crammer™

STUDY & SOUND SYSTEM

Parent Guide & Instructions

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

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GETTING STARTED

Battery Installation
Requires 3 AAA (called LR03 in some countries) alkaline batteries, not included.
1. Open battery door with a screwdriver, coin or other household tool.
2. Install new batteries as shown in the polarity (+/-) diagram inside the battery compartment.
3. Replace battery door securely.

Navigating the CRAMMER™ Handheld
The CRAMMER handheld has eight Home menu options. Press UP, DOWN, LEFT or RIGHT directly on the edge of the screen to scroll through the menu icons. To select a menu option, press the ENTER button on the top-right corner of the handheld. To return Home, press the HOME button on the top-left corner of the handheld (see diagram above).

General Controls
- **PAUSE & RESUME:** To pause a quiz, flash card set or game, press the HOME button. To resume an activity, select it from the Home screen (Quiz, Flash Cards or Games) and choose the Resume menu option.
- **VOLUME:** Use to set the volume level. (SHORTCUT: press and hold the ENTER button from any screen to quickly jump to Volume. Press and hold the ENTER button again to jump back.)
- **STATS:** Use to view flash card, quiz and game statistics.
- **SETTINGS:** Use to adjust contrast, set the date and time, set the sleep timer or reset your handheld settings.
- **ABOUT:** Use to obtain information about your handheld and learn more about shortcuts.

Flash Cards
- **VIEW**—press screen RIGHT or LEFT to scroll through flash cards.
- **FLIP**—press the ENTER button to flip a flash card over and view the other side.
- **FLAG**—press screen UP to flag a flash card and add it to the Do Over set. Press screen UP again to un-flag a flash card and remove it from the Do Over set. Cards in the Do Over set can be used for review later.
- **EXIT**—press screen DOWN to exit a flash card set.
- **AUDIO—**turn Audio On to play sound for flash cards with audio (e.g., Spanish flash cards). Flash card audio will not play when a song is playing.

- **SHUFFLE**—turn shuffle On to display flash cards in a random order.
- **SIDE DISPLAY**—select which side of the flash cards displays first.

Quizzes
- **QUESTIONS & ANSWERS**—press screen UP or DOWN to scroll through questions and answers. Press the ENTER button or screen RIGHT to select an answer.
- **HINT**—hints are available for all questions.
- **DIFFICULTY LEVEL**—on the Easy level, a hint is automatically displayed for wrong answers and you get a second try. On the Hard level, you have only one chance to answer the question correctly.
- **TIMER**—set the Quiz Timer to 3, 6 or 9 minutes or set the timer to Off and take as much time as you want.

Music
- **SELECT & PLAY**—in the Titles, Artists or Albums folder, press the ENTER button or screen RIGHT to select and play a song. Select Play All to play all the songs in the folder.
- **PLAY or PAUSE**—press screen RIGHT
- **NEXT SONG**—press screen DOWN
- **SHUFFLE**—if shuffle is On, songs will play in random order. If shuffle is Off, songs play in the order in which they appear in the folder.
- **REPEAT**—if Repeat is On, songs in a folder will play again after the last song is finished.
- **SHORTCUT**—press and hold the HOME button from any screen to quickly jump to Music. Press and hold the HOME button again to jump back.

Games
The CRAMMER™ system comes with two games: **Wheeler Dealer** and **Domino Madness**.

Wheeler Dealer: Test your entrepreneurial skills while managing a scooter rental business. Weigh risk versus reward, and rise through the ranks from store intern to scooter tycoon! Play either a timed 30-day game or an untimed game, and see how long you can keep your store profitable.

Game Play & Navigation: Each day, decide how much to spend on ads, how many scooters to unlock and how much to charge per rental. The more ads you purchase, the more potential customers you bring in. The more scooters you unlock, the more available to rent. The more you charge, the more you can make for each rental. Don't set prices too high—you may drive customers away. You will have the opportunity to visit Cambuchi's Garage to repair broken scooters, purchase new ones or upgrade your fleet to make your rentals more attractive. A purchase of any upgrade will apply to all future additions to your fleet as well.

Highlight an entry field by pressing screen UP or DOWN. Increase or decrease its value by pressing screen RIGHT or LEFT. Press screen RIGHT or the ENTER button to select GO.

Domino Madness: Match up numbers on dominos as they fall to clear the board. Earn extra points for multiple matches! Play in Timed mode and try get enough before time runs out, or play in Untimed mode to score as many points as you can.

Game Play & Navigation: Move the dominos as they fall to make matches to clear your board. Matches must be of the same number of dots and of the same color domino. Matching a star game piece will clear all dominos with the same number of dots. Matching a bomb game piece will clear all adjacent dominos, even if they have different dots. Both star and bomb game pieces will never clear if they land without being matched.

Move a falling domino horizontally by pressing screen LEFT or RIGHT. Rotate a falling domino with the ENTER button. Once you have aligned a match, press screen DOWN to instantly drop a falling domino.

CONNECTING THE CRAMMER™ HANDHELD

Installing the LEAPFROG® Connect Application

To install the LEAPFROG Connect Application for the CRAMMER handheld:

1. Connect the handheld to your computer using the included USB cable, and turn it on. Note: You will need an Internet connection to install the application.

   Windows users: The installer will launch automatically. Follow the onscreen instructions to download and install the Connect Application.

   Mac users: Open the CRAMMER installer that will appear on your desktop and double-click the installation file. Follow the onscreen instructions to download and install the Connect Application.

   NOTE: If you have previously installed the LEAPFROG Connect Application for a different type of connected device (TAG™ Reader, LEAPSTER®2 handheld or DIDJ™ handheld), you will still need to install the CRAMMER view of the Connect Application.

2. After you've installed the Connect Application you will be directed through a series of setup screens that suggest creating a LEAPFROG account. Although a LEAPFROG account is not required to use the application, it allows LeapFrog to create a customized Learning Path® for your child, providing you with detailed play data and insights into what your child is learning. After creating your LEAPFROG account, follow the directions on the screen to create a child footprint and link the player profile to the child footprint.

3. *For parents:* Once the LEAPFROG Connect Application is installed and you've created a LEAPFROG account, you can navigate to the Parent's view, where you can access your child's LEAPFROG Learning Path; an online experience that lets parents see and shape their children's learning progress.

4. *For kids:* Once the LEAPFROG Connect Application is installed, you can select your CRAMMER profile to enter the CRAMMER view. From here you can create, download and manage all the content for your handheld.

For system requirements of the LEAPFROG Connect Application or more information on creating a LEAPFROG account, see the Connect Application General Help document.

Launching the LEAPFROG Connect Application

Once you have installed the LEAPFROG Connect Application, turn the CRAMMER handheld on and connect it to your computer using the included USB cable.* Each time you connect the CRAMMER handheld to your computer, the application will open automatically and invite you to select a player profile. Or, you can open the application manually by clicking the Connect Application logo on your desktop.

*Note: While connected to the computer, the CRAMMER™ handheld is powered from the computer and does not consume battery power.

Creating a Player Profile
A CRAMMER player profile is required to use the Connect Application. The first time you connect a CRAMMER handheld to your computer, a screen will appear asking you to name the device. The player profile must be a name that is not being used by any other CRAMMER handheld on this computer.

