vtech®

DiGiART
Color by Lights™

INTRODUCTION

Thank you for purchasing **VTech® DigiArt Color by Lights**™.

Follow the light-up dots to draw more than 70 shapes, objects and animals, or slide in a Magic Coloring Page and follow the lights to color it in step by step.

Enjoy drawing or coloring while listening to 15 different melodies. Use the stencil card to draw a variety of shapes and explore your creativity.

INCLUDED IN THIS PACKAGE

- One **Light-Up Art Board**
- 50 Magic Coloring Pages and 10 blank paper pages
- Six crayons
- One stencil card
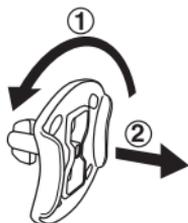- One parent's guide
- Two AA batteries for demo purposes

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

NOTE: **Please keep this parent's guide as it contains important information.**

ATTENTION : **Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d'emballage. Ils ne font pas partie du jouet.**
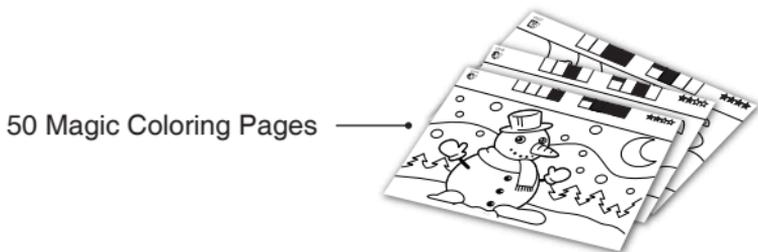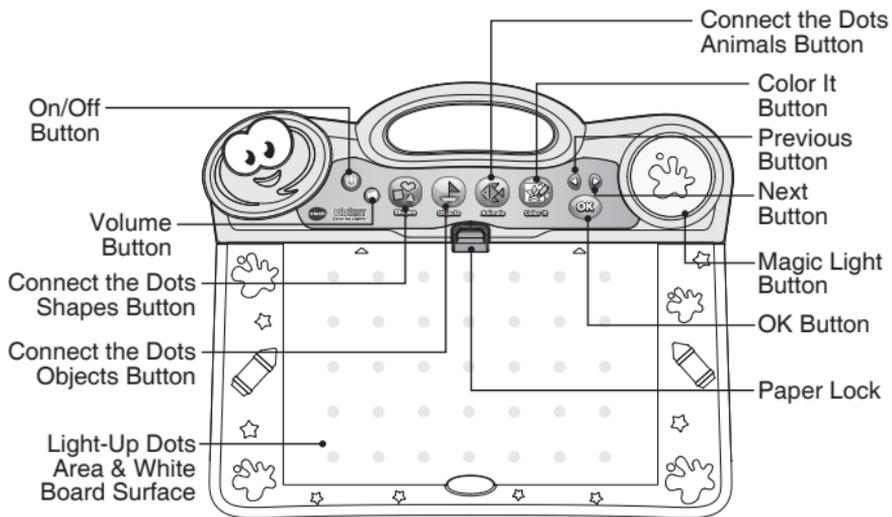
NOTE : **Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.**

Unlock the packaging locks:

① Rotate the packaging locks 90 degrees counterclockwise.

② Pull out the packaging locks.

Connect the Dots
Animals Button

Color It
Button

On/Off
Button

Previous
Button

Next
Button

Volume
Button

Magic Light
Button

Connect the Dots
Shapes Button

OK Button

Connect the Dots
Objects Button

Paper Lock

Light-Up Dots
Area & White
Board Surface

Battery
Compartment

Storage
Compartment

Stencil Card

50 Magic Coloring Pages

⏻	On/Off Button	Press this button to turn the unit on or off.
🔊	Volume Button	Press this button to adjust the volume. Choose from four volume levels.
💗	Connect the Dots Shapes Button	Press this button to go to the Shapes Selection menu, then select a shape to start drawing.
⛵	Connect the Dots Objects Button	Press this button to go to the Objects Selection menu, then select an object to start drawing.
🐟	Connect the Dots Animals Button	Press this button to go to the Animals Selection menu, then select an animal to start drawing.
⭐	Color It Button	Slide in a Magic Coloring Page to start coloring. While coloring, press this button to restart the coloring from the beginning. When there is no Magic Coloring Page in the board, press this button to enjoy free play coloring while listening to 15 different melodies.
◀	Previous Button	In Free Play mode, press this button to play the previous melody. In the Selection menu, press this button to go to the previous option. In Connect the Dots or Color It Modes, press this button to go back one step.
▶	Next Button	In Free Play mode, press this button to go to the next melody. In the Selection menu, press this button to go to the next option. In Connect the Dots or Color It Modes, press this button to go to the next step.

