vtech®

THE LEARNING APP TABLET

InnoTab® 2

User's Manual

Dear Parent,

At **VTech**®, we know how much you enjoy staying on top of the hottest trends and having the most high-tech gadgets around. We also know that your kids feel the same way. With that in mind, we developed **InnoTab**® **2**, our first multi-function tablet just for kids that brings all the magic of Mom's and Dad's tablets into a fun-filled learning experience that fits their active lifestyles.

InnoTab® **2** is the next generation of learning toys for children that has a rich library of cartridge software with interactive animated e-books, learning games, creative activities along with a wide variety of additional apps. It features a 5" brilliant color LCD touch screen, a rotating camera and video recorder, a tilt-sensor for game control, as well as a USB port for downloads, SD card slot for memory expansion and a headphone jack, all housed in a sleek, durable and compact design for easy portability.

When playing with **InnoTab**® **2**, kids can look, listen, touch, and tilt their way through activities to discover a world of fun whenever they want and wherever they go. Through interactive play, your child will develop skills in reading, math, social studies, science, music, creativity, and more—which we know is important to you.

At **VTech**®, we are dedicated to helping your children uncover their talents. We thank you for your trust in our products that encourage active minds through imaginative play.

Sincerely,

Your friends at **VTech**®

To learn more about **InnoTab**® **2** and other **VTech**® toys, visit www.vtechkids.com

CONTENTS

Thank you for purchasing **VTech® InnoTab® 2 The Learning App Tablet**! **InnoTab® 2** is a multi-function, touch screen tablet for 3-9 year olds. Kids will love using **InnoTab® 2** to take photos and videos, read e-books, listen to music, play games, and more. With SD card expanded memory, and new apps being added all the time, **InnoTab® 2** is a great tablet for busy kids on the go.

Included in this Package

- One **VTech® InnoTab® 2** Learning App Tablet (including 2 **InnoTab® 2** Styluses)
- One **InnoTab® 2** Read, Play & Create Cartridge
- One Learning Lodge Navigator® Installation CD
- One USB Cable
- One User's Manual

InnoTab® 2 Styluses

Learning Lodge Navigator®
Installation CD

User's manual

USB cable

InnoTab® 2 Read, Play
& Create Cartridge

InnoTab® 2
(Including 2 **InnoTab® 2** Styluses)
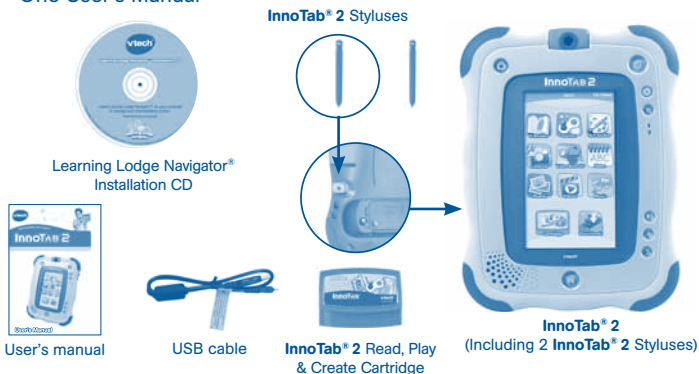
Warning: All packing materials, such as tape, plastic sheets, packaging locks, wire ties, and tags are not part of this toy, and should be discarded for your child's safety.

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

1

Rotating Camera

Camera Button

Touch Screen

Home Button

AC Adaptor Jack
Headphone Jack
Power Button
USB Port
Brightness Buttons

Microphone

Volume Buttons

Help Button

InnoTAB 2

Battery Cover

InnoTab® Cartridge Port

InnoTab® 2 Stylus and Stylus Holder

Wrist Strap Fastener (Strap not included.)

Backup Battery Slot & Cover

Battery Door Lock Sliding Switch

SD Memory Card Slot

Battery Compartment

Stand

FEATURES	ACTION
Rotating Camera	Rotate the camera to take pictures of yourself and your friends.
Touch Screen	Touch the screen with your finger or the **InnoTab® 2** stylus to play.
AC Adaptor Jack	Use this to connect an AC/DC adaptor (sold separately).
Headphone Jack	Use this to connect headphones (sold separately).
Power Button	Press this button to turn **InnoTab® 2** on or off.
USB Port	Plug the included USB cable into this USB port to connect the tablet to your computer.
Brightness Buttons	Press these buttons to adjust the screen brightness.
Help Button	Press this button to replay voice instructions, or ask for a hint.
Microphone	Speak into this microphone to record your voice or play microphone games.
Volume Buttons	Press these buttons to adjust the sound volume.
Camera Button	Press this button to enter the Camera app; or if you are already in the Camera app, press this button to take a picture.
Home Button	Press this button to return to the **InnoTab® 2** desktop menu at any time.
InnoTab® Cartridge Port	Insert an **InnoTab®** cartridge (sold separately) into this slot to play.
InnoTab® 2 Stylus & Stylus Holder	Use your finger or this stylus to play. Always place the **InnoTab® 2** stylus back into the stylus holder after use.
Backup Battery Slot & Cover	The backup battery provides power for the clock. For backup battery replacement instructions, please see the **Care & Maintenance** section on page 22.