Selecting a Player Profile to Begin
When the Connect Application opens, you will need to select one of the player profiles listed on the Home page to open the CRAMMER view.
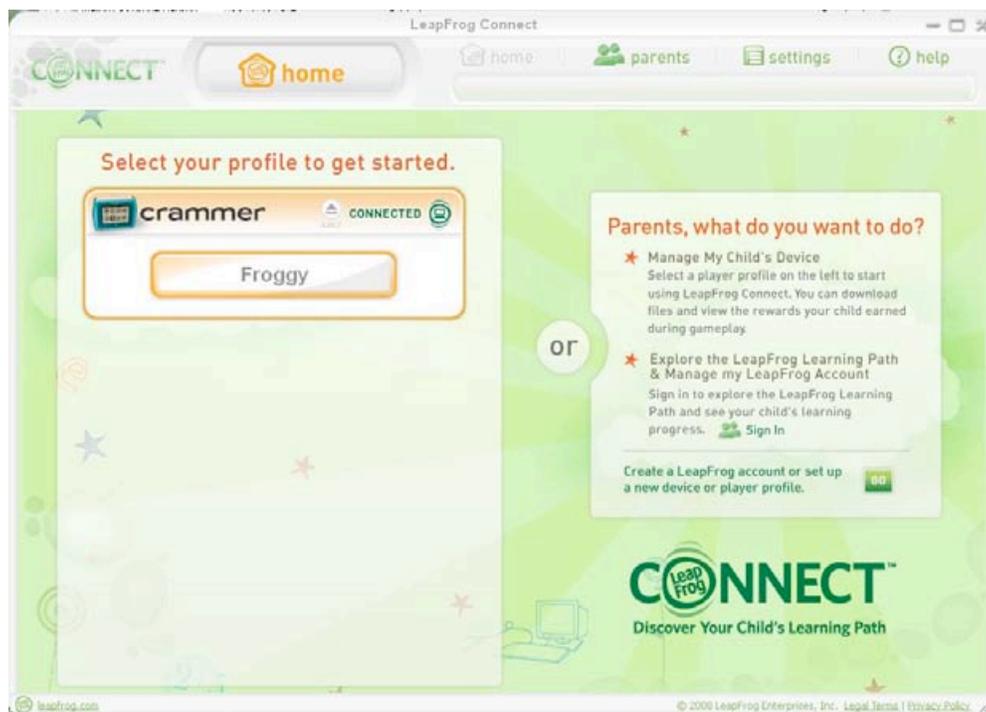
If you have more than one CRAMMER player profile, or player profiles for other devices, you may need to use the scroll bar to the right of the player profiles to find the one you want to explore.

See the LEAPFROG® Connect Application General Help document for more information on player profiles and signing in when you have more than one CRAMMER handheld, or multiple types of devices.

Multiple CRAMMER Handhelds
Each CRAMMER handheld can hold only one player profile. However, many CRAMMER handhelds can be managed using one LEAPFROG Connect Application. If you have multiple CRAMMER handhelds, you will be prompted to select one of the player profiles from the Home page when the application launches.

It is recommended that you connect only one CRAMMER handheld to your computer at a time. If you connect a second handheld while the first CRAMMER handheld is syncing, the second handheld might not be recognized. When the sync finishes, you will need to turn the second CRAMMER handheld off and then on again, or disconnect and reconnect the USB cable for it to be recognized.

Switching Player Profiles

To switch between player profiles, click the Home button at the top of the Connect Application window (in the center) and select another player profile from the list. You can also switch player profiles by connecting a CRAMMER™ handheld to the computer. A message will appear asking if you would like to switch to that player profile.

Note: You can distinguish which profile is in use by looking at the message in the title bar of the LEAPFROG® Connect Application window.

Renaming a Player Profile

To change the name of a CRAMMER player profile, enter the CRAMMER view of the Connect Application and click the Settings button at the top of the window. Go to the CRAMMER tab and enter a new player profile name and close the Settings window. Now, when the Connect Application opens, you will see the new player profile listed on the Home page and in the application. The name change will also be applied to all child footprints and Learning Path pages.

CRAMMER Handheld Settings

In the upper right corner of the Connect Application window you will see a Settings button. Here you can find setting options, rename a player profile or reset a CRAMMER handheld.

Resetting the Handheld to Factory Settings

To reset a CRAMMER handheld, you must have the CRAMMER handheld connected and turned on. Once you have selected a player profile and entered the Settings window, click the Reset button. A warning message will appear asking you to confirm that you want to reset the CRAMMER handheld and erase all player profile data. After reset, the Connect Application will begin syncing the handheld with all of the quizzes, flash cards and music that need to be added back onto the device.

Warning: It is rare that you will need to reset the CRAMMER handheld and this function should be used with caution. All contents of the handheld will be erased and, though they will be added back onto the device following the reset, it may take some time depending on the amount and size of files.

The CRAMMER View in the Connect Application

After signing in and entering the CRAMMER view, you will see four buttons in the left navigation column. If you click on one of these buttons, that page will appear in the area to the right.

- **CRAMMER Home**: this page is always accessible.
- **Create Flash Cards**: this page is always accessible, however, the CRAMMER handheld must be connected to save any new flash card sets or edits to the device.
- **Downloads**: an Internet connection is required to enter the Downloads page. The CRAMMER handheld must be connected to save any downloads to the device.
- **On My CRAMMER**: you can always see a list of files that are stored in your library (on your computer) and on the CRAMMER handheld, however, the handheld must be connected to save any file changes to the device.

THE CRAMMER HOME PAGE

Selecting a CRAMMER player profile takes you to the CRAMMER Home page, which introduces you to the LEAPFROG Connect Application and supplies a few quick links to the most commonly

used features within the CRAMMER™ view of the application. You can return to the CRAMMER Home page at any time by clicking the CRAMMER Home button in the left-hand navigation column.

Parents Window
At the top right of the CRAMMER Home page is a small window that includes messages for parents, including the status of their account and LEAPFROG® Learning Path profile.

Quick Links
From the CRAMMER Home page, you can click any of the quick links under the Parents Window to download quizzes and flash cards, create new custom flash cards or add songs.

Downloads
In the lower left corner of the CRAMMER Home page, you'll see a sample of subjects represented in the downloadable flash card and quiz packs. Click this window to go to the Downloads page.

New Products and General Information
Look for news and general information about CRAMMER products in the lower right portion of the CRAMMER Home page.

THE CREATE FLASH CARDS PAGE
This page lets you create custom flash card sets to reflect personal studying or testing needs. You can create or edit flash card sets without connecting the CRAMMER handheld. However, when you are done working with the set and want to use it, you will need to save the set to the handheld.

Note that you cannot edit the information shown on downloaded flash card sets, only on flash cards sets you have created.

Creating a Flash Card Set

To create a custom flash card set:

1. Click the Create Flash Cards button in the left-hand navigation column. This takes you to the Create Flash Cards main page.
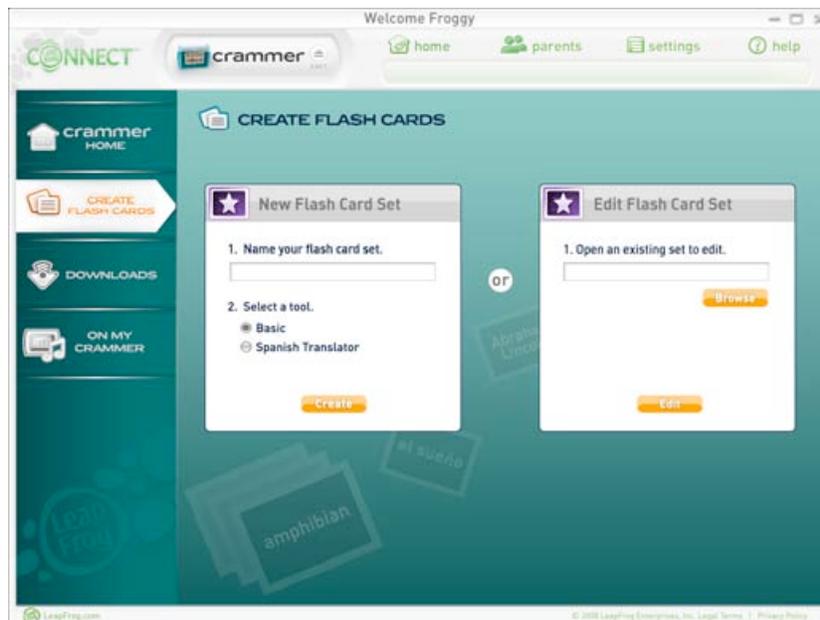
2. Type a name for your flash card set (up to 40 characters) where indicated. The name you choose must be different from the other flash card sets that exist for this player profile. You can change the name of your flash card set at any time.

3. Click one of the two buttons to choose a tool for creating your set—Basic or Spanish Translator. The Spanish Translator tool has the same functionality as the basic flash cards, but with a built-in translator and Spanish accent buttons. Note: once chosen, this set can not be switched to the other tool.

