




# Traintastic Laptop

## User's Manual



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plc.

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Dear Parent,

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

**Preschool Learning**<sup>™</sup> 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**<sup>™</sup>, learning is fun from day one!

At **VTech**<sup>®</sup>, 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**<sup>®</sup> with the important job of helping your child learn and grow!

Sincerely,

Your friends at **VTech**<sup>®</sup>

To learn more about **Preschool Learning**<sup>™</sup> series and other **VTech**<sup>®</sup> toys, visit [www.vtechkids.com](http://www.vtechkids.com)

# INTRODUCTION

Thank you for purchasing the **VTech® Chuggington Traintastic Laptop!**

Join Wilson, Brewster and Koko on a learning adventure! The Traintastic Laptop features 40 interactive activities covering language, numbers, games and more! With fun animations, real character voices, sounds and music, your child will be introduced to age-appropriate curriculum in a fun and engaging way!



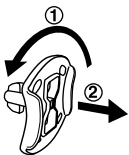
# INCLUDED IN THIS PACKAGE

- One VTech® Chuggington Traintastic Laptop
- One User's 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 the user's manual as it contains important information.



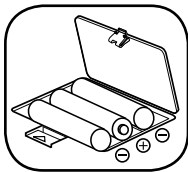
- ① Rotate the packaging locks 90 degrees counter-clockwise.
- ② Pull out the packaging locks.

**Unlock the packaging locks:**

## GETTING STARTED

### BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Install 3 new "AA" batteries (AM-3/LR6) as illustrated.
4. Close the battery cover.



## **BATTERY NOTICE**

- The use of new alkaline batteries is recommended for maximum performance.
- 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 (nickel-cadmium).
- 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.

**WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.**

# 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. WILSON CATEGORY SWITCH

Turn the **WILSON CATEGORY SWITCH** to choose one of the five learning categories: **Explore and Learn, Language, Numbers, Games or Adventure**.



## 3. SETTINGS BUTTON



Press the **SETTINGS BUTTON** to adjust the volume level, screen contrast, or to turn the background music on or off.  
There are five settings for the volume level and screen contrast.  
Use the **ARROW BUTTONS** to change the settings and press the **ESCAPE BUTTON** or the **ENTER BUTTON** when you have finished.

## 4. ESCAPE BUTTON



Press this button to go back to the previous screen.

## 5. LETTER BUTTONS



Press any of the **LETTER BUTTONS** to hear the letter identified or to answer questions in related activities.

## 6. NUMBER BUTTONS



Press any of the **NUMBER BUTTONS** to hear the number identified or to answer questions in related activities.

## 7. ARROW BUTTONS

Press these buttons to make a selection on the screen or to move in related activities.



## 8. ENTER BUTTON

Press this button to confirm your selection.

## 9. HELP BUTTON



Press this button in an activity to get some help from Vee.

## 10. ANSWER BUTTON



Press this button to reveal the answer.

## 11. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Chuggington Traintastic Laptop** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

The **VTech® Chuggington Traintastic Laptop** will also automatically turn off when the battery power is low. When the battery power is low, a warning will be shown on the screen.



# TO BEGIN PLAY

- Press the **ON/OFF BUTTON**.
- You will see a short animation then be asked to choose a category. Turn the **WILSON CATEGORY SWITCH** to choose one of the five learning categories.
- Once a category is selected you will enter the activity menu for that category. Use the **ARROW BUTTONS** to select an activity to play. Press the **ENTER BUTTON** to confirm your selection.

## ACTIVITIES

### CATEGORY 1: EXPLORE AND LEARN

#### 01. Letter Exploration

Press a **LETTER BUTTON** to learn the letter name and a word that begins with that letter.



#### 02. Number Training

Press a **NUMBER BUTTON** to learn the number name. Count together with Vee as the same number of passengers board Koko.



#### 03. Learn a Shape

Move Wilson on the screen to catch the shapes and learn their names. Press the left and right **ARROW BUTTONS** to move Wilson.



#### 04. Music Box

Use the **NUMBER BUTTONS** or the up and down **ARROW BUTTONS** to select your favorite Chuggington tune. Watch Wilson dance along with the music on the screen!