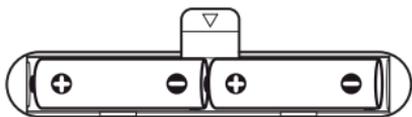|		
	OK Button	In Free Play mode, press this button to toggle between the light-up dots animations.
		In the Selection menu, press this button to confirm the selection.
		In Connect the Dots or Color It Modes, press this button to go to the next step.
	Magic Light Button	In Free Play mode, press this button to toggle between the light-up dots animations.
		In Connect the Dots or Color It Modes, press this button to repeat the current step.

Activating Normal Play (Exit try me mode)

1. Press the **On/Off Button** to turn the unit **ON**.
2. Slide in a **Magic Coloring Page** and the unit will restart in a normal play mode.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery compartment on the bottom of the unit. Open the battery cover by sliding the tab.

3. Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and push down until it clicks into position.

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 (carbonzinc) 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.

HOW TO PLAY

Press the **On/Off Button** to turn the unit **ON**.

Drawing on Paper:

In any of the Connect the Dots drawing activities, put a piece of blank paper on the **Light-Up Dots Area & White Board Surface** to draw. It is not necessary to slide the paper into the unit.

Blank sheets of paper should be 8.5 x 5.5 in. (half letter size). Do not fold the paper before placing it on the **Light-Up Dots Area & White Board Surface**, as the light-up dots cannot be seen clearly if the paper is too thick. To be environmentally friendly, we recommend using recycled paper.

The **Paper Lock** will help keep the paper secure. To open the **Paper Lock**, use your finger to push on the top of the clip. To close it, push the clip down.

Open   Close

Drawing on the White Board Surface:

Use a dry-erase marker or water-based marker (each sold separately) to draw on the **White Board Surface**.

To clean the **White Board Surface**, wipe with a slightly damp cloth to erase the drawing or other dirt.

Note:

Not all dry-erase markers can be cleaned off thoroughly. Every time you use a new marker, draw a small line in the corner of the board to see if it can be erased easily.

Do not use oil-based markers or the included crayons to draw on the **White Board Surface**, as they can't be erased thoroughly.

Storage Compartment and Stencil Card:

At the back of the unit, there is a **Storage Compartment** for storing the coloring pages and crayons. The **Stencil Card** slides in the unit to complete the **Storage Compartment**.

To open it, place a finger on the gap of the **Stencil Card**, then pick it up and slide up to pull the card out of the unit.

To close it, align the bottom corners of the **Stencil Card** to the two triangular holders on the bottom back of the unit. Slide it down into the holders and push slightly to make the card click into position.

ACTIVITIES
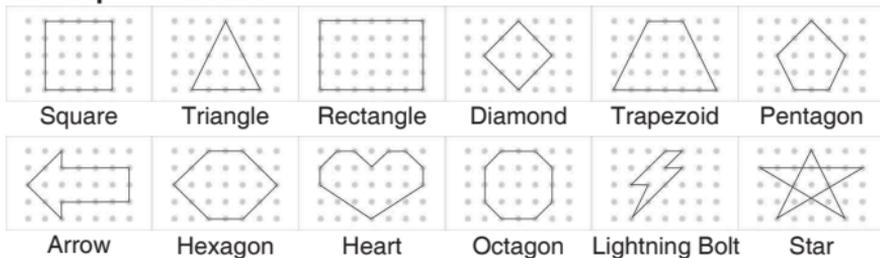
Connect the Dots – Shapes

Press the **Shapes Button** to go to the Shapes Selection Menu, press the **Previous** or **Next Buttons** ◀ ▶ to select a shape, then press the **OK Button** to start drawing. Follow the voice instructions and trace the light-up dots to learn how to draw.

During the process:

- Press the **OK Button** or **Next Button** ▶ to go to the next step when one step is completed.
- Press the **Magic Light Button** to repeat the current step.
- Press the **Previous Button** ◀ to go back one step.