4. Click the Create button to start creating flash cards.

Using the Basic Flash Cards Tool

Once you've clicked the Create button, the editing panel in the middle of the page shows details about the information on both sides of the selected flash card (you can enter text into both sides or just one). When you are done creating the flash card, click the Save and Continue button. An empty flash card will appear for you to edit. If you want to start over with a flash card, click the Delete Card button and a blank card will appear.
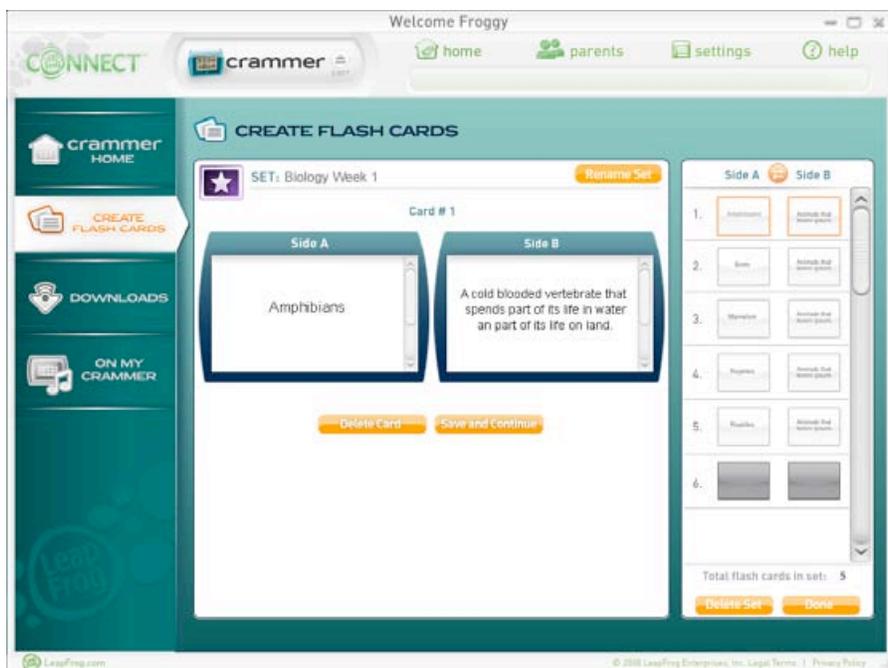
You can only enter plain text on a flash card—no italics, bold or underlining. You can also copy/cut and paste text from outside sources using the right-click function on your mouse. There is a maximum limit of 100 characters. Once you see scrollbars appear, you've surpassed the allowed limit and will need to shorten your entry or it will be cut off when viewed on the CRAMMER™ handheld.

The Preview panel on the right side of the page shows information about the number of flash cards in the set (you can save up to 200 flash cards per set) and provides thumbnail images of both sides of the cards in the set. To read the contents of the thumbnail images, place your mouse over the image and a tool tip will appear showing you the text at a more readable size.

You can drag-and-drop the flash cards in the Preview panel to reorder them (Use the Shift and/or Control keys to select multiple cards). If you click a card in the preview panel it will appear in the editing panel. Be sure to click the Save and Continue button to save any changes! To add a new card to the set, click on the blank card at the bottom of the preview panel.

Clicking the Switch button at the top of the Preview panel flips the information on the cards from left to right. This will also affect how the cards are displayed on the CRAMMER handheld. Click the switch button again to switch the sides back.

When you have completed creating your flash card set, click the Done button to save the set. If the CRAMMER handheld is connected and turned on, the flash card set will automatically be synced to the handheld. If not, it will automatically be synced the next time the CRAMMER handheld is connected and turned on.

Using the Spanish Translator Flash Cards Tool
Once you've clicked the Create button, you'll follow the same basic method as outlined in the previous section for the Basic Tool. However, the Spanish Translator tool has some additional functionality.
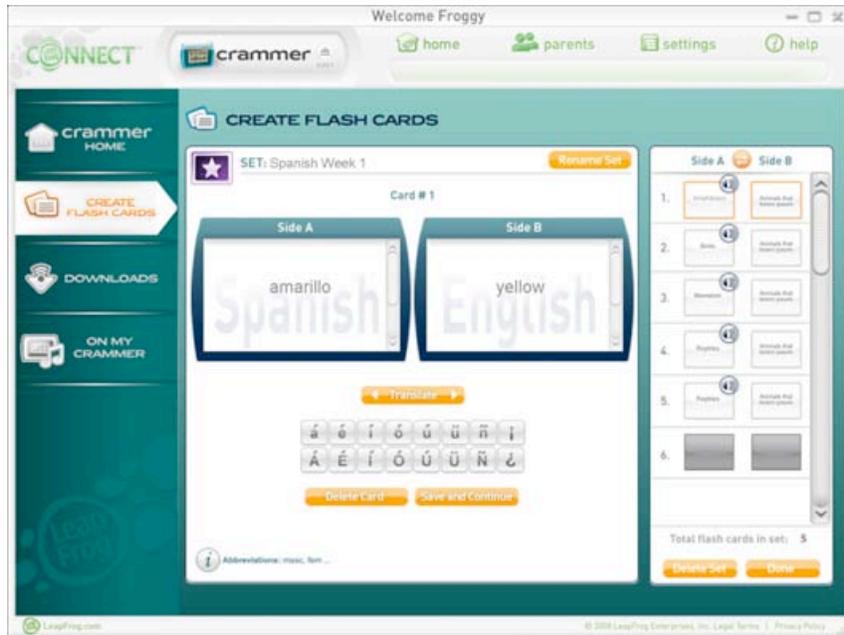
When using the Spanish Translator tool, you will see that the special characters used in Spanish text are included as buttons in the center of the page. When you need a special character, click on the button that shows the character and it will be inserted into the text on the flash card.

Side A of the flash card will default to Spanish and Side B to English. If you want, you can swap the two sides by clicking the Switch button at the top of the Preview panel. This will affect how the cards display on the CRAMMER™ handheld as well.

To use the Translator tool, type a Spanish word into one side of the flash card and click the Translate button. The English translation of the word will appear on the other side of the card. Alternately, you can type an English word and click the Translate button for the Spanish side to be populated. Note that only single words can be translated by the Translation tool, not phrases. You can also enter a translation manually or edit the result of a translation.

The Translate button pulls information from a word list of about 33,000 words. Half of those are Spanish with their corresponding English translations, and half are English with their corresponding Spanish translations. If there is an exact match for what was entered, and only one translation option exists, that match will appear on the opposite side of the card. If there is not an exact match and/or there is more than one translation option, a pop-up window will appear, prompting you to consider the choices and select one of them (or none). The entry will be altered to match the direct translation.

Definite and Indefinite Articles
If the words *un, una, el, la, los* or *las* are included in the Spanish entry, they will be ignored and the search will be completed on the main word. This is also true of the words *a, an* or *the* on the English side. Other phrases, sentences and punctuation will prompt an error message.

Misspellings and Word Forms
Misspelled words will not be found (this includes missing or incorrect accents). If you type a conjugation of a verb rather than an infinitive, or the feminine form of the word instead of the masculine, it will be found only if it is in the database of words. Some verb conjugations, feminine forms of words and accent redirects exist and will prompt you to choose the related match found in the database.

Gender
For nouns, gender will be indicated by adding (masc) for masculine or (fem) for feminine at the end of the word. If you type "el lago" the translation will show "lago (*masc*): *n*, lake." If you select that entry, Side A will read "lago (*masc*)" and Side B will read "lake."
NOTE that Spanish adjectives can be masculine or feminine but only the masculine forms are included in the Create Flash Cards application.

Abbreviations
For a list of abbreviations used for gender and parts of speech, click the Abbreviations link at the bottom left of the page.

- masc.   masculine
- fem.   feminine
- n.   noun
- adj.   adjective
- v.   verb
- adv.   adverb
- prep.   preposition
- conj.   conjunction
- interj.   interjection
- art.   article

Audio
When using the Translation tool, you will see an audio icon on some Spanish cards in the preview panel. This icon appears after clicking the Save and Continue button when the word on the Spanish side of the card is found in the database. Only exact matches have audio. If definite or indefinite articles, phrases or punctuation exist, audio will not be attached. The audio cannot be previewed in the CRAMMER™ view of the LEAPFROG® Connect Application, but will be available when using the CRAMMER handheld. Audio is only available for the Spanish words, not the English translations.