Wrist Strap Fastener	If you wish, attach a wrist strap here. (NOTE: Wrist strap not included.)
Battery Door Lock Sliding Switch	Slide this switch to open the battery door. Always replace the **InnoTab® 2** battery door after changing batteries.
SD Card Slot	Insert an SD memory card (not included). (NOTE: **InnoTab® 2** is compatible with SD and SDHC memory cards up to 32GB.)
Battery Compartment	Insert 4 "AA" batteries (not included). For battery installation instructions, please see the next section.
Stand	Pull out this stand to prop up **InnoTab® 2** and use it as a digital photo frame.

Battery Installation

- Make sure the tablet is turned off.
- Locate the battery door lock sliding switch on the back of the tablet. Slide the switch to open the battery door, then remove the door.
- Insert 4 "AA" batteries as shown in image 2.
- Make sure to replace the battery cover.
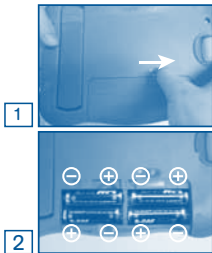
Battery Notice

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc), or rechargeable (Ni-MH).
- Only batteries of the same or equivalent type as recommended are to be used.

- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended number of power supplies.
- Do not dispose of batteries in fire.

NOTE: When **InnoTab® 2** is running on batteries, you may see this icon appear on the screen 🔋. This indicates that battery power is low, and you should replace the batteries soon. Battery time remaining once the icon first appears is approximately 10-30 minutes, depending on the type of batteries in use. After that, **InnoTab® 2** will show the very low battery screen for 3 seconds, and then will turn off automatically.

To preserve battery life, **InnoTab® 2** will shut down automatically when there is no input for a few minutes.

AC Adaptor

- Using a **VTech®** adaptor (AC/DC 7.5V ⎓ 400mA or 9V ⎓ 300mA) is recommended.
- Make sure the tablet is turned off.
- Plug the adaptor (sold separately) into the AC adaptor jack on the top of **InnoTab® 2**.
- Plug the adaptor into a wall socket.

NOTE: The use of an adaptor will override the batteries. When the toy is not going to be used for an extended period of time, unplug the adaptor.

Standard Guidelines for Adaptor Toys
• This toy is not intended for use by children under 3 years old.
• Only use the recommended toy transformer with this toy.
• The adaptor is not a toy.
• Never clean a plugged in toy with liquid.
• Do not connect the toy to more than the recommended number of power supplies.
• Do not leave the toy plugged-in for extended periods of time.

How to Play

STEP 1: Turn InnoTab® 2 On
Turn **InnoTab® 2** on by holding down the Power button for a few seconds. A **VTech®** logo and an **InnoTab® 2** logo will appear and remain onscreen for a few seconds.

STEP 2: Personalize Your Profile
The first time you turn on **InnoTab® 2**, you will be asked to personalize your profile. When you are asked to enter your name, use the on-screen keyboard to type in your name, and touch "OK" when you're done. When you are asked to take your profile picture, touch the on-screen shutter icon, and then touch "OK."

STEP 3: InnoTab® 2 Desktop
In the **InnoTab® 2** desktop, you will see 14 built-in app icons. Flick left or right to look at the apps available on the desktop menu, and then touch an app icon to start playing. (For more details about the built-in apps, please see the **Built-in Apps** section below.)

NOTE: When you start playing with **InnoTab® 2**, please go to the Clock app to update the date and time to the current date and time. See the **Clock** section below for more details.

Desktop Menu

Status Bar

Built-in Apps

Cartridge Icon

Downloads

Desktop

Desktop
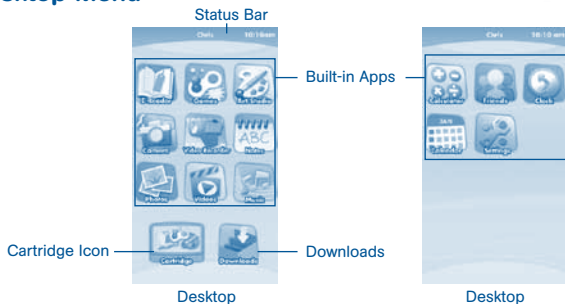
Status Bar: View the Profile name and current time.

Built-in Apps: Touch an app icon to play.

Cartridge Icon: If an **InnoTab®** cartridge (sold separately) is inserted, touch the cartridge icon to play.

Downloads: Touch the Downloads icon to view, play, or manage any content that you have downloaded from Learning Lodge Navigator®. (Please see the **Downloads Menu** section below for details.)

Status Bar

Time

Name

Name - The profile name is displayed here.

Time - This is the time display. Go into the Clock app to reset the time if it does not match your time zone.

