word-building songs, the sight word song, skill-building songs and the story song.
- To get new songs and stories for the Phonics Reading Pup, using the USB cable connect it to the USB port in your computer. Then, launch SmartyAnts. New songs & stories are available automatically at the start of each new lesson.

Free Trial Mini Membership to SmartyAnts.com

Phonics Reading Pup comes with a free mini trial membership to SmartyAnts.com; a customizable, online reading program loaded with fun stories and interactive games that teach your child letter names, sounds, phonics, spelling, fluency, comprehension, and the joy of reading. Like the Phonics Reading Pup, SmartyAnts grows with your child through software that gauges your child's reading progress and tailors your child's activities and curriculum accordingly.

To Install the SmartyAnts Application

- Go to SmartyAnts.com (Open your internet browser and enter the URL as follows: <http://www.SmartyAnts.com>) and follow directions for the free Mini Trial membership.
- This will guide you through the registration, Parent Dashboard set-up (where you can check on your child's progress) and application installation.
- Check to make sure you have the Minimum System Requirements. If you still have problems connecting, call the Toll Free Customer Assistance phone number 1-877-905-ANTS (USA only).

USB Cable

To connect the Phonics Reading Pup to SmartyAnts.com for new song and story downloads, use only the USB cable provided by SmartyAnts, Inc. (included). Using any other cable may exceed FCC and other regulatory emissions limits. The product must be used only with the recommended USB connection (included). The USB cable is not a toy and should be used under the supervision of an adult. Do not leave the Phonics Reading Pup connected to the computer for long periods of time. Disconnect the dog from the computer after download is complete and prior to playing with the dog.

USB connectors and cable used with the product must be regularly examined for damage to the cord, plug and other parts and, in the event of such damage, the cable must not be used until the damage has been repaired.

FCC Notice

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.

Note: 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 in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/television technician for help.

Caution: Changes or modifications to this device that are not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

MINIMUM SYSTEM REQUIREMENTS TO CONNECT PHONICS READING PUP TO SMARTYANTS

PC MINIMUM SYSTEM REQUIREMENTS (HARDWARE & SOFTWARE)

OS: Windows XP/Vista/Windows 7

Processor: Pentium 4 or Equivalent

Memory: 512 MB

Video Memory: 128 MB

Video card with pixel shader 2.0 and vertex Shader 3.0

Sound Card: DirectX Compatible

DirectX: 9.0c

2 GB of free disk space

Available USB port

Keyboard & Mouse

Broadband Internet connection

PC RECOMMENDED SYSTEM REQUIREMENTS

(HARDWARE & SOFTWARE)

OS: Windows XP/Vista/Windows 7
Processor: Pentium 4 or Equivalent
Memory: 1GB
Video Memory: 256MB
nVidia GeForce 6 or later
Sound Card: DirectX Compatible
DirectX: 9.0c or 10
2 GB of free disk space
Available USB port
Keyboard & Mouse
Broadband Internet connection

MAC MINIMUM SYSTEM REQUIREMENTS

(HARDWARE & SOFTWARE)

MAC OS X 10.5 Operating System Software
Internet Browser
Intel Based Mac
1024 MB of RAM (2048 Recommended)
Video Memory: 128 MB
Video card with pixel shader 2.0 and vertex Shader 3.0
2 GB of free disk space
Available USB port
Monitor resolution of 1024 x 768
Keyboard & Mouse
Broadband Internet connection

Troubleshooting

1. If your Smarty Ants Phonics Reading Pup stops working, doesn't turn on, or stops mid-song:

Check your batteries. Make sure your batteries are fresh and properly installed.

2. When you press the Phonics Reading Pup's paw and nothing happens:

Check to make sure that the mode switch on the bottom of the Phonics Reading Pup (under fabric flap) is turned to either of the ON positions. Low is an ON position with lower volume level. High is an ON position with higher volume level. If the Phonics Reading Pup still doesn't work, try replacing batteries with 3 NEW "AA" (LR6) size "alkaline" type batteries. Note, the Phonics Reading Pup automatically shuts its power off (in sleep mode) when it is not being played with to prevent the batteries from draining. Press any button to re-activate the Phonics Reading Pup (provided mode switch is in one of the "ON" positions).

3. You connected the Phonics Reading Pup to the SmartyAnts game. When you unplugged it and pressed the Pup's paws, there were no songs, just this phrase: "Oops. You unplugged me too soon, and I didn't get my new songs. Connect me to the computer again."

This means that all the Phonics Reading Pup's songs & story were erased, but it was unplugged too soon from the SmartyAnts game, before the content for the new lesson was downloaded to the Phonics Reading Pup. Go back into SmartyAnts and plug the Phonics Reading Pup in again. There will be an icon on the Activity Board screen to show you the download of new songs & story was completed. If the download was successful, when you unplug the Phonics Reading Pup from the website it will say the following phrase: "Wow, there's a new story to read and sing about....what fun!"

4. My Phonics Reading Pup doesn't do anything when it is connected to the SmartyAnts game using the USB cable.

The Phonics Reading Pup doesn't interact when connected to the game, but when you unplug the USB port, it will sing the new learning songs & story.

SmartyAnts.com Website FAQs

1. What do I do if I lost my membership gift card with access code printed on the back?

Answer: Email a copy of your Amazon receipt, along with your name and email address used to create the account. We will then email you a new access code.

Care & Maintenance

- Keep the product out of direct sunlight and away from direct sources of heat.
- Do not intentionally drop the product on hard surfaces or try to dismantle it.
- Do not immerse the unit in water or get the unit wet.

Consumer Assistance

Call toll free: 1-877-905-ANTS (USA only) or go to <http://www.smartyants.com/get-help> to send an email.