Editing Flash Card Sets
To begin editing a set of flash cards, choose a flash card set from the right box of the Create Flash Cards main page. You can type in the set name or click the browse button. When typing in a name, keep in mind that punctuation matters.

After choosing the desired set, click the Edit button. The flash card set will appear for you to make edits or add to the set (to add a new card, click the last, blank card in the set). You can rename a

set using the Rename button at the top of the page. You can delete a card from a set by choosing that card in the Preview panel and clicking the Delete Card button.

THE DOWNLOADS PAGE

Click the Downloads button in the left-hand navigation column to open the Downloads page. From here, you can find pre-made quiz and flash card packs to use with the CRAMMER™ handheld. The files are free and include thousands of questions and vocabulary words.
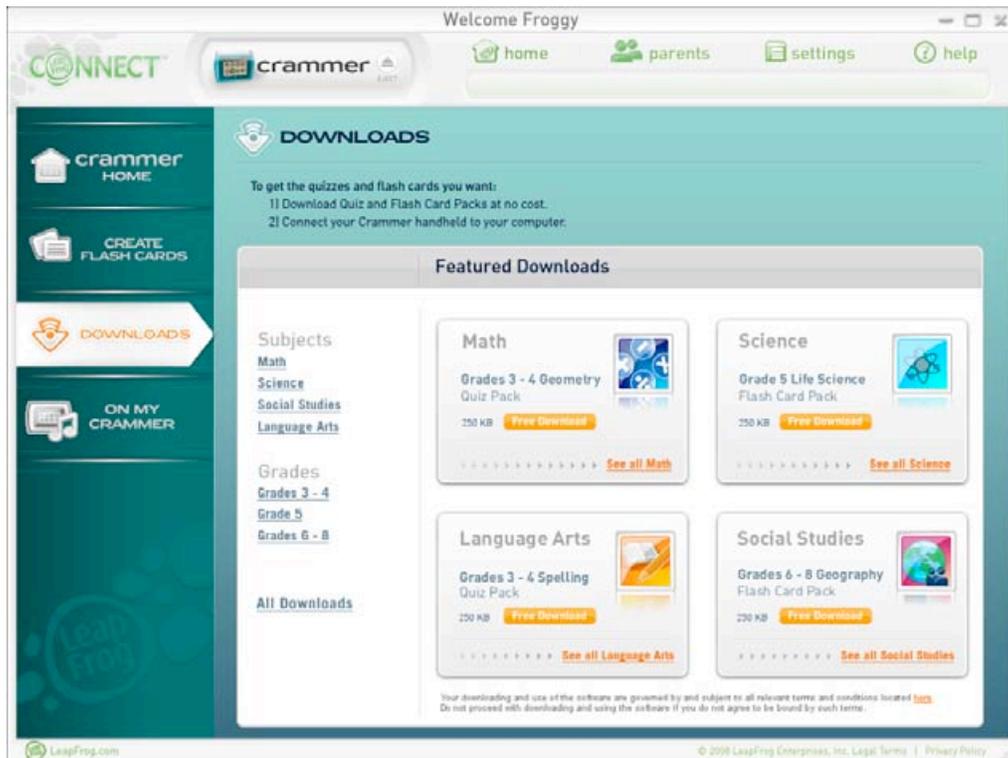
The quiz and flash card packs are divided into four subject areas: Math, Science, Social Studies and Language Arts. They cover three grade level ranges: Grades 3–4, Grade 5 and Grades 6–8. Click on any of the subject or grade links or one of the See More links on the Downloads page to see a complete list of study tools available for that category.

When you click on the title or icon for a download, a separate window will open to show you the table of contents for that quiz or flash card pack. You can come back to this page or print the table of contents for future reference once the file is downloaded to the CRAMMER handheld.
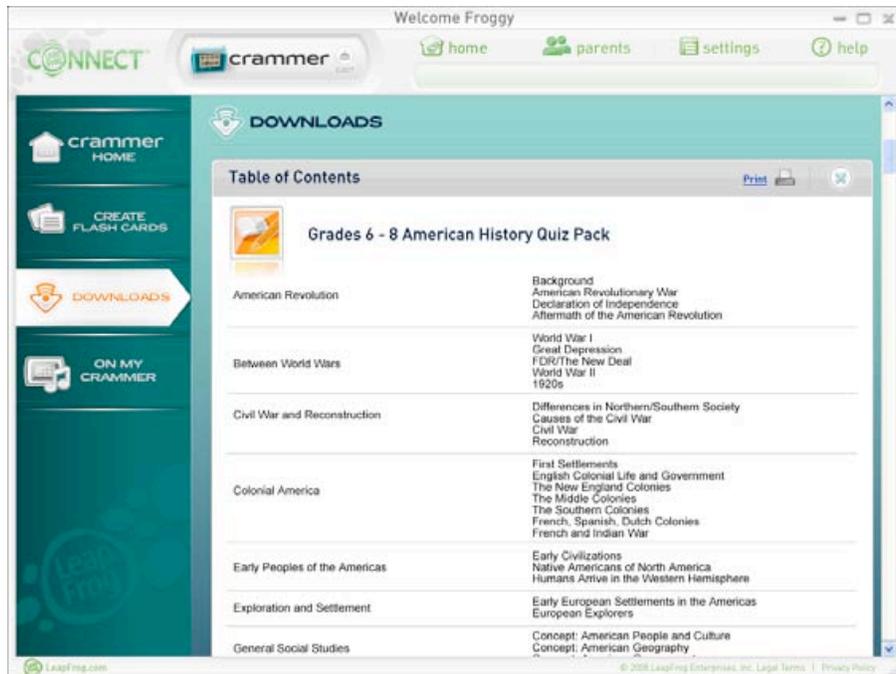
Downloading Files

To download a file, click the Download button associated with the file you want to download. The file will immediately begin to download to your computer. You can click multiple Download buttons and the files will automatically download one after the other. The Message Center will inform you when each file has completed the download process.

Moving Files to the CRAMMER™ Handheld

If the CRAMMER handheld is connected to the computer and turned on when the quiz or flash card packs are downloaded, the downloaded files will automatically transfer to the handheld and be ready for use. If the handheld is not connected to the computer or not turned on when the download completes, the download will wait to transfer until the handheld is connected and turned on.

THE ON MY CRAMMER PAGE

The On My CRAMMER page is where you manage and organize the files that are stored on your child's CRAMMER handheld. Although you can add or remove files from the handheld even while it's not connected, no changes will be saved to the device until it is connected and turned on.

There are four tabs on this page: View All, Quizzes, Flash Cards and Music.

View All Tab

The View All tab shows a complete list of all the files that are stored on your computer and indicates which of them have been saved to your child's CRAMMER handheld (or will be saved to the handheld after any changes have been synced). If there is a checkmark to the left of the file, that file is stored on the handheld. If there is a blank box with no checkmark, the file is not currently on the handheld.