Common Function Icons

Icon	Function
✔	Touch this to confirm you are done with the current task.
✖	Touch this to cancel.
✛	Touch this to add a new item.
🗑	Touch this to delete an item.
🔧	Touch this to edit/modify.
↩	Touch this to go back/return to previous screen.
▯	Touch this to exit.
🗑	Touch this to enter the delete mode.
⚙	Touch this to enter the edit/settings mode.
🔒	This indicates that the content has been locked in the Parent Settings. Hold ❓ to unlock the content before it can be deleted.

InnoTab® 2 Read, Play & Create Cartridge

Insert the **InnoTab® 2** Read, Play & Create cartridge into the cartridge port. You will see a cartridge icon appear at the bottom of the desktop menu. Touch the icon to play. (NOTE: The **InnoTab® 2** Read, Play & Create cartridge is compatible with **InnoTab® 2** only.)

E-Book: What's That Noise?

Rufus was a good old country dog. But one day, Rufus and his family packed up and moved to the city. Rufus needed to learn to be a city dog. The first thing he learned was the city was LOUD! Read along with Rufus to find out "WHAT'S THAT NOISE?"!

Curriculum: Reading

Camera Game: Alien Rescue

Find the lost aliens on Earth to help them back home.

Curriculum: Matching

TIP: Turn your **InnoTab® 2** camera lens out (away from you) to play this game.

Creative Activity: Color & Pop

Touch the Color & Pop icon to color a picture and see it move.

Touch the paint to choose a color, and then touch the picture to fill in that color on the picture.

Paint – Touch a paint can to choose a color. Flick up or down to look at all the colors.

Exit - Touch this to exit.

New Page – Touch this to open a new picture.

Eye Icon – Touch this to see your picture move. Tilt the tablet left, right, up, or down to find what is hiding in the picture.

Undo – Touch this to undo what you just did.

Music On/Off - Touch this to turn the background music on or off.

Built-in Apps

E-Reader

Touch the E-Reader icon to read e-books downloaded from Learning Lodge Navigator®. Flick left or right to move between the bookshelves and see all the e-books you have downloaded.

One e-book - "What's That Noise?" - is included on the **InnoTab® 2** Read, Play & Create cartridge. (Please see the **InnoTab® 2** Read, Play & Create Cartridge section above for details.)
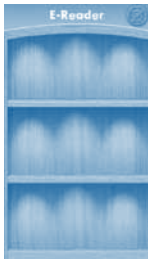
Connect to Learning Lodge Navigator® to purchase and download more e-books. See the **Connecting to a Computer** section on page 18 for more details.

Games

Touch the Games icon to play the built-in games or games that you have purchased and downloaded from Learning Lodge Navigator®. Flick left or right to move between the game shelves.

One camera game - Alien Rescue - is included on the **InnoTab® 2** Read, Play & Create cartridge. (Please see the **InnoTab® 2** Read, Play & Create Cartridge section above for details.) And one motion-sensor game - Face Race - is included on your tablet at purchase. (Please see the **Built-in Content** section below for details.)

Connect to Learning Lodge Navigator® to purchase and download more games. See the **Connecting to a Computer** section on page 18 for more details.

Music

Touch the Music icon to listen to MP3 format songs you have transferred to your **InnoTab® 2**. You can purchase and download music from Learning Lodge Navigator®, or you can transfer music to your **InnoTab® 2** from your computer using Learning Lodge Navigator®. Expand **InnoTab® 2** memory by inserting an SD memory card (not included). Connect your **InnoTab® 2** to Learning Lodge Navigator® and select "File Manager" to transfer music. See the **Connecting to a Computer** section on page 18 for more details.

Previous
Play/Pause Next Trash

Video Recorder

Touch the Video Recorder icon to record video. The maximum recording length for each video is 5 minutes.

Time

Thumbnail

Record button

Time - This is the elapsed time of the video now recording.

Record button - Touch this to start/stop recording.

Thumbnail - Touch this to view the video you have just taken.

WARNING: Video recording may take up memory quickly. Connect your **InnoTab®2** to Learning Lodge Navigator® and select "File Manager" to back up your videos to your computer regularly. See **Connecting to a Computer** Section on page 18 for more details.

Camera

Touch the Camera icon to take photos with fun decorations and effects.

Normal Mode

Frame Mode

Sticker Mode

Kaleidoscope

Funny Face

Thumbnail

Arrows

Face Detection

Shutter

Normal Mode - Touch this to take a photo without any decoration or effect.

Frame Mode - Touch this to take a photo with a frame.

Sticker Mode - Touch this to take a photo with a silly sticker.

Kaleidoscope - Touch this to take a photos through a kaleidoscope.

Funny Face - Touch this to make a funny face photo.

Thumbnail - Touch this to view the photo you have just taken.

Arrows - Touch these to see more stickers, frames, kaleidoscope effects, or funny face effects.

Face Detection - Touch this to turn face detection on or off.

Shutter - Touch this to take a photo.

TIP: You can select the photo resolution by changing the Photo Size options in the Settings menu. More memory space is required for higher photo resolutions.

NOTE: Not all effects can be saved on all photo resolutions.