12 Shapes to Draw:

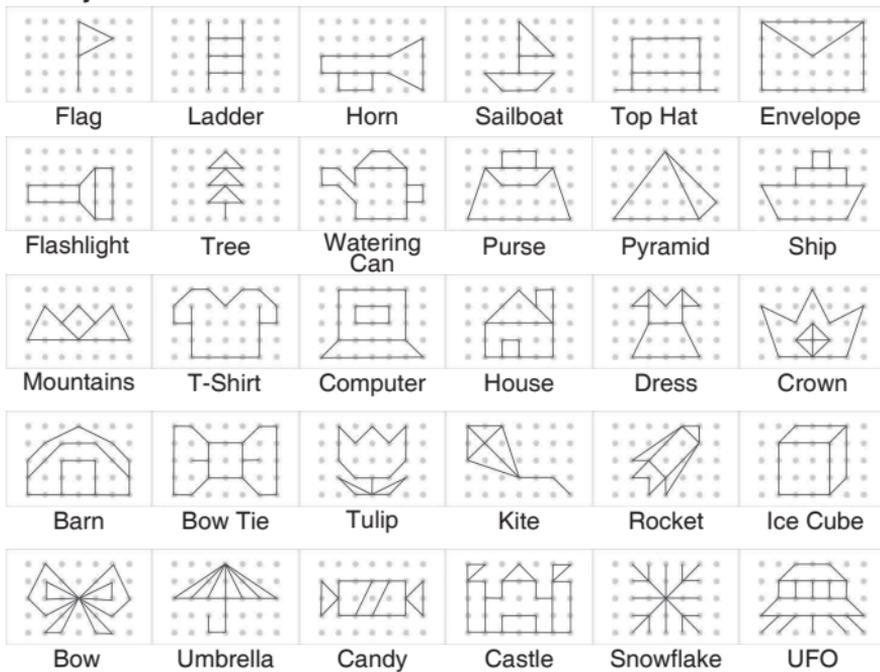|					
Square	Triangle	Rectangle	Diamond	Trapezoid	Pentagon
Arrow	Hexagon	Heart	Octagon	Lightning Bolt	Star

Connect the Dots – Objects ⏚

Press the **Objects Button** to go to the Objects Selection Menu, press the **Previous** or **Next Buttons** ◀ ▶ to select an object, then press the **OK Button** 🆗 to start drawing. Follow the voice instructions and trace the light-up dots to learn how to draw.

During the process:

- Press the **OK Button** 🆗 or **Next Button** ▶ to go to the next step when one step is completed.
- Press the **Magic Light Button** (🐾) to repeat the current step.
- Press the **Previous Button** ◀ to go back one step.

30 Objects to Draw:

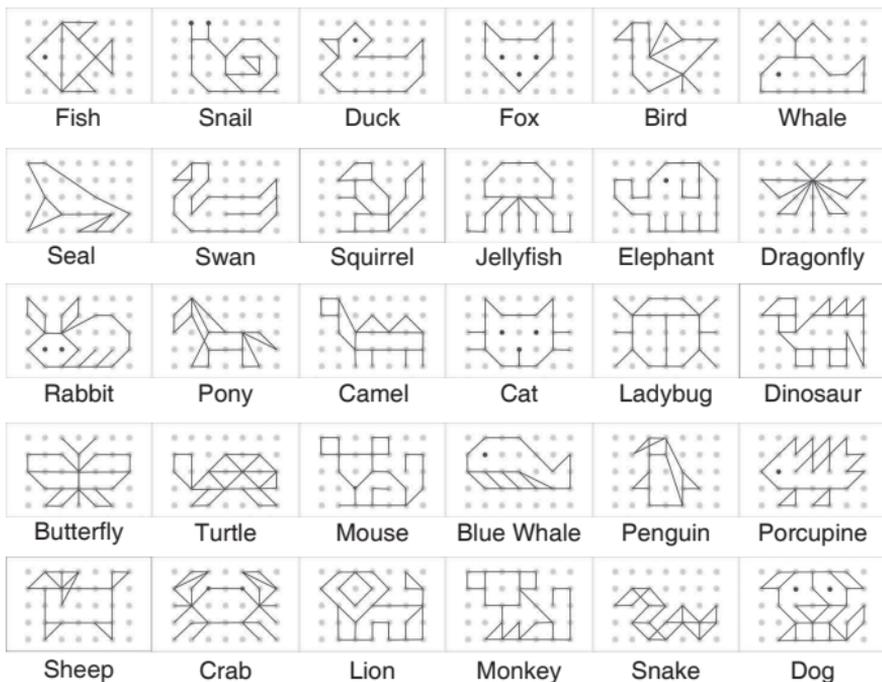|					
Flag	Ladder	Horn	Sailboat	Top Hat	Envelope
Flashlight	Tree	Watering Can	Purse	Pyramid	Ship
Mountains	T-Shirt	Computer	House	Dress	Crown
Barn	Bow Tie	Tulip	Kite	Rocket	Ice Cube
Bow	Umbrella	Candy	Castle	Snowflake	UFO