The View All tab also shows files that are on the CRAMMER handheld that are not on the local computer (i.e., you download files, create custom flash cards or add songs and transfer the files to your child's CRAMMER handheld and then connect to a new computer). The On My CRAMMER Page will notify you if it finds a file on the handheld but not on the computer.
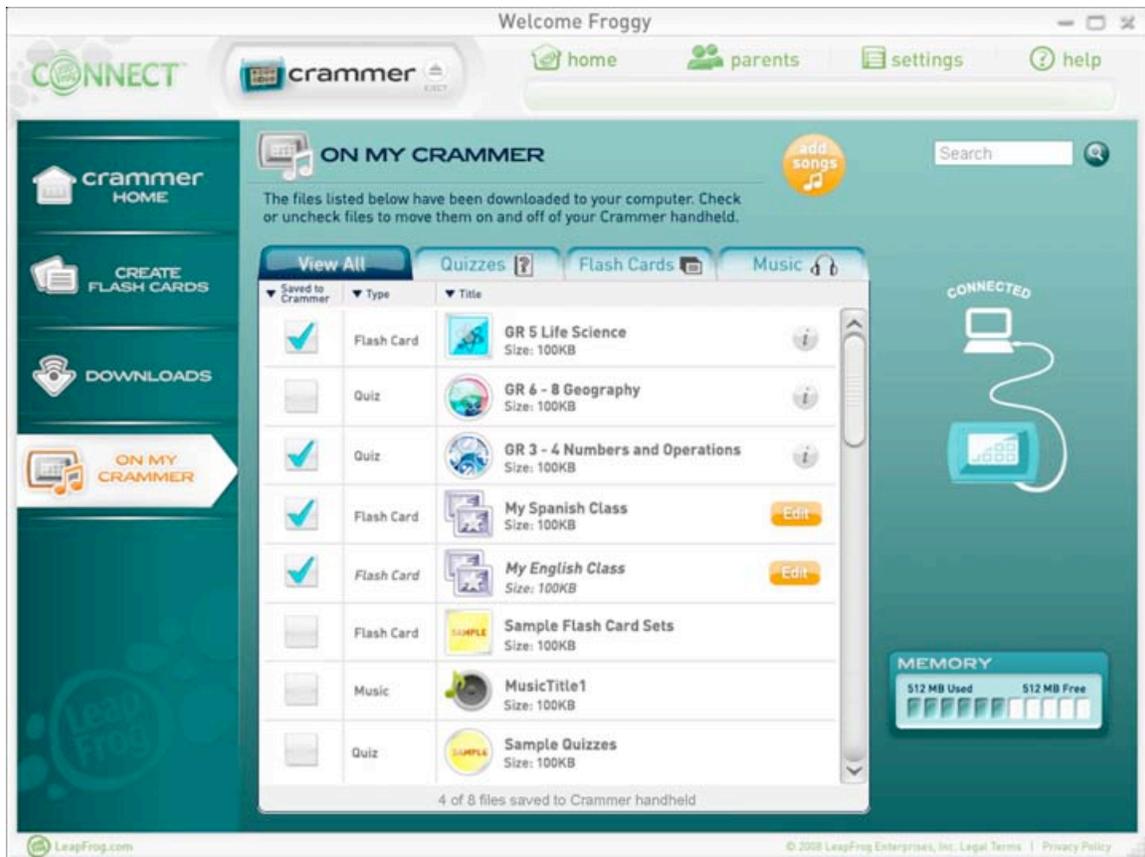
There are three columns on the View All tab: "Saved to CRAMMER™," "Type" and "Title." You can click on the column header to sort the rows using that parameter. Click the column header again to reverse-sort.

To the right of downloaded files you will see an Information icon ("i"). Click this icon to open the table of contents for this file. This is the same table of contents accessible in on Downloads page that lists the structure and content for that file.

To the right of custom flash cards sets you will see an Edit button. Click this button to open the flash card set in the Create Flash Cards page for editing. Note that only custom flash cards can be edited.

Quizzes Tab
The Quizzes tab shows the list of downloaded quiz packs stored on your computer and saved to the handheld (including the sample quizzes that were included with the handheld).

Flash Cards Tab
The Flash Cards tab shows the complete list of downloaded flash card packs and custom flash card sets stored on your computer and saved to the handheld (including the sample flash card pack that was included with the handheld). A "Date Modified" column is provided for custom flash cards that indicates when that set was last edited.

Music Tab
The Music tab shows the complete list of music files stored on your computer or saved to your child's CRAMMER handheld (including the two songs that were included with the handheld). Two other columns, "Artist" and "Album," display additional details about the songs.

Add Songs Button
If you click the Add Songs button, the Music tab will automatically open and a window will appear prompting you to select a music file (Note that only MP3, WAV and OGG files are supported). Select multiple files using the Shift and Control keys or select an entire music folder.
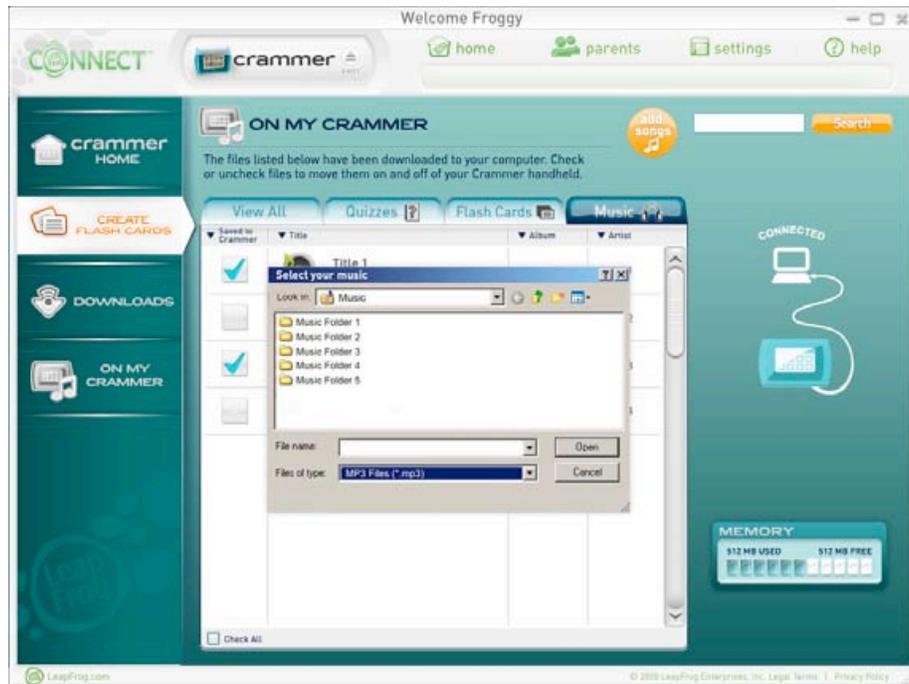
If the CRAMMER™ handheld is connected and turned on, the music files will automatically transfer to the device. If the CRAMMER handheld is not connected, the files will transfer the next time the handheld is connected and turned on.

Before importing a music file, be sure that any information about that song, album or artist is updated, as you will not be able to edit that information once the song has been imported to the LEAPFROG® Connect Application.

NOTE: Songs that are protected by DRM or that were purchased from iTunes® cannot be added to the CRAMMER handheld. You cannot add songs from an outside music application using that application's export feature.

Adding & Removing Files
All files listed and checked in the On My CRAMMER Library will automatically transfer to your child's CRAMMER handheld. If you download, add or create a new file, it will automatically be checked and transferred to the handheld as soon as the device is connected and turned on. You can check or uncheck files while the CRAMMER handheld is not connected, but the changes won't be applied until the handheld is connected and turned on.

To remove a file from the handheld, uncheck the file(s) while the device is connected. The sync will begin immediately and the file will be removed from the handheld. However, as long as the file is located on your computer, it will remain available and can be added back to the handheld at any time. If the file you are trying to remove was downloaded from or created on another computer, you will see a warning message that the file is not located on your computer and, once deleted from the handheld, will not be able to be added again from this computer.

The CRAMMER™ Status Column

The CRAMMER Status column indicates the status and state of your child's CRAMMER handheld and includes the following images for reference:

NOT CONNECTED
NOT CONNECTED
Your Crammer handheld is currently not connected or turned on.

NOT CONNECTED
SYNC REQUIRED
You have made changes to your library. To sync your files, connect your Crammer handheld and turn it on.

CONNECTED
SYNCING FILES
This may take several minutes. Do not disconnect.

NOT CONNECTED
SYNC FAILURE
Reconnect your Crammer handheld to try syncing again. Remember to always use the eject button to disconnect your handheld.

CONNECTED
SYNCING COMPLETE
Safe to eject your Crammer handheld

CONNECTED
MEMORY FULL
There isn't enough free memory on your Crammer handheld to sync. Uncheck one or more files to make room.

The Memory Gauge

At the bottom of the CRAMMER Status column, there is a memory gauge.