Videos
Touch the Videos icon to watch motion jpeg (MJPEG) and H.264 format videos you have transferred to your **InnoTab® 2** from your computer, videos that you have purchased and downloaded from Learning Lodge Navigator®, or videos that you have taken with the Video Recorder app on your **InnoTab® 2**. Expand **InnoTab® 2** memory by inserting an SD memory card (not included). Connect your **InnoTab® 2** to Learning Lodge Navigator® and select "File Manager" to transfer videos.

Video Recorder

Album

Previous Rewind Play/Pause Forward Next Trash Can
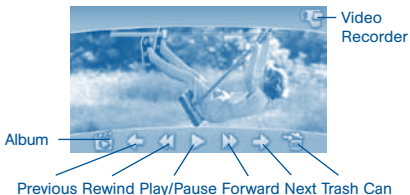
See the **Connecting to a Computer** section on page 18 for more details.

Album - Touch this to go to see a list of saved videos.

Previous – Touch this to go to the previous video.

Rewind – Touch this to rewind the video.

Play/Pause – Touch this to play or pause the video.

Forward – Touch this to fast forward the video.

Next – Touch this to go to the next video.

Trash Can – Touch this to delete the current video.

Video Recorder - Touch this to use your **InnoTab® 2** Video Recorder.

For more details about transferring videos to your **InnoTab® 2**, please see the **VTech® Kidizoom® Photos and Videos** section below.

Photos

Touch the Photos icon to look at jpeg format photos you have transferred to your **InnoTab® 2** and photos taken with the **InnoTab® 2** Camera app. You can transfer photos to your **InnoTab® 2** from your computer using Learning Lodge Navigator®. Expand **InnoTab® 2** memory by inserting an SD memory card (not included). Connect your **InnoTab® 2** to Learning Lodge Navigator® and select "File Manager" to transfer photos. See the **Connecting to a Computer** section on page 18 for more details.

Camera

5 / 20

Album

Set Wallpaper   Previous Play   Next

Trash Can

Album - Touch this to see a list of saved photos.

Set Wallpaper – Touch this to set the current photo as your desktop wallpaper.

Previous – Touch this go to the previous photo.

Play – Touch this to view a photo slideshow.

Next – Touch this to go to the next photo.

Trash Can – Touch this to delete the current photo.

Camera - Touch this to use your **InnoTab® 2** Camera app.

TIP: Turn the rotating Camera to the front to take a photo of yourself. Turn the rotating Camera to the back to take a picture of your friends. You can change the viewing orientation between landscape and portrait by rotating the tablet.

For more details about transferring photos to your SD card, please see the **VTech® Kidizoom® Photos and Videos** section below.

Art Studio

Touch the Art Studio icon to draw a picture or edit a photo. Touch a tool on the right to start your creation.

New Page — Pencil
Save — Brush
Reset — Magic Pen
Undo — Sticker
Music On/Off — Fun Tool
— Eraser

Pencil – Touch this to draw with different colored pencils.

Brush – Touch this to paint with different colored brushes.

Magic Pen – Touch this to draw with fun color and pattern pens.

Sticker – Touch this to put stickers on your creation.

Fun Tool – Touch this to play with silly tools – such as a hopping frog!

Eraser – Touch this and then touch the screen to erase what you've done.

New Page – Touch this to make a new creation. You can choose a page template or a photo to start with.

Save – Touch this to save your creation.

Reset – Touch this to reset the whole creation.

Undo – Touch this to undo what you just did.

Music On/Off – Touch this to turn the background music on or off.

TIP: Touch 🖼 to go back to the toolbox menu.

Calendar

Touch the Calendar icon to look at or edit your calendar. To mark a day with a sticker, drag a sticker from the tool bar to the day. To add a note, touch the day, and then type in your note using the pop-up keyboard.

Touch 🗑 to delete a sticker or a note.

You can save up to 500 stickers to mark your important dates!

14

Notes

Touch the Notes icon to type a new note or view a note you have saved. Touch anywhere on the page to open the pop-up keyboard and start typing.

To look at your saved notes, flick left or right to see the previous or next note. To see a list of all your notes, touch 📋 .

You can save up to 500 characters per note and a maximum of 100 notes.
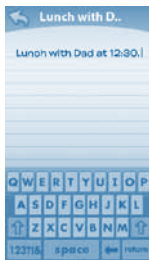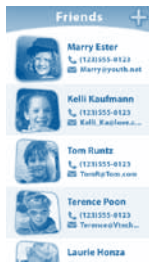
Friends

Touch the Friends icon to add a new friend or view your friends' info that you have saved.

Flick up or down to look at more friends. To view or edit a friend's information, touch that friend's name.

You can save info for a maximum of 20 friends.

Calculator

Touch the Calculator icon to do simple calculations.

TIP: Try shaking the tablet to see what happens.

Clock

Touch the Clock to set the time or date, or use the stopwatch.

Clock – Touch this to view or adjust the time.

Stopwatch – Touch this to use the stopwatch to count up.

Date – Touch this to view or adjust the date.

