

User's Manual

LEARNING LAPTOP



vtech

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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,

Your friends at VTech®

INTRODUCTION

Thank you for purchasing the VTech® Learning Laptop. Your child will love to learn letters, words, numbers, logic and lots more. With vivid graphics, fun sound effects, a realistic keyboard, your child will experience excitement and independent play while learning with the Learning Laptop. Let's join the adventure with Dusty, Chug, Franz, Sparky and many other friends in 20 activities that will help your child fly high with learning!



INCLUDED IN THIS PACKAGE

- One VTech® Learning Laptop
- · One instruction manual

WARNING:

All packing materials, such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child's safety.

ATTENTION

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

NOTE: Please keep user's manual as it contains important information.

Unlock the packaging locks:



1 Rotate the packaging locks 90 degrees anti-clockwise.

2 Pull out the packaging lock.

GETTING STARTED RATTERY INSTALLATION

- 1. Make sure the unit is OFF.
- 2. Locate the battery cover on the bottom of the unit.
- 3. Open the battery cover.
- Install 3 new "AA" (AM-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

• Use new alkaline batteries for maximum performance.

- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- · Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

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. DUSTY MODE SELECTOR

Turn the Dusty Mode Selector to choose one of the five categories: Explore & Learn, Language, Math. Logic and Competition. There are several activities in each of the categories.



3 LETTER RUTTONS

Press the letter buttons to learn letters or to answer letter-related questions.



4. NUMBER BUTTONS

Press the number buttons to learn numbers or to answer number-related questions.



5. SETTINGS BUTTON (γ_i)

Press this button to adjust screen contrast and volume. Use the left cursor button to change to a lower volume or lighter contrast. Or, use the right cursor button to change to a higher volume or darker contrast. Press the Enter Button to confirm.

6. ESCAPE BUTTON (ESC.

Press this button to return to the activity menu for the selected category.

7. CURSOR BUTTONS

Press these buttons to select and press the Enter Button to confirm your choice.



Press this button to confirm a selection.



Press this button to repeat the current question or instruction, or get help in some activities.

10. MUSIC ON/OFF BUTTON 💸

Press this button to turn the background music on or off.

11. AUTOMATIC SHUT-OFF

To preserve battery life, the **Learning Laptop** will automatically turn off after several minutes of inactivity. The unit can be turned on again by pressing the On/Off button. The unit will also automatically turn off when the batteries are very low. A warning will be displayed on screen as a reminder to change the batteries.

TO BEGIN PLAY

- 1. Press the On/Off Button.
- 2. Turn the **Dusty Mode Selector** to choose one of the five categories.
- 3. Once a category is selected, you will enter the activity menu of that category. Use the Cursor Buttons to select an activity to play. Press the Enter Button to confirm your selection.

ACTIVITIES

The VTech® Learning Laptop offers a total of 20 activities.

Category 1: Explore & Learn 01. Letters & Words

Welcome to Propwash Junction! Press any letter button to learn about letters, objects, and Dusty's friends.



02. Pick a Propeller

Press any letter button to learn the capital and lowercase letters.



03. Number Fun

Dottie fixes Dusty up with brand new parts that make him faster than ever before. Press a number button and the corresponding number of parts will be shown one by one.



04. Shapes

Dusty will create a shaped clouds of different shapes when flying through the sky. The screen will change automatically to show different shapes.



05. Dusty's Photo Album

Enter this game to see an album of Dusty and his friends. Use the cursor buttons to select a friend and press the Enter Button to confirm.



Category 2: Language 06: Fuel Pump Letters

Dusty needs to fill up his fuel tank so he can continue with the race. Choose the fuel pump with the correct capital letter or lowercase letter to improve his performance. Use the cursor buttons or letter buttons to answer then press the Enter Button to confirm.



07. Word Garage

Dottie wants to upgrade Dusty's part to help him fly faster. 3 parts with letters on them will be shown on the screen. Pick a suitable part for Dusty. Use the cursor buttons or letter buttons to select, then press the Enter Button to confirm.



08. Ned & Zed Attack

Ned & Zed are trying to knock Dusty down during the race. Type the letters as fast as you can to help Dusty escape from Ned & Zed.



09. Through the Storm

Dusty is stuck in a storm and needs help identifying some objects to help him find his way back to the race. Listen to the clue and choose the correct object. Use the cursor buttons to select and then press the Enter



Button to confirm. You can press Help Button to repeat the question.

10. Which Tool?

Help Dusty choose the right tool. A word is shown with the beginning letter missing. The player needs to choose a wrench with the correct beginning letter from the three options provided. Use the cursor buttons or letter buttons to answer and then press the Enter



Button to confirm. You can press Help Button to show the word again.

Category 3: Math 11. Pick a Part

Dusty goes to the maintenance area to get checked out before racing. Choose the bigger or smaller part $\,$



according to the instruction. Use the cursor buttons to answer then press the Enter Button to confirm.

12. Spare Parts

Dusty is going to join the race and Dottie fixes him up with brand new parts that make him faster than ever before. A number of parts are given. Count them and press the number to answer, or use the cursor buttons to choose and then press the Enter Button to confirm.



13. Shape Tunnels

To improve his flight skills, Dusty is training by flying through tunnels. There are 2 shapes on the screen. Help Dusty choose the correct shape to pass the test. Use the cursor buttons to answer then press the Enter Button to confirm.



14. Add Them Up

Dottie needs to collect some tools for Dusty. Two sets of objects are shown on the screen. Finish the addition problem and select the correct answer. Press the number to answer, or use the cursor buttons to choose and then press the Enter Button to confirm.



15. Take Them Away

Dottie needs to collect some tools for Dusty. Two sets of objects are shown on the screen. Finish the subtraction problem and select the correct answer. Press the number to answer, or use the cursor buttons to choose and then press the Enter Button to confirm.



Category 4: Logic 16. Airplane Spotter

An airplane will pass through a scene. Remember the airplane and select it from 3 different choices. Use the cursor buttons to choose and then press the Enter Button to confirm



17. Top Tricks

A trick is separated into 4 puzzle pieces. Rearrange the puzzle pieces into the correct order to complete the trick successfully. Choose one of the pieces and press the Enter Button to confirm it, then choose another piece to switch with the first one by pressing the Enter



Button again. Repeat this process until the trick is completed successfully. You can press Help Button to show the trick again.

18. Perfect Passing

There are some tires blocking the runway. Sparky has to push the obstructions away so that El Chu can continue his flight lesson. Use the cursor buttons to move each tire away from the runway.



19. Big Dream

Help Dusty in the Wings Around the Globe Rally! Guide Dusty to the finishing line by using the cursor buttons to avoid the other racers.



Category 5: Competition 20. The Wings Around the Globe Rally

Let's get into the competition and complete all 7 stages in 7 countries! Within each stage, some random questions will be given. You have to answer 3 questions correctly in order to complete a stage and proceed to the next stage. Help Dusty complete all 7 stages in the Wings Around the Globe Rally competition.



CARE & MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- 2. Keep the unit out of direct sunlight and away from any direct heat sources.
- 3. Remove the batteries when the unit is not in use for an extended period of time
- 4. 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.
- 5. 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 on 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.

TECHNICAL SUPPORT:

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- The actions you took right before the problem started.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

IMPORTANT NOTE:

Creating and developing **VTech® 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.

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