MEMORY
512 MB Used   512 MB Free

This bar is a visual representation of how much of the memory in the CRAMMER handheld is being used, and how much is available for additional files. The gauge is only active when the CRAMMER handheld is connected and turned on. The CRAMMER handheld has 1 GB of memory available. You can add as many components to your CRAMMER handheld as can be stored in that amount of space. If the memory on the CRAMMER handheld is full, you will need to remove at least one file in order to add additional files.

DISCONNECTING THE CRAMMER™ HANDHELD

The Eject Button
The Eject button appears when a CRAMMER handheld is connected and turned on. When you have finished transferring files onto and off of the CRAMMER handheld, click the Eject button to disconnect the handheld. Once ejected, a message will appear letting you know that it is safe to unplug the handheld from the computer.

It is important to remember to use the Eject button before unplugging the handheld to avoid corrupting the device. Should you forget, the application will notify you if you need to reconnect your handheld to fix it. See the Updates & Repairs section for more information.

If you need to reconnect a CRAMMER handheld to the application, turn the device's power off and on again or disconnect and reconnect the USB cable on that handheld.

The Unsafe to Eject Icon
If your CRAMMER handheld is syncing files, the Eject button will be covered with a red circle with a slash through it, showing you that it is not safe to eject the handheld. Do not disconnect the CRAMMER handheld when the Unsafe to Eject icon is showing. If you do, the handheld might be corrupted and require reconnecting to fix it.

UPDATES & REPAIRS
There are two main types of updates for your child's CRAMMER handheld: content updates (e.g., quiz and flash card downloads) and updates to the handheld itself.

Quiz and Flash Card Pack Updates
Every time the CRAMMER handheld is connected to your computer with an open Internet connection, the LEAPFROG® Connect Application checks to see if there are updates to quiz and flash card packs that have been previously downloaded. If any updates exist, they will automatically download and will be labeled as "Updated" in the On My CRAMMER page until the file syncs to your child's CRAMMER handheld.

CRAMMER Handheld Updates
Every time the CRAMMER handheld is connected to your computer with an open Internet connection, the LEAPFROG Connect Application checks to see if the handheld needs to be updated or repaired. If an update or repair is required, you will see a pop-up message to that effect. Once you click the OK button, the update will begin. You will not be able to navigate around the application while this update is in progress. The Message Center will alert you when the update has finished. At that time your child can continue to use the handheld as before.

LEAPFROG Connect Application Updates
In addition to the CRAMMER updates, there may also be updates to the LEAPFROG Connect Application. *For information about updates to the LEAPFROG Connect Application see the LEAPFROG Connect Application General Help document.*

TROUBLESHOOTING

Symptom	Try This
Product does not turn on	Make sure the On/Off switch on the CRAMMER™ handheld is in the On position Make sure batteries are correctly installed Make sure the battery cover is securely attached Remove batteries and put them back in Clean battery contacts by rubbing lightly with a soft eraser and then wiping with a clean and dry cloth Install new batteries
Display stops working	Adjust contrast in Settings menu Install new batteries
System screen shows "Update Required"	Make sure the On/Off switch on the CRAMMER handheld is in the On position Open the LEAPFROG® Connect Application Connect the handheld to the computer to update
Quizzes, flash cards or music are missing or incomplete	Make sure the On/Off switch on the CRAMMER handheld is in the On position Connect the handheld to the computer to have your content automatically restored by the LEAPFROG Connect Application
Product does not respond or freezes	Make sure the On/Off switch on the CRAMMER handheld is in the On position PARENT: Insert the end of a paper clip into the RESET pinhole on the back of the handheld under the battery door
Computer does not detect handheld even though USB cable is connected on both ends	If you have already installed the CRAMMER™ software by using the LEAPFROG® Connect Application: • Make sure the On/Off switch on the CRAMMER handheld is in the On position • Disconnect and reconnect the USB cable to the handheld. It might take a moment to recognize the handheld

	If you have not yet installed the CRAMMER™ software by using the LEAPFROG® Connect Application:
	• Make sure the On/Off switch on the CRAMMER handheld is in the On position
	• Disconnect and reconnect the USB cable to the handheld
	• PC users—Follow the instructions on the computer to install the LEAPFROG Connect Application (Internet connection required)
	• Mac users—Open the CRAMMER Installer on the desktop and double click the installation file. Follow the instructions on the computer to install the LEAPFROG Connect Application (Internet connection required)
	• Or, download the application from www.leapfrog.com/crammer

For more troubleshooting tips click Help within the LEAPFROG Connect Application or go to www.leapfrog.com/support.

FREQUENTLY ASKED QUESTIONS (FAQ)

General

Question: What is the LEAPFROG® Learning Path?

Answer: The LEAPFROG Learning Path a free online tool that offers unparalleled insights into your child's learning progress with LEAPFROG products. Every time you connect your child's CRAMMER handheld to your computer, rich play data is transferred to your child's online Learning Path, empowering you to see details such as which skills, stories and activities your child is most engaged with, know when your child has started playing with content above his or her grade level and even see the questions your child has answered during play.

Connecting

Question: When I connect the CRAMMER handheld for the first time, an operating system window tells me, "This disk or device contains more than one type of content," and asks me what I want to do. What should I do?

Answer: You might see this window the very first time you connect the CRAMMER handheld for some operating systems. Click Cancel and wait for the LEAPFROG Connect Application to tell you what to do next.

Question: Why doesn't the LEAPFROG Connect Application recognize the CRAMMER handheld?

Answer: Try disconnecting the handheld, turning the power off and on again, and then reconnecting to refresh the connection.
Did the Connect Application tell you that the handheld needed an update when you connected it? Try disconnecting and reconnecting the handheld and then follow the

instructions to update it. Be sure the handheld is turned on.
Check that your USB cable is plugged securely into both the computer and into the CRAMMER™ handheld.

Question: Can I connect more than one CRAMMER handheld at a time?
Answer: Connecting more than one CRAMMER handheld at a time is not recommended.

Question: Can I connect a CRAMMER handheld and another device such as a LEAPSTER®2 handheld, TAG™ Reader or DIDJ™ handheld at the same time?
Answer: Connecting more than one LEAPFROG® device at a time is not recommended, as you might get messages about the second device or player profiles on the second device while still using your CRAMMER player profile.

Question: The LEAPFROG® Connect Application updated the CRAMMER handheld, so why are there still problems?
Answer: If the Connect Application has updated the handheld and it is still not working properly, go to the Settings tab to reset the handheld. **Warning**: This should only be done as a last resort. You will erase all of the player profile data and it will take a long time for the Connect Application to add all of your files back to the handheld.

Question: The CRAMMER handheld screen says "Update Required. Please Connect." What's wrong?
Answer: If the CRAMMER handheld becomes corrupted, it is able to detect the problem and prompt you to connect to the computer so it can be fixed. After connecting, follow the onscreen instructions to update the handheld.

Question: The handheld screen says "Sync Failed. Please Connect." Why did it fail and what do I do?
Answer: If you unplug the CRAMMER handheld while its is syncing you may get this message. You can fix it by connecting the CRAMMER handheld again and letting the sync restart. Remember to always wait for the sync to complete and use the Eject button to disconnect.

Question: The handheld screen says "Connected" but I turned the power off. Why is it still connected?
Answer: The CRAMMER handheld continues to show "Connected" status if you do not click the Eject button. Either click the Eject button or unplug the CRAMMER handheld for this message to disappear.

Question: Do the batteries in the CRAMMER handheld lose charge while it is connected to the computer?
Answer: No. When the CRAMMER handheld is connected to your computer using the USB cable, it is powered through the computer and does not use batteries. The batteries will not charge, but the batteries will also not lose any of the charge that they already hold.

Downloads
Question: I downloaded a quiz pack; how do I found out what is in each quiz?
Answer: There are many levels and categories within each quiz pack and often dozens of quizzes. Click the Quiz or Flash Card Pack title on the Downloads page and view the Table of Contents for that pack. The Table of Contents is also available on the On My CRAMMER page by clicking the Information ("i") button.

Flash Cards

Question: What's the difference between "Basic" and "Spanish Translation" for the tools available on the Create Flash Cards page?