Settings

Touch the Settings icon to edit your profile name, set a profile picture, record a greeting message, set desktop wallpaper, change camera photo size, check memory usage, delete game records, lock content from deletion and view the **InnoTab® 2** firmware version number.

Clock Stopwatch Date

Register your **InnoTab® 2** on Learning Lodge Navigator® to obtain a registered license for the onboard content and software. To ensure that your tablet has been registered, go to the About menu in the Settings menu in your **InnoTab® 2**. You will see the license type listed as "Trial" until your **InnoTab® 2** is registered on Learning Lodge Navigator®.

TIP: You can reset the tablet to factory settings by typing R-E-S-E-T into the My Name profile in Settings.

WARNING: Any data saved in internal memory will be lost. Data saved in an SD card (not included) will not be affected by resetting the tablet.
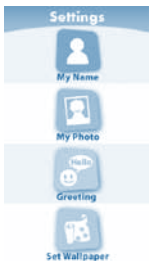
Built-in Content

G-Sensor Game: Face Race

Use the camera to put yourself in the game! Tilt the tablet left or right to balance your avatar.

Curriculum: Problem Solving

You can find this game in the Games app and Downloads menu.

Playing an InnoTab® Cartridge

If an **InnoTab®** cartridge (sold separately) has been inserted properly, you will see the cartridge icon at the bottom of the desktop menu screen. Touch the cartridge icon to play.

Register online to keep track of your child's learning journey with personalized recommendations. You can also connect to our Learning Lodge Navigator® to download great apps, e-books, music, videos and themes online. To install the **InnoTab® 2** version of the Learning Lodge Navigator® software on your computer, use the included Learning Lodge Navigator® Installation CD, or go to www.vtechkids.com/download to download and install it.

Downloads Menu

In the **InnoTab® 2** desktop, touch the Downloads icon to manage your downloaded content. Touch any category at the bottom to see the downloaded items in that category. of the category. Touch 🗑 to enter the delete mode.

In delete mode, touch an item to delete it. A pop-up menu will ask if you really want to delete that item. Touch "Yes" to confirm, or "No" to cancel. If you see 🖼, hold ❓ to unlock the content. The built-in game Face Race is not able to be deleted.
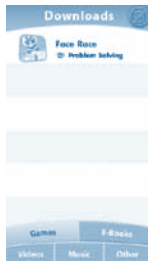
Inserting an SD Card

You can insert an SD card (not included) into your **InnoTab® 2** to expand available memory for downloaded content, photos, videos or music. **InnoTab® 2** is compatible with memory cards up to 32GB.

- Make sure the tablet is turned off.
- Locate the SD card slot on the back of **InnoTab® 2** under the battery cover.
- Make sure the SD card is not write-protected. Insert the SD card, as shown in images 3 & 4.

3

4
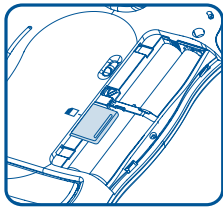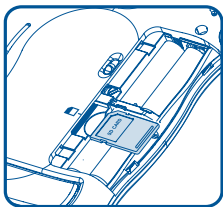
Connecting to a Computer

• Instructions for PC:

Insert the Learning Lodge Navigator® CD into the CD-ROM drive.

Wait for the installation screen to come up. If the installation screen does not come up automatically, go to "My Computer" and then right click on the CD-ROM drive. From the drop-down menu, choose "Explore" and double click the "VTech_Toy_Setup.exe" icon to start it up manually.

Select the **InnoTab® 2** version of Learning Lodge Navigator® on the installation screen.

• Instructions for Macintosh Computer:

Insert the Learning Lodge Navigator® CD into the CD-ROM drive.

Double click the "VTech Toy Setup" icon in the pop-up window.

• Click "Install" to begin the installation.

- Follow the on-screen prompts to install Learning Lodge Navigator®.

  NOTE: The installation program for the **InnoTab® 2** version of Learning Lodge Navigator® can also be downloaded from www.vtechkids.com/download for US or www.vtechcanada.com/toysdownload for Canada.

- Insert an SD card into your **InnoTab® 2**, as shown on Page 18, if you wish to expand the available memory.

- Turn on your **InnoTab® 2**.

- Locate the USB port on the upper right-hand side of your **InnoTab® 2** and open the rubber port cover.

- Insert the smaller end of the included USB cable into the USB port on your **InnoTab® 2**.

- Insert the larger end of the USB cable into a USB port on your computer. The USB port is usually marked with the symbol that appears on the USB port cover of your **InnoTab® 2**. Please refer to images 5 & 6 below.
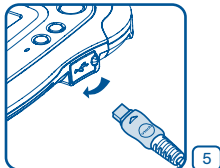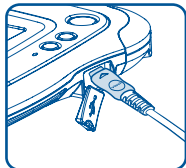
After connecting to your computer with the USB cable, your **InnoTab® 2** screen will show a Connected to Computer screen (image 7). For help using the Download Center refer to the Help section of the Learning Lodge Navigator®.