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Connect the Dots – Animals 〈🐾〉

Press the **Animals Button** to go to the Animals Selection Menu, press the **Previous** or **Next Buttons** 〈 〉 to select an animal, then press the **OK Button** 〈ok〉 to start drawing. Follow the voice instructions and trace the light-up dots to learn how to draw.

During the process:

- Press the **OK Button** 〈ok〉 or **Next Button** 〉 to go to the next step when one step is completed.
- Press the **Magic Light Button** 〈✨〉 to repeat the current step.
- Press the **Previous Button** 〈 to go back one step.

30 Animals to Draw:

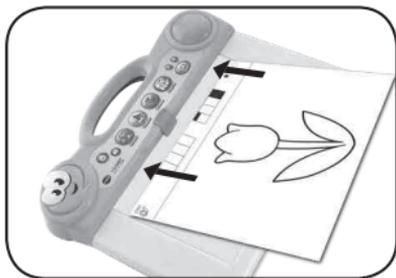|					
Fish	Snail	Duck	Fox	Bird	Whale
Seal	Swan	Squirrel	Jellyfish	Elephant	Dragonfly
Rabbit	Pony	Camel	Cat	Ladybug	Dinosaur
Butterfly	Turtle	Mouse	Blue Whale	Penguin	Porcupine
Sheep	Crab	Lion	Monkey	Snake	Dog

Color It

Slide in a **Magic Coloring Page** to start the **Magic Coloring** any time the unit is on.

Follow the voice instructions and the light-up dots to color the picture step by step. Use the suggested color or be creative and choose your favorite!
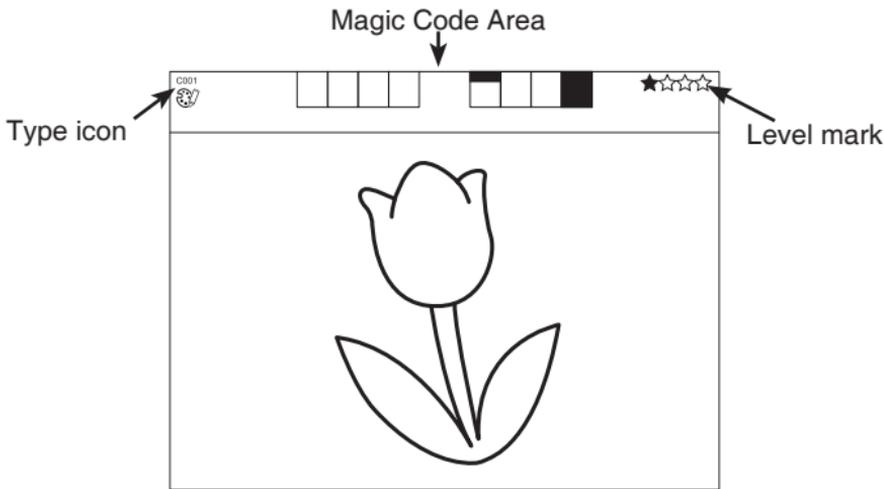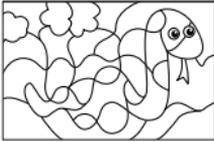
During the process:

- Press the **OK Button** 🆗 or **Next Button** ▷ to go to the next step when one step is completed.
- Press the **Magic Light Button** 🌟 to repeat the current step.
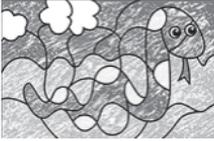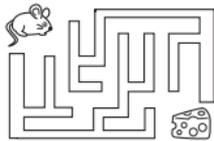- Press the **Previous Button** ◁ to go back one step.