Answer: "Basic" provides you with all the tools you need to create custom flash cards to add to the CRAMMER™ handheld. "Spanish Translation" offers extra features such as Spanish accent buttons, a translate button that converts between Spanish and English words and the ability to add Spanish audio that can be heard once the flash cards are transferred to the handheld.

Question: I want to open a custom flash card to edit, but can't find it. What can I do?

Answer: On the right side of the Create Flash Card main page you can either type the name of the set (it must be exact) or click the Browse button to look through all of the previously-created custom flash card sets (only sets created under the current player profile will be displayed).

Question: Can I edit a custom flash card set on a different computer than I created it on?

Answer: No. You can only edit a custom flash card set on the computer it was created on, and by using the player profile it was created in.

Question: The words on the custom flash cards are cut off when viewed on the handheld. How do I fix that?

Answer: When creating custom flash cards, be sure to type only within the visible space. Once a scrollbar appears, you've exceeded the limit that will appear on the handheld screen.

Question: Can I insert special characters in custom flash cards?

Answer: Only the standard keyboard characters (the ASCII 128 set) are allowed within the custom flash cards. However, cards using the Spanish Translator tool will allow characters with Spanish accents and special punctuation.

Question: Can I use italics, bold, underlining or other formatting tools within my custom flash cards?

Answer: Only plain text is available when creating custom flash cards. Italics, bold and underlining are not possible.

Question: When I use the translate button in the Spanish flash cards it adds (fem) or (masc) onto my Spanish words. What does that mean? Can I remove it?

Answer: Spanish nouns and adjectives have a gender associated with them. Adjectives can be masculine or feminine depending on what word they are modifying, but nouns have a specified gender. We show that gender by displaying (fem) for feminine words and (masc) for masculine words. You can think of (fem) as adding "la" in front of the word, or "el" for (masc). Example: "playa (fem)" would be the same as "la playa." You can remove the gender label if you want. It will not affect whether audio is attached to that card.

Question: Why can't I hear the audio for my Spanish custom flash cards within the LEAPFROG® Connect Application?

Answer: The LEAPFROG Connect Application does not play audio, but you will know if there is audio attached to your flash card because you will see a speaker icon appear on that card in the preview panel in the Create Flash Card pages. You can hear the audio while studying the flash cards on the handheld.

Question: How do I attach audio for custom flash cards?

Answer: Be sure that you entered the Spanish word into the Spanish side of the card and that you are using the Spanish Translator tool within the Create Flash Card pages. Once you click the Save and Continue button for the card, LEAPFROG Connect will search

its Spanish–English database for the word. If the word is found in its exact form, Spanish audio will be attached to the card. Only audio for the Spanish words will be added, not the English translations.

Question: The translate function in the Spanish custom flash cards says it doesn't find any matches to a word, but it's a common word. Am I doing something wrong?

Answer: Be sure to enter Spanish words into the side that says "Spanish" and English words into the side that says "English." Enter only one word, and use the singular form if there is a singular or plural option. For verbs, type in the infinitive rather than a conjugated form (e.g., "go" rather than "going"). If none of these options work, that word is probably not included in the LEAPFROG® Connect Spanish database of words.

Question: If a player creates custom flash cards in his/her CRAMMER™ profile and a sibling creates custom flash cards in his/hers, can they access each other's flash cards?

Answer: No. Custom flash cards sets are private to each player profile. You can only view and sync custom flash cards to the same CRAMMER handheld in whose player profile they were created.

Adding Music

Question: I can't find any music in the Downloads page. How do I add music to the CRAMMER handheld?

Answer: The Downloads page is only for flash cards and quizzes. Go to the On My CRAMMER page and click the Add Songs button. It will open a window to the music folder on your computer so you can choose which songs to add to the handheld.

Question: I added music to the CRAMMER handheld from my computer but the song displays as "Track 1" without the title. How do I add the title, album or artist information to the song?

Answer: You must add title, album and artist information for songs prior to importing them to the Connect Application. To delete the song and try again, click the song title in the On My CRAMMER page then press the Delete button on your keyboard. Edit song information using an application that handles music files, then use the Add Songs button in the Connect Application to add the song again with its updated information.

Question: Why can't I see all of the music files I'm trying to add to the Connect Application?

Answer: You can only import MP3, WAV and OGG formatted songs. Songs that were purchased from iTunes® or other sites will not be visible because they cannot be added to the CRAMMER handheld.

Question: Why did my songs fail when I tried to import them?

Answer: You can only import MP3, WAV, and OGG formatted songs. Songs that are protected by DRM or that were purchased from iTunes cannot be added to the CRAMMER handheld.

On My CRAMMER and Syncing

Question: What does "sync" or "syncing" mean?

Answer: It's short for "synchronize" or "synchronizing." It means to transfer files to or from the computer to the CRAMMER handheld.

Question: The message center says it's "downloading" and then "syncing." What's the difference between "downloading" and "syncing"?

Answer: Downloading means to transfer a file from the Internet to your computer. Syncing means to transfer a file from the computer to the CRAMMER handheld or to remove a file from the handheld.

Question: The message says I need to connect the handheld to sync it, but it is already connected. What's wrong?
Answer: Be sure the CRAMMER™ handheld is connected correctly and that it is turned on.

Question: Syncing takes a long time, can I stop the sync or disconnect the CRAMMER handheld during the sync?
Answer: No. Disconnecting the CRAMMER handheld during a sync can corrupt the handheld and require you to connect it again for a repair. Please wait until the sync finishes.

Question: I want to add another quiz, flash card set, or song to the handheld but I get a message saying that the memory is full. How do I fix this?
Answer: Go to the On My CRAMMER page and remove some files so that you can add new ones. You can remove files by un-checking them.

Question: The memory gauge shows that there is 3 MB of space left on the handheld, but when I try to add a file that is only 2.5 MB, I get a message that there is not enough available space to add the file. Why?
Answer: The size displayed for each file is approximate and does not always include hidden components that need to be synced along with the file.

Question: The On My CRAMMER page says "Sync Required." What do I need to do?
Answer: You normally see the "Sync Required" message when you've made changes to the On My CRAMMER page (adding or removing files) but the CRAMMER handheld is either not connected or it's connected but not turned on. Turn on the handheld and connect it to start the sync.

Question: How do I remove a file from the On My CRAMMER page that I don't want anymore?
Answer: You cannot permanently delete downloaded or sample quizzes or flash card packs from the LEAPFROG® Connect Application. You can delete custom flash card sets by going to the Create Flash Cards page, opening the set to edit it and clicking Delete Set at the bottom of the page. You can delete songs by selecting them in the On My CRAMMER page by clicking the title and then clicking the Delete button on your keyboard.

Question: I want to edit some flash cards that I downloaded. How can I do this?
Answer: You cannot edit downloaded flash card packs, only custom flash card sets. To edit a custom flash card set, go to the Create Flash Cards main page and select that set for editing.

Question: Next to one of the files in the On My CRAMMER is a message: "On handheld but not on computer." What does that mean?
Answer: That label will display for files that are found on the CRAMMER handheld but are not found on the computer. Usually this happens when you download files, create custom flash card sets or add songs on one computer and then connect the CRAMMER handheld to a different computer. If you remove these files from the handheld by un-checking them, you will not be able to add them back unless you reconnect the handheld to the original computer.

Question: How long does it take to sync the CRAMMER handheld?
Answer: Syncing depends on the size of the files that you are syncing and on the file type. Songs take the longest to sync due to size and also because they have to be transcoded before adding them to the device. Syncing can take anywhere from seconds to nearly an hour.

Settings
Question: How do I reset the CRAMMER™ handheld?
Answer: **You should only reset the handheld as a last resort.** Resetting will erase all of the player profile data and it might take a long time to sync all of the files back onto the handheld. If you do need to reset the handheld, select the appropriate CRAMMER player profile from the Home page. Then click the Settings button at the top of the LEAPFROG® Connect Application. Select the CRAMMER tab at the top of the Settings window and press the Reset button. Follow the onscreen instructions.

