*Dear Parent:*

*At **VTech®** we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's introducing numbers and letters, identifying colors and shapes, or stimulating senses with lights and music, all **VTech®** infant and toddler learning products encourage your child's natural growth and discovery skills. When it comes to providing electronic learning products that enlighten, entertain and develop minds, at **VTech®** we see the potential in every child.*

INTRODUCTION

Thank you for purchasing **VTech® Alphapillar™** learning toy! This product is one of a family of high quality electronic learning toys. We at **VTech®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **VTech® Alphapillar™** is specifically designed for infants from birth and up. Baby can interact with this friendly caterpillar and learn about the alphabet and animals through activating the sensors on the caterpillars body segments. As these sensors are activated, baby will hear friendly phrases, lights, sound effects and music. The **VTech® Alphapillar™** will act as a companion throughout baby's early years of development.
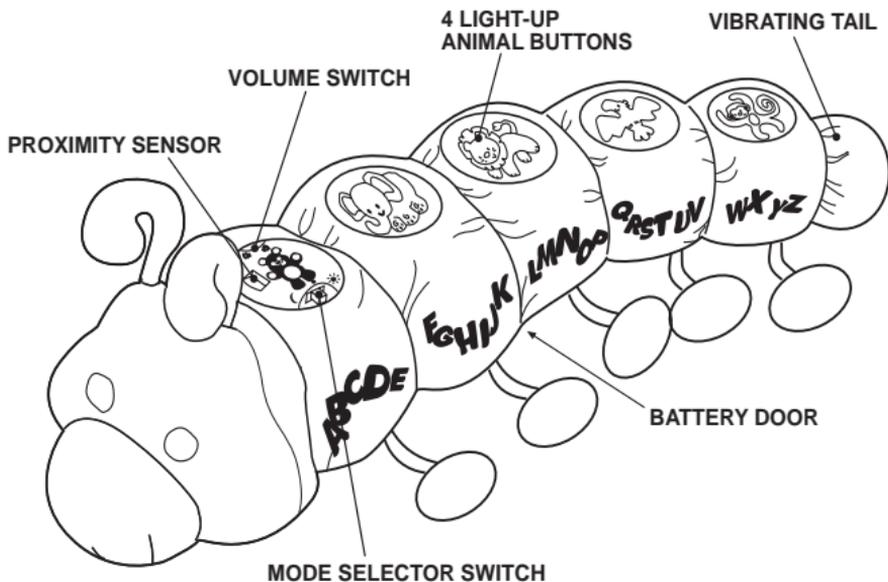
INCLUDED IN THIS PACKAGE

- One **VTech® Alphapillar™** learning toy
- One instruction manual

**WARNING:** **All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.**

For information on this product warranty, please call VTech at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.

2. Open the velcro opening located on the back of the unit. Locate the battery cover on the back of the unit. Use a screwdriver to loosen the screw.

3. Install 3 new "AA" (UM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)

4. Replace the battery cover and tighten the screw to secure the battery cover.
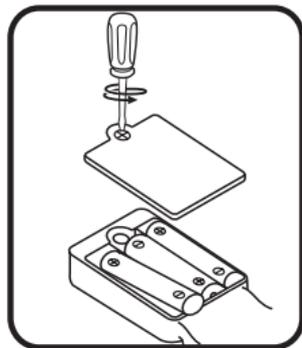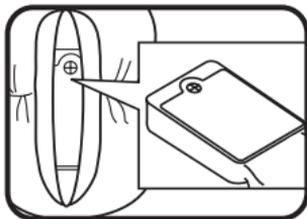
BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the equipment when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

NOTE: If for any reason the program/activity stops working, please follow these steps:

1. Turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

TO BEGIN PLAY

1. Slide the **SOOTHING/OFF/PLAYTIME MODE SELECTOR SWITCH** to the **PLAYTIME MODE** (☀) or **SOOTHING MODE** (☾) position to turn the unit **ON.** You will hear a short tune. The **LIGHT-UP ANIMAL BUTTONS** will flash with the sound.
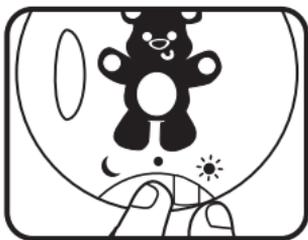
2. To adjust the volume, slide the **HIGH / LOW VOLUME CONTROL SWITCH** at the back of the unit to the (🔊) position for **HIGH VOLUME** or the (🔉) position for **LOW VOLUME**.
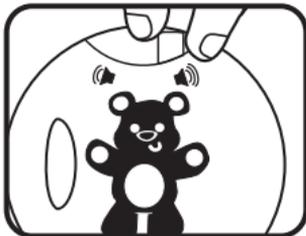
3. Slide the **SOOTHING/OFF/PLAYTIME MODE SELECTOR SWITCH** to the **OFF** (●) position to turn the unit **OFF**.
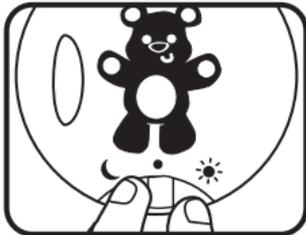

Note:

The **VTech® Alphapillar™** learning toy will automatically turn off after about 30 seconds without input. The unit can be turned on again by pressing any button.

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ACTIVITIES

PLAYTIME MODE

1. Turn on the unit by sliding the **SOOTHING/OFF/PLAYTIME MODE SELECTOR SWITCH** to the **PLAYTIME MODE** position (☀). You will hear a short tune. The **LIGHT-UP ANIMAL BUTTONS** will flash with the sound and the **VIBRATING TAIL** will shake.