Connected to Computer

VTech® Kidizoom® Photos and Videos

Slide out the stand until it clicks into place. Then use it to set up your **InnoTab® 2** as a photo frame.

7

You can use the stand to set up the **InnoTab® 2** in either portrait or landscape orientation.
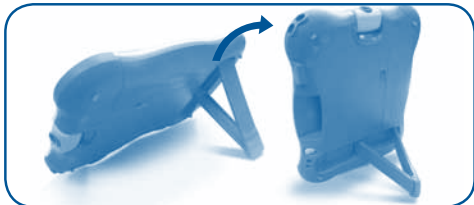

Note: For your safety, please do NOT place your fingers into the sliding hinge mechanism.

Any photos or videos captured by a **VTech® Kidizoom® Camera™** and saved on an SD card can be viewed without conversion on **InnoTab® 2**. Insert the SD card that contains the photos/videos directly into the **InnoTab® 2**. Or you may transfer photos/videos from your computer to your **InnoTab® 2** using Learning Lodge Navigator®. See the **Photos** section above for more details.

InnoTab® 2 supports JPEG formatted photos and MJPEG/H.264 baseline profile formatted video playback. Other video formats can be converted to work with **InnoTab® 2** using third party software (not included). There may be legal restrictions associated with the use of commercial video files, movies, programs and other content for which **VTech®** accepts no responsibility or liability. Users should take responsibility for observing relevant copyright law in their country for this type of media.

Recommended format settings required for video playback compatibility with **InnoTab® 2**:

When converting your video for InnoTab, please follow the following guidelines:

Supported format:

H.264 baseline profile video and MP3 audio in an AVI file.

Recommended resolution:

480x272 if source is 16:9 and 320x240 if source is 4:3. Other resolutions are supported but are not optimal for the device.

Recommended Video bitrate:

600 Kbps. Other bitrates are supported but are not optimal for the device.

Recommended Audio bitrate:

96 Kbps. Other bitrates are supported but are not optimal for the device.

Maximum file size:

2GB (over 5 hours of play time using the recommended setup).

The following freeware programs may be used to convert most videos:

Avanti GUI

eRightSoft Super©

MediaCoder

TEncoder

(All trademarks are the property of their respective owners. **VTech®** does not endorse, support or accept any liability for the freeware listed above.)

NOTE: Do not disconnect **InnoTab® 2** or the computer while files are downloading. After you have finished, turn off the tablet to save power. When not connected to a computer, please close the USB port cover on the **InnoTab® 2** for safety.

Care & Maintenance

1. Keep **InnoTab® 2** out of direct sunlight and away from direct sources of heat.
2. Remove the batteries when not using it for an extended period of time.
3. Avoid dropping it. NEVER try to dismantle it.
4. Always keep your **InnoTab® 2** away from water.
5. Please examine the toy transformer periodically for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the output cord, blades, housing, or other parts) and that, in an event of such conditions, the transformer should not be used until properly repaired.

Using the InnoTab® 2 touch screen and stylus:

• Use only enough pressure to operate the game. Too much pressure may damage the touch screen.
• Do not use the stylus if it is broken.
• Do not use any other styli on the touch screen other than the **InnoTab® 2** stylus.
• Put the stylus back in the stylus holder when not in use.

Cleaning InnoTab® 2 touch screen

• Slightly dampen a soft, lint-free cloth with a little water and wipe the screen to loosen dirt.
• Using a clean and dry cloth, wipe the screen dry. Repeat these two steps as needed.

Cleaning InnoTab® 2 cabinet

• Keep your **InnoTab® 2** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.

Backup battery replacement

• Make sure the tablet is turned off.

• Locate the battery cover on the back of the tablet, under the stand. Locate the backup battery cover on the back of the tablet, then open it with a screwdriver as shown in image 8.

• Insert 1 3V CR2032 battery in the battery compartment with the "+" side facing up as show in image 9.

8

3V CR2032 battery
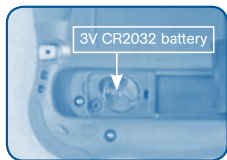
9

• Make sure to replace the backup battery cover.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the **InnoTab® 2** Learning App Tablet does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on an LCD screen at close range for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

Troubleshooting

Problem	Possible Reason	Solution
Screen displays with no sound	Volume is turned down.	Adjust the volume control.
	Headphones are connected.	Unplug headphones from headphone jack.
Screen turns on, then immediately off	Battery power low	Replace the battery.
No picture (or incorrect picture) on screen, and pressing the Power button has no effect.	Program needs to be reset	Disconnect all power supplies (batteries and adaptor), then reconnect all power supplies.
		Press the Power button.
		Remove the cartridge, clean it if necessary, and then re-insert it into the **InnoTab® 2**.
No screen display after pressing Power button	Battery power low	Replace the battery.
	Incomplete battery installation	Make sure to install all batteries in the battery compartment.
	No AC adaptor power	Securely connect the AC adaptor or car adaptor to both the **InnoTab® 2** and the power source.
The cartridge icon does not appear on desktop	Poor cartridge connection	Remove the cartridge, clean it if necessary, and then re-insert it into the **InnoTab® 2**.
USB connection window does not pop up after connecting to computer	Poor USB cable connection	Securely connect the USB cable to **InnoTab® 2** and the computer.
	Connection is running through USB hub	Connect the **InnoTab® 2** directly to the computer, without using a hub.