Eject/Disconnect
Question: How do I disconnect the CRAMMER handheld?
Answer: Within the CRAMMER view you will see a small image of the handheld at the top of the window. To the right of that image is the Eject button. Click that button to safely disconnect the CRAMMER handheld from the Connect Application. Do Not disconnect the handheld without clicking the Eject button—it could become damaged and need to be connected again for repair. You can also disconnect using the Eject button next to the name of the current CRAMMER player profile on the Home page.

Question: When is it safe to disconnect the CRAMMER handheld from the computer?
Answer: It is safe to disconnect the CRAMMER handheld at any time other than when the Eject button is crossed out. Remember to always click the Eject button to safely disconnect the handheld.

Question: The handheld screen is telling me to "Click Eject in LEAPFROG Connect"—is that on the device or on the computer?
Answer: The Eject button is in the LEAPFROG Connect Application on the computer. If you are in the CRAMMER player profile, the button will be at the top of the application next to the image of the handheld. If you are on the LEAPFROG Connect Home page, the Eject button will be next to the current CRAMMER player profile name.

CARE AND SAFETY INSTRUCTIONS

Instructions For Care
For indoor, dry-location use only. Keep food and beverages away from product. Do not spill liquid of any kind on this product as it may render it inoperative. Clean gently with a soft, dry cloth. Do not use water, soap, detergent or other chemicals. Never submerge the unit in water. Avoid prolonged exposure to extreme temperatures and direct sunlight. Avoid dropping the unit. Never try to dismantle it.

⚠ **CAUTION:** Routinely check this toy for proper and safe condition. If there is any damage or broken parts, remove toy from use.

⚠ **ATTENTION :** Vérifiez régulièrement que ce jouet est en bon état et qu'il ne présente pas de danger. Dans le cas contraire (par exemple, s'il est cassé à certains endroits), tenez ce jouet hors de portée des enfants.

⚠ **CAUTION:** If for any reason the screen (display) is fractured or cracked, immediately remove this product from use and contact LeapFrog Consumer Services for replacement if under warranty.

⚠️ **ATTENTION :** Si pour quelque raison que ce soit, l'écran (d'affichage) est brisé ou fendu, mettez immédiatement ce produit hors de portée des enfants. Contactez ensuite le Service clientèle de LeapFrog pour qu'il soit remplacé (si ce produit est sous garantie).

BATTERY INFORMATION
BATTERY REMOVAL AND INSTALLATION INSTRUCTIONS
1. Open the battery door with a screwdriver, coin, or other household tool.
2. If used or dead batteries are present, remove these batteries from the unit by pulling up on one end of each battery.
3. Install new batteries as shown in the polarity (+/-) diagram inside the battery compartment.
4. Replace battery door securely.

Battery Safety
Batteries are small objects and may pose a choking hazard for small children. Batteries must be replaced by an adult. Follow the polarity (+/-) diagram in the battery compartment. Promptly remove dead batteries from the toy to avoid leaking. 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 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.

Sécurité relative aux piles
Les piles sont des objets de petite taille et peut constituer un risque d'étranglement pour les enfants en bas âge. 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 pour éviter les fuites. 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 mélanger piles usagées et piles neuves, ni différents types de piles
   (c'est-à-dire alcalines/standard).
NE PAS utiliser des piles rechargeables.
NE PAS recharger des piles non rechargeables.
NE PAS court-circuiter les terminaux d'alimentation.

USB Cable
Use only the USB cable provided by LeapFrog Enterprises, Inc. Using any other cable may exceed FCC and other regulatory emissions limits. The USB cable is not a toy. Disconnect the toy from the USB connection before cleaning

Câble USB
Utilisez exclusivement le câble USB fourni par LeapFrog Enterprises, Inc. L'utilisation d'un autre câble peut dépasser les limites de la FCC (Commission fédérale américaine des communications) et autres limites règlementaires en matière d'émission. Le câble USB n'est pas un jouet. Déconnectez le jouet du port USB avant d'entamer toute opération de nettoyage.

⚠️**WARNING**: Cords could be a strangulation hazard. Keep out of reach of children under 3 years of age. Children pulling on the cord could cause the computer monitor or other equipment

to which the device is connected to fall with the possibility of property damage, serious personal injury, or death. Adult supervision required during play.

⚠ **AVERTISSEMENT** : Les cordons peuvent représenter un risque d'étranglement. Tenez-les hors de portée des enfants de moins de 3 ans. En tirant sur le cordon, un enfant peut causer la chute de l'écran de l'ordinateur ou d'un autre appareil connecté à ce dispositif et provoquer des risques de dommages matériels, de blessures graves, voire même la mort. L'utilisation de ce jouet doit avoir lieu sous la supervision d'un adulte.

PROTECT YOUR HEARING
Use only the LeapFrog ear buds specified for this product. Do not use these ear buds with other products.

⚠ **CAUTION**: Long-term exposure to loud sounds, at high volume, may result in permanent hearing loss. When using ear buds, it is recommended that the product is listened to at lower volumes for shorter periods of time. Set the volume while in a quiet environment. Turn the volume down if you cannot hear people speaking near you. Limit the listening time to 90 minutes, followed by a quiet period. The louder the volume, the less time required before your hearing may be affected. If you experience ringing in your ears or hear muffled speech, stop listening and have your hearing checked.

PROTÉGEZ VOTRE OUÏE
Utilisez exclusivement les écouteurs de la marque LeapFrog recommandés pour ce produit. Ne pas utiliser ces oreillettes avec d'autres produits.

⚠ **ATTENTION** : Une exposition durable à des sonorités trop fortes peut entraîner une perte définitive de l'ouïe. Lorsque vous utilisez le casque ou les écouteurs bouton, il est conseillé de baisser le volume et réduire le temps d'écoute. Réglez le son lorsque vous êtes dans un endroit calme et baissez-le si vous n'entendez pas les personnes qui parlent autour de vous. Limitez le temps d'écoute à 90 minutes, puis accordez-vous un moment de tranquillité. Plus le volume est élevé, plus il y a de chances que votre ouïe soit rapidement touchée. En cas de bourdonnement dans les oreilles ou si vous entendez des voix sourdes, arrêtez immédiatement d'écouter ce produit et faites contrôler votre ouïe dans les plus brefs délais.

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.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications to this unit not expressly approved by LeapFrog Enterprises, Inc., could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Environmental Phenomena
- The unit may malfunction if subjected to radio-frequency interference. It should revert to normal operation when the interference stops. If not, it may become necessary to turn the power off and back on, or remove and reinstall the batteries.
- In the unlikely event of an electrostatic discharge, the unit may malfunction and lose memory, requiring the user to reset the device by removing and reinstalling the batteries.

Impact de l'environnement
- Une défaillance de fonctionnement de l'appareil peut survenir s'il est sujet à des interférences avec des fréquences radioélectriques. Le fonctionnement normal de l'appareil devrait reprendre avec l'arrêt des interférences. Si ce n'est pas le cas, il peut s'avérer nécessaire d'éteindre et rallumer l'appareil ou de retirer et réinstaller les piles.
- Dans l'éventualité peu probable d'une décharge électrostatique, un mauvais fonctionnement et une perte de mémoire de l'appareil peuvent se produire. L'utilisateur doit alors retirer et réinstaller les piles pour réinitialiser l'appareil.

U.S. Consumer Service Contact: Visit our U.S. Consumer Support website at http://www.leapfrog.com/support 24 hours a day.

Canada Consumer Service Contact: Visit our Canada Consumer Support website at http://lfcanada.custhelp.com 24 hours a day.

U.K. Consumer Service Contact: Visit our U.K. Consumer Support website at http://leapfroguk.custhelp.com 24 hours a day.

Australia Consumer Service Contact: Please submit questions to our support staff via email at info@funtastic.com.au.

LIMITED WARRANTY: Subject to a limited three (3) month warranty. Visit our website at www.leapfrog.com for full details of the warranty provided in your country. LeapFrog shall not be liable for any incidental or consequential damages for the breach of any warranty on this product. Some jurisdictions 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.

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Screenshots used in this guide are for illustrative purposes only. Actual screenshots may vary.

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For ages 8 years and up./ Convient aux enfants à partir de 8 ans.