2. If you press any one of the **LIGHT-UP ANIMAL BUTTONS** or activate the **PROXIMITY SENSOR** while the short tune is playing, the sound effect will play over top of the melody. The **VIBRATING TAIL** will shake with the sound effects.

3. Wave your hand in front of the antenna to activate the **PROXIMITY SENSOR**. You will randomly hear the alphabet song and an animal sound effect. The **LIGHT-UP ANIMAL BUTTONS** will flash with the sound and the **VIBRATING TAIL** will shake.
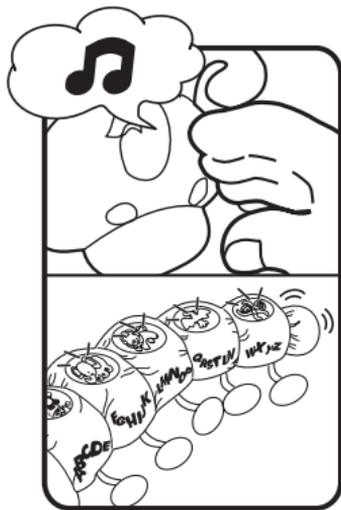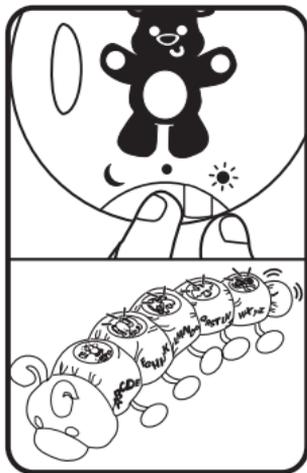
4. Press the any one of the **LIGHT-UP ANIMAL BUTTONS** to hear an animal sound effect or a melody. The **LIGHT-UP ANIMAL BUTTONS** will flash with the sound and the **VIBRATING TAIL** will shake.
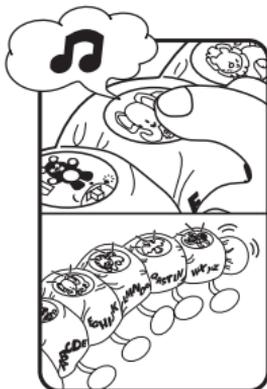

5. If you press any one of the **LIGHT-UP ANIMAL BUTTONS** or activate the **PROXIMITY SENSOR** while the melody is playing, the sound effects will play over top of the melody. The **VIBRATING TAIL** will shake with the sound effects.
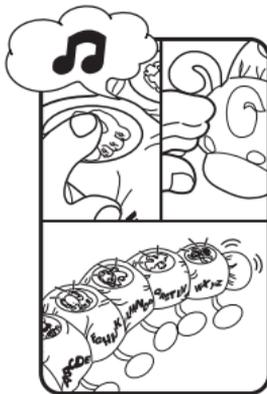

SOOTHING MODE

1. Turn on the unit by sliding the **SOOTHING/ OFF/PLAYTIME MODE SELECTOR SWITCH** to the **SOOTHIING MODE** (☾). You will hear a short tune. The **LIGHT-UP ANIMAL BUTTONS** will flash with the sound and the **VIBRATING TAIL** will shake.

2. If you press any one of the **LIGHT-UP ANIMAL BUTTONS** or activate the **PROXIMITY SENSOR** while the short tune is playing, the sound effect will play over top of the melody. The **VIBRATING TAIL** will shake with the sound effects.
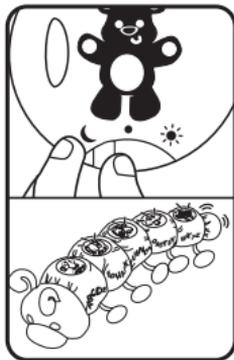
3. Wave your hand in front of the antenna to activate the **PROXIMITY SENSOR**. You will hear random classical melodies. These melodies will play for approximately 5 minutes. The **LIGHT-UP ANIMAL BUTTONS** will flash with the sound and the **VIBRATING TAIL** will shake. The melodies can be stopped by pressing any button or activating the **PROXIMITY SENSOR**.
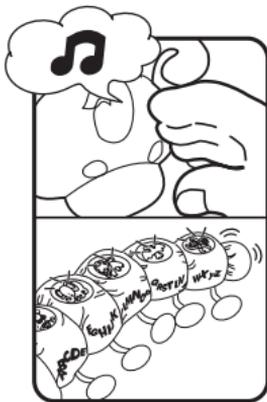
4. Press any one of the **LIGHT-UP ANIMAL BUTTONS** to hear a melody play. The **LIGHT-UP ANIMAL BUTTONS** will flash with the sound and the **VIBRATING TAIL** will shake with the sound effects.
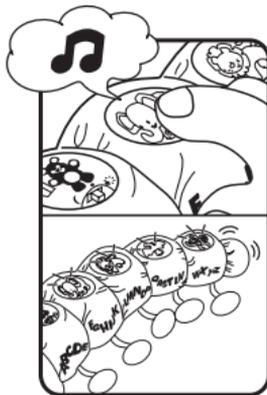
Playtime Mode Melodies

- Alphabet Song
- This Old Man
- Mary Had a Little Lamb
- Old MacDonald Had a Farm

Soothing Mode Melodies

- Cannon in D
- Fur Elise
- Rock-A-Bye Baby
- Scene

CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit away from direct sunlight and heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

IMPORTANT NOTE

Creating and developing infant/toddler products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. Our service representative will be happy to help you.

NOTE:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with 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 measure:

*   reorient the receiving antenna
*   relocate this product with respect to the receiver
*   move this product away from the receiver