Clock time is not accurate	Backup battery power low	Replace backup battery (for backup battery replacement instructions, please see the **Care & Maintenance** section on page 23).
Touch screen is inaccurate or it is impossible to select the correct icon on the screen.	Touch screen requires calibration.	Turn the **InnoTab® 2** OFF. Then hold 🏠, ❓ and 🔘 down when turning the **InnoTab® 2** ON. Follow the steps on the screen.
Inserted an SD card (not included), but the tablet cannot recognize it.	SD card format is not FAT32.	Format the SD card to FAT32 in your computer.
Files copied to the tablet's internal memory disappeared.	The tablet's memory was not formatted to FAT32.	If formatting the memory is necessary, make sure it is formatted to FAT32.

If your **InnoTab® 2** does not respond to an inserted cartridge, please carefully try the following:

• Remove all batteries and unplug all wiring.

• Use a cotton swab dipped in rubbing alcohol or an alcohol-based window cleaner to gently clean the contact area of the cartridge slot.

• If necessary, dry all the clean contact areas with a soft, lint-free cloth.

• Please make sure that all parts are completely dry before restoring electricity.

Static electricity may cause the **InnoTab® 2** to malfunction. In some cases, the game play score stored in the tablet memory may be lost. In cases where **InnoTab® 2** is malfunctioning due to static electricity, reset the tablet by removing and reinstalling the batteries, or by unplugging and replugging the AC adaptor. Or, if the static electricity malfunction occurred during the downloading process, disconnect the USB cable, delete the corrupted file, and reset the tablet as described above. Then reconnect the USB cable and restart the download process.

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 located on the back of the display panel).
- 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

Copyright Notices

Copyright 2012 **VTech**® Electronics North America, L.L.C. All Rights Reserved. **VTech**® a registered trademark and the **VTech**® logo are registered trademarks of **VTech**®. Learning Lodge Navigator® is a trademark of **VTech**®. **InnoTab**® **2** is a trademark of **VTech**® Electronics North America, L.L.C. All other trademarks are property of their respective owners.

IMPORTANT NOTE:

Creating and developing **InnoTab® 2** The Learning App Tablet product is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information that 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. This product is licensed under the AVC patent portfolio license for the personal use of a consumer or other uses in which it does not receive remuneration to

(i) encode video in compliance with the AVC standard ("AVC video") and/or

(ii) decode AVC video that was encoded by a consumer engaged in a personal activity and/or was obtained from a video provider licensed to provide AVC video.

No license is granted or shall be implied for any other use. Additional information may be obtained from MPEG LA, L.L.C. See http://www.mpegla.com

Disclaimer and Limitation of Liability

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss. Company: **VTech**® Electronics North America, L.L.C.

Address: 1156 W. Shure Drive, Suite 200, Arlington Heights, IL 60004 USA

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

Notice: 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.

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.

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.

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

END USER LICENSE AGREEMENT

THIS IS A LEGAL AGREEMENT BETWEEN YOU AND VTECH INC. ("VTECH"), STATING THE TERMS THAT GOVERN YOUR USE OF SOFTWARE FOR INNOTAB® 2 OR IN CONNECTION WITH THE APPLICATION OF SOFTWARE ("SOFTWARE"). "SOFTWARE" INCLUDES AUDIO FILES FOR THE INNOTAB® 2 SYSTEM.

BY ACTIVATING, USING, DOWNLOADING OR INSTALLING THIS SOFTWARE , YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS AGREEMENT. YOUR RIGHT TO USE THE SOFTWARE IS CONDITIONAL UPON YOUR AGREEMENT TO THESE TERMS. IF YOU DETERMINE THAT YOU ARE UNWILLING TO AGREE TO THE TERMS OF THIS LICENSE AGREEMENT, YOU HAVE NO RIGHT TO USE THE SOFTWARE AND YOU SHOULD PROMPTLY RETURN THE SOFTWARE TO VTECH OR DELETE IT.

IF YOU ARE UNDER THE AGE OF 18 OR ARE OTHERWISE CONSIDERED A MINOR IN YOUR JURISDICTION, YOU SHOULD REVIEW THESE TERMS AND CONDITIONS WITH YOUR PARENT OR GUARDIAN (COLLECTIVELY, "PARENT") AND MAKE SURE THAT YOUR PARENT UNDERSTANDS AND AGREES ON YOUR BEHALF TO THESE TERMS AND CONDITIONS.