Magic Coloring Pages

The top left corner of the **Magic Coloring Page** indicates the type of picture, while the top right corner indicates the skill level.
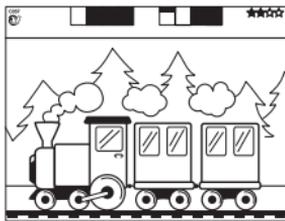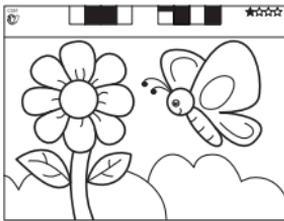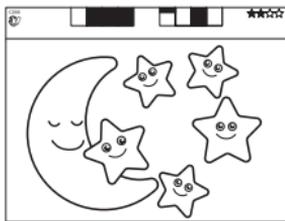

Magic Code Area

Type icon

Level mark

Note: Do not draw or color on the Magic Code area of the **Magic Coloring Page**, as it will affect the coloring page recognition.

We have 3 types of pictures with different skill levels:

Type	Level	Examples
🎨 Coloring	★	
	★★	
	★★★	
📝 Hidden Picture	★★★★	Color the picture to make the hidden object appear.
✂️ Lines Exercise	★★★★	

Extra Magic Coloring Pages (free download)

Download replacement plus new **Magic Coloring Pages** from:
vtechkids.com/colorbylights

Printing Tips (very important)

After downloading the printing file, please see the following information to print the **Magic Coloring Pages**.

- Set Paper Scaling to "None" or select the "Actual Size" printing setting.
- Check if the paper size is set correctly as letter size.
- Set the paper orientation to "Landscape."
- Use plain paper to print. The unit will not recognize the **Magic Coloring Pages** if glossy paper or photo paper is used.
- Be sure the printer is not set to "eco print" or "grayscale" as the black color won't print dark enough for the unit to recognize it.
- Cut out the picture so it will fit on the **Light-Up Dots Area & White Board Surface**.

Free Play

Turn on the unit and do not insert a **Magic Coloring Page** to enjoy Free Play mode. Listen to 15 melodies while you draw and color.

Press the **OK Button** 🆗 or **Magic Light Button** ✨ to toggle the light-up dots animations.

Press the **Previous** or **Next Buttons** ◀ ▶ to go to the previous or next melody.

Automatic Shut Off

To preserve battery life, the **DigiArt Color by Lights**™ will automatically power down after 3 minutes without operation in the Selection Menu. In **Free Play, Shapes, Objects, Animals,** and **Color It**, the auto off time is 20 minutes.

Low Battery

When the batteries are exhausted, the **Light-Up Dots** will show the low battery icon and then automatically shut off.

Please replace the batteries with a full set of new batteries before further use.

CARE & MAINTENANCE

1. Please store and use in dry areas.
2. Keep the unit clean by wiping with a slightly damp cloth.
3. Keep the unit out of direct sunlight and away from any direct heat sources.
4. Remove the batteries when the unit is not in use for an extended period of time.
5. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

Problem	Possible Solution(s)
The unit does not turn on.	1. Reload the batteries to reset the unit. Please refer to the Battery Installation section for the instructions.
	2. Batteries may be exhausted. Please replace with a new set of batteries.
The unit gives an incorrect response.	1. Batteries may be exhausted. Please replace with a new set of batteries.
	2. Humidity may cause interference with the unit. Please be sure the unit is in a dry area.
Printed Magic Coloring Pages cannot be recognized.	Please read the printing tips in the Color It section and make sure you followed those printing requirements.

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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link. A service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing **VTech®** 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link 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:
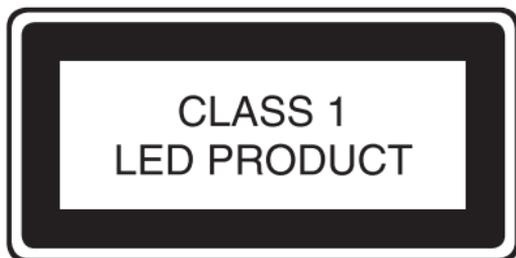
• Reorient or relocate the receiving antenna.

• 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.

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.

CAN ICES-3 (B)/NMB-3(B)

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

Conforms to ASTM D-4236.

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CLASS 1
LED PRODUCT
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Visit our website for more information about our products, downloads, resources and more.

vtechkids.com

Read our complete warranty policy online at
vtechkids.com/warranty

vtech®