

Disney

User's Manual

Smart Ship Learn & Go™

**3-6
Years**



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!

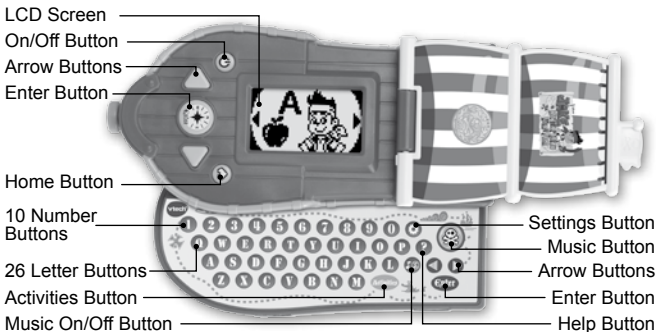
Sincerely,

Your friends at **VTech**[®]

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

INTRODUCTION

Thank you for purchasing the **VTech® Smart Ship Learn & Go™**. Learn letters, numbers, logic, and music in Learning Mode, or sail the Never Land Sea in Sailing Mode. Explore all 10 activities with Jake and his crew!



INCLUDED IN THIS PACKAGE

- One **VTech® Smart Ship Learn & Go™**
- One instruction manual
- One sail

WARNING:

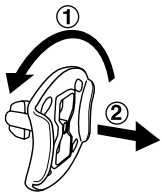
All packing materials, such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child's safety.

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:

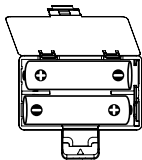


- ① Rotate the packaging lock counter-clockwise for 90 degrees
- ② Pull out the packaging lock

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is OFF.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Install 2 new “AA” Size (AM-3/LR6) batteries following the diagram inside the battery box. (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.

ATTACH THE SAIL

Before you play with the **Smart Ship Learn & Go™**, attach the sail. Refer to the picture to see how to attach this separate piece.



PRODUCT FEATURES

The **VTech® Smart Ship Learn & Go™** features two switchable modes of play.

Vertical: Sailing Mode

The player can enjoy two fun sailing games in vertical mode. Choose a game and use the left and right arrow buttons to help Jake and his crew complete their mission. Watch out for the obstacles!

Horizontal: Learning Mode

By sliding out the QWERTY keyboard, the player can enjoy eight learning games that teach letters, numbers, logic, and music.

1. ON/OFF BUTTON

Press this button to turn the unit on or off.

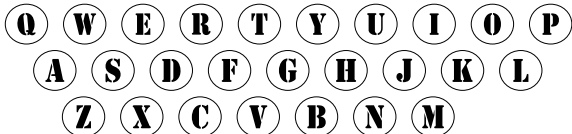
2. HOME BUTTON

Press this button to enter the main menu. This button is available only in Sailing Mode.

3. ACTIVITIES BUTTON

Press this button to enter the main menu. This button is available only in Learning Mode.

4. LETTER BUTTONS



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

5. NUMBER BUTTONS



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

6. ENTER BUTTON Enter

Press these buttons to confirm your choice in Sailing Mode or Learning Mode.

7. HELP BUTTON

Press this button to repeat the current question or instructions, or hear hints in some activities.

8. ARROW BUTTONS

Press these buttons to make a selection in Sailing Mode or Learning Mode.

9. MUSIC BUTTON

Press this button to hear fun songs and watch Jake, Izzy, Cubby, and Skully dance.

10. SETTINGS BUTTON

Press this button to adjust the volume or screen contrast. Use the arrow buttons to select which item to adjust. Then, press the left and right arrow buttons to make adjustments. Press the Enter button to confirm and exit the Settings menu.

11. MUSIC ON/OFF BUTTON

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

12. AUTOMATIC SHUT-OFF

To preserve battery life, the unit 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 automatically shut off when your batteries are very low. A warning will be displayed on screen as a reminder to change your batteries.

TO BEGIN PLAY

When the keyboard is closed, press the On/Off button to turn the unit on.

1. A short animation will play, and then the unit will enter the Sailing Mode main menu.
2. Use the arrow buttons to select an activity and press the Enter button to confirm your choice.
3. Slide the keyboard out to switch from Sailing Mode to Learning Mode.

When the keyboard is open, press the On/Off button to turn the unit on.

1. A short animation will play, and then the unit will enter the Learning Mode main menu.
2. Use the arrow buttons to select an activity and press the Enter button to confirm your choice.
3. Slide the keyboard in to switch from Learning Mode to Sailing Mode.

ACTIVITIES

The VTech® Smart Ship Learn & Go™ offers a total of 10 activities to play.

Learning Mode

1. Pirate Picnic

One sunny day, Jake and his crew have a pirate picnic. Let's see what they brought! Press a letter button to see and hear that letter and a word that begins with that letter.

2. Letter Key

Jake needs to find the special pirate key he got from Captain Hook. Choose the key with the correct letter. Use the arrow buttons and Enter button to answer, or press the correct letter button.

3. Never Land Games

It's time for the Never Land Games! Help Cubby guess what Captain Hook is thinking of. Use the arrow buttons and Enter button to answer.

4. Count Seashells

Jake and Izzy are making sandcastles, and they want to decorate with seashells. Press a number button to collect and count that number of seashells.

5. Cubby's Treasures

Cubby wants to take some pictures for his collection. Help Cubby find some special objects! Use the arrow buttons and Enter button to answer.

6. Key Match

Jake found a treasure chest on the beach, but it's locked! Help Jake open the treasure chest before a big wave washes it back out to sea. Use the arrow buttons and Enter button to find the key with the correct shape.

7. Add it Up

Jake and his crew got some special seashells. Add up the seashells to see how many they have. Use the number buttons to answer.

8. Music Party

Jake and his crew are dancing around Never Land! Choose from five different melodies and watch the crew dance. There are 2 characters on the screen at a time. Use the arrow buttons to change characters and press the Enter button to add some special effects.

Sailing Mode

9. Surf's Up!

Jake's crew is surfing on their raft. Help them arrive at their destination safely and quickly! Use the arrow buttons to avoid obstacles.

10. Sail On!

Jake's crew is sailing the Never Land Sea with Bucky. They want to find more treasure, but obstacles keep getting in their way! Use Bucky's water cannon to get rid of the obstacles. Use the arrow buttons to move the water cannon, and press the Enter button to shoot water.

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.
5. This product is not intended for use in water.

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 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 **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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