WHEREVER THIS AGREEMENT REFERS TO "YOU" OR "YOUR," IT IS MEANT TO INCLUDE BOTH PARENT AND CHILDREN USERS, EXCEPT WHERE A CHILD IS NOT OF SUFFICIENT LEGAL AGE TO ENTER INTO A BINDING CONTRACT (SUCH AS AN E-COMMERCE TRANSACTION) OR PROVIDE ANY REQUIRED CONSENTS (SUCH AS CONSENT TO DATA COLLECTION, PROCESSING, OR TRANSFERS), IN WHICH CASE THE PARENT OF SUCH CHILD HEREBY ACKNOWLEDGES AND AGREES HE/ SHE IS ACTING ON THE CHILD'S BEHALF TO EFFECTUATE SUCH CONTRACTS OR CONSENTS AND IS FULLY LIABLE FOR THE ACTIONS OR INACTIONS OF SUCH CHILD WITH RESPECT TO THE USE OF THE SOFTWARE AND RELATED SERVICES.

1. OWNERSHIP. The Software and Documentation (including all content contained within the Product) are owned by VTECH, or its licensors, and are protected by international copyright and other intellectual property laws. The Software and Documentation shall only be used by you in accordance with this Agreement. The Software and Documentation are licensed, not sold. Except as specifically set forth herein, VTECH and its licensors retain all right, title and interest, including all intellectual property rights, in and to the Software and Documentation.

2. LICENSE TERMS. VTECH grants to you, subject to the terms, conditions and limitations further defined in this Agreement, a non-exclusive, non-sublicenseable, non-transferable license for non-commercial use, and to use the Documentation in connection with such use of the Software. Any modifications, upgrades, error

corrections, or other updates to the Software provided by VTECH to you shall be deemed part of the Software and use thereof shall be governed by the terms and conditions of this Agreement, unless the parties have entered into a separate, written agreement governing such modifications, upgrades, error corrections, or other updates.

3. RESTRICTIONS ON REVERSE ENGINEERING AND SECURITY. Except to the extent otherwise expressly and unambiguously authorized by VTECH or to the extent such restrictions are explicitly prohibited by applicable law, you shall NOT reverse engineer, decompile, disassemble, translate or attempt to learn the source code of the Software (ii) copy, modify, create derivative works of, distribute, sell, assign, pledge, sublicense, lease, loan, rent, timeshare, deliver or otherwise transfer the Software (iii) remove from the Software, or alter or add, any copyright, trademarks, trade names, logos, notices or markings (iv) violate, tamper with or circumvent any security system or measures implemented by VTECH which are designed to prevent unauthorized copying of the Software. Any such forbidden use shall immediately terminate your license to the Software without any prior notice.

4. LIMITED WARRANTY. VTECH warrants to you – subject to your compliance with the terms herein – that for a period of ninety (90) days from the date you purchase the Product, the Software will substantially conform to VTECH's published specifications for the Software. Your sole and exclusive remedy under the foregoing warranty shall be for VTECH, at its choice, to use commercially reasonable efforts to correct any substantial non-conformity of the Software reported to VTECH in writing within the warranty period and/or provide a replacement copy of the Software. The foregoing warranty shall not apply to any non-conformity that is caused by (i) the use or operation of the Software with an application or in an environment other than that intended or recommended by VTECH, (ii) modifications to the Software not made by VTECH or (iii) third party hardware or software provided by any third party.

VTECH MAKES NO WARRANTIES THAT THE SOFTWARE IS ERROR FREE OR IS SUITABLE FOR YOUR PURPOSES. VTECH MAKES NO WARRANTIES OTHER THAN THOSE SET FORTH ABOVE, AND HEREBY DISCLAIMS ALL OTHER WARRANTIES, WHETHER EXPRESS, IMPLIED OR STATUTORY, WITH RESPECT TO THE SOFTWARE OR DOCUMENTATION, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY VTECH, ITS RESELLERS, AGENTS OR EMPLOYEES SHALL CREATE A WARRANTY.

5. LIMITATION OF LIABILITY. IN NO EVENT SHALL VTECH BE LIABLE FOR ANY LOSS OF PROFITS, USE OF DATA, COST OF REPLACEMENT GOODS OR HARDWARE, OR OTHER INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE OR INABILITY TO USE THE SOFTWARE DOWNLOAD OR DOCUMENTATION, EVEN IF VTECH HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, AND NOTWITHSTANDING THE FAILURE OF ESSENTIAL PURPOSE OF ANY REMEDY. YOU AGREE THAT IN NO EVENT WILL VTECH'S AGGREGATE LIABILITY HEREUNDER OR RELATED TO YOUR USE OF THE SOFTWARE OR DOCUMENTATION EXCEED THE AMOUNT PAID FOR THE PRODUCT AND/OR SOFTWARE.

6. TERMINATION. This License Agreement will automatically terminate if you fail to comply with any term thereof. No notice shall be required from VTECH to effect such termination.

CLASS 1
LED PRODUCT

GNU GENERAL PUBLIC LICENSE

GNU GENERAL PUBLIC LICENSE
Version 2, June 1991

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it. For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0.This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of

having been made by running the Program). Whether that is true depends on what the Program does.

1.You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

GNU GENERAL PUBLIC LICENSE

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Customer Support : http://www.vtechkids.com/support/