

User's Manual

ABC Phonics Pals[™]



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Dear Parent,

At **VTech**®, we know how important the first day of school is for your child. To help prepare preschoolers for this important event, **VTech®** has developed the **Preschool Learning**™ series of interactive toys.

Preschool Learning™ features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With Preschool Learning™, learning is fun from day one!

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. We thank you for trusting **VTech®** with the important job of helping your child learn and grow!

sincerely, Jitz

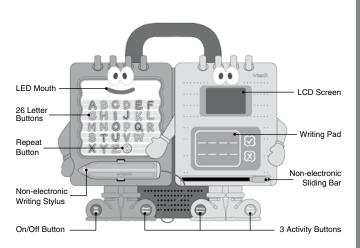
Julia Fitzgerald Vice President, Marketing VTech Electronics, NA

To learn more about the **Preschool Learning™** and other **VTech®** toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the VTech® ABC Phonics Pals™!

Introduce your children to some new friends! The **ABC Phonics Pals** have fun with writing, and they want your kids to join them as they play with their favorite toys – the letters of the alphabet. In the process, your children will learn alphabetical order, phonics, and letter stroke order, step by step. Then they can test their knowledge by playing fun writing games, or relax and trace their way through some simple mazes. As your children play with their Phonics Pals, they'll do more than make a few new friends; they'll begin a lifelong relationship with writing.



INCLUDED IN THIS PACKAGE

- One VTech® ABC Phonics Pals™
- 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.

GETTING STARTED

BATTERY INSTALLATION

- Make sure the unit is OFF.
- Locate the battery cover on the bottom of the unit.
- 3. Open the battery cover.
- Install 3 new "AA" (UM-3/LR6) batteries into the compartment as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)



5. Replace 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 unit 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.

REMOVE DEMO TAG

The demo tag should be removed immediately when the product is taken out of the packaging. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

PRODUCT FEATURES

1. On/Off BUTTON

To turn the unit on, press the **On/Off BUTTON**.

Press the **On/Off BUTTON** again to turn the unit off.



2. ACTIVITY BUTTONS

Press one of the three activity buttons to select an activity.



3. LETTER BUTTONS

Before choosing an activity, you can press a letter button to learn letter names, sounds, and related objects. Within an activity, use the letter buttons to answer a question or to choose a letter for writing instruction.



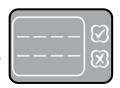
4. REPEAT BUTTON

Press this button to hear the instructions repeated.



5. Writing Pad

As you move the stylus on the writing pad, you will see your writing appear on the screen. Press the "\" mark on the writing pad to confirm that you have finished writing, or press the "\" mark to erase your writing from the screen and start over again.



6. Non-electronic Sliding Bar

Move the sliding bar to clear your writing from the writing pad.



7. AUTOMATIC SHUT-OFF

To preserve battery life, the **ABC Phonics PalsTM** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **On/Off BUTTON**.

The unit will also auto power off when your batteries are very low. A warning will be displayed on screen as a reminder to change your batteries.



IMPORTANT NOTE

To get the best results from your **ABC Phonics Pals™** please follow these important instructions:

WRITING RECOGNITION FEATURE

The writing pad is specially designed to teach children to write using VTech's Writing Recognition Technology. This special space teaches you to write the entire alphabet. Please focus your writing directly in this space!



For proper recognition, try to refrain from placing extra pressure on the writing pad while writing.



FOR BEST RESULTS, WE RECOMMEND THE USE OF THE NON-ELECTRONIC WRITING STYLUS PROVIDED WITH THIS PRODUCT TO PLAY THE ACTIVITIES.

NON-ELECTRONIC SLIDING BAR

While writing or drawing on the writing pad, the sliding bar needs to be positioned at either end of the writing pad; otherwise, it will affect the writing recognition.



ACTIVITIES:

1. Smart Writer

This activity teaches you how to write uppercase letters step by step.

Letter Stroke Order lessons in this activity are based on the Zaner-Bloser method.

Failure to follow the stroke order presented in the instructions will count as a wrong answer.



- 1. Press the "Smart Writer" button to choose this activity.
- Choose a letter by pressing a letter button. If you don't make your selection within a few seconds, the unit will automatically choose a letter for you.



On the screen, you will see the letter strokes taught step by step. Watch the screen carefully as it shows you the proper steps in

forming a letter. Practice writing that letter on the writing pad. If you have written the letter correctly, you will hear a positive response followed by a word that begins with that letter. Press another letter button to learn some



- more. If you do not write a letter correctly after three tries, you will be asked to try a different letter.
- 4. As you practice your writing, you can press the Repeat button to view the instructions on how to write the letter again. Or, if you make a mistake, you can press the "x" mark to erase your writing from the screen and start over again. When you're finished writing, press the "√" mark on the writing pad to register your answer.
- You can practice writing on your own without any instructions. To do this, start writing before pressing a letter button. If you've written the letter correctly, the unit will tell you what you've written.

2. Writing Review

Test your knowledge of letters and writing with the fun and fast-paced questions in this activity.

- 1. Press the "Writing Review" button to choose this activity.
- One of three types of questions (testing knowledge of letter identification, alphabetical order, and letters at the beginning of words) will be randomly displayed on screen. Players must press the letter buttons or write on the writing pad to answer within the time limit. After five questions, you will receive a score.





After a correct answer, you will hear a positive response, and the game will proceed to the next question. If you do not answer

- correctly within the time limit, the answer and the correct stroke order of the letter will be given.
- 4. If you make a mistake in writing a letter, you can press the "x" mark to erase your writing from the screen and start over again. When you're finished writing, press the "√" mark on the writing pad to register your answer.

3. Maze Craze

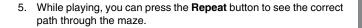
In this activity, you can learn to draw by tracing your way through mazes shaped like simple objects.

- Press the "Maze Craze" button to choose this activity.
- Use the stylus to move the arrow cursor until it touches the ball located at the starting point. Then drag the ball through the maze.





- Be careful not to hit the wall, or you'll lose a turn. You have three chances to complete the maze before it moves on to another one.
- 4. When you reach the end, the maze will turn into an object!



CARE & MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- 2. If the writing pad gets anything on it, wipe it with a tissue or damp cloth. Do not scrub the writing pad as it could cause damage.
- 3. Do not use sharp-ended objects to write on the writing pad.
- 4. Avoid using excess pressure on the writing pad while writing.
- Keep the unit out of direct sunlight and away from any direct heat sources.
- Remove the batteries when the unit is not in use for an extended period of time.
- Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the program/activity stops working, then 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 back ON. The unit will now be ready to play again.
- If the unit still does not work, replace with an entire set of new batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing **Preschool Learning™** 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 can 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 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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/TV technician for help.

Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.