#### 05. Instrument Sounds

Use the left and right **ARROW BUTTONS** to select an instrument and hear its sound.





## 06. Learn Letter Order

Press a **LETTER BUTTON** to learn about letter order.



## 07. Learn Number Order

Press a **NUMBER BUTTON** to learn about number order.



## 08. Word Exploration

Use the up and down **ARROW BUTTONS** to select a word to learn. A picture of the selected object will be shown.



## CATEGORY 2: LANGUAGE

### 09. Small Letter Finder

Koko needs to deliver the newspaper into the correct mailbox. Listen to the instruction and find the mailbox with the small letter that you hear.

Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to see the requested letter.



### 10. Capital Letter Finder

Koko needs to deliver the newspaper into the correct mailbox. Listen to the instruction and find the mailbox with the capital letter that you hear.

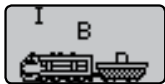
Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to see the requested letter.



### 11. Letter Collection

Listen to the instruction and help Wilson collect five of the requested letters as they fall. Use the left and right **ARROW BUTTONS** to move Wilson on the screen to collect the letters.

Press the **HELP BUTTON** to see the requested letter.



## 12. Mystery Letter

Help Koko find the hidden letter in the picture. Use the **LETTER BUTTONS** to answer. Press the **HELP BUTTON** to see the hidden letter flash.



## 13. Letter Popcorn

The popcorn machine has gone crazy! Use the **LETTER BUTTONS** to type the letters on the popcorn as fast as you can to catch them. Press the **HELP BUTTON** to hear the instruction repeated.



## 14. Which is Different?

Brewster is hiding in a tunnel. Help find Brewster by finding the letter that is in a different letter case. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** for a useful hint.



## 15. Letter Match

A capital letter will be shown above two tunnels with small letters inside them. Help Wilson choose the correct tunnel to pass through by finding the small letter that matches the capital letter. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** for a useful hint.



## 16. Letter Order

Brewster is transporting some boxes. But one of them falls during transportation. Help Brewster find the lost box by finding the letter that is missing in the alphabetical order. Use the **LETTER BUTTONS** to answer. Press the **HELP BUTTON** for a useful hint.



## 17. Beginning Letter

Brewster is transporting a box, but the word on the box is missing its beginning letter. Help Brewster complete the word by typing in the beginning letter. Use the **LETTER BUTTONS** to answer. Press the **HELP BUTTON** for a useful hint.



## 18. Word Hunt

Watch carefully as an object is shown on the screen. Find the word that matches the object. Use the up and down **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** for a useful hint.



## CATEGORY 3: NUMBERS

### 19. Animal Rescue

Some animals are stuck on the roof waiting to be rescued by Action Chugger. Count how many animals Action Chugger saves. Use the up and down **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm or use the **NUMBER BUTTONS** to answer. Press the **HELP BUTTON** to count together with Vee.



### 20. Number Finder

Koko needs to deliver the newspaper into the correct mailbox. Listen to the instruction and find the mailbox with the number that you hear. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to see the requested number.



### 21. Number Popcorn

The popcorn machine has gone crazy! Use the **NUMBER BUTTONS** to type the numbers on the popcorn as fast as you can to catch them. Press the **HELP BUTTON** to hear the instruction repeated.



### 22. Passenger Counting

Count how many passengers board Koko. Use the up and down **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm or use the **NUMBER BUTTONS** to answer. Press the **HELP BUTTON** to count together with Vee.



## 23. Number Tunnels

Brewster is hiding in a tunnel. Help find Brewster by finding the number that is not in order. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** for a useful hint.



## 24. Number Order

Brewster is transporting some boxes. But one of them falls during transportation. Help Brewster find the lost box by finding the number that is missing in the order. Use the **NUMBER BUTTONS** to answer. Press the **HELP BUTTON** for a useful hint.



## 25. Which Takes More?

Wilson and Emery are transporting some packages. Find the one who's taking more packages. Use the up and down **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** for a useful hint.



## 26. Which Takes Fewer?

Wilson and Emery are transporting some packages. Find the one who's taking fewer packages. Use the up and down **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** for a useful hint.



## 27. Greatest Number

Find the greatest number to help Wilson load his wagon. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm or use the **NUMBER BUTTONS** to answer. Press the **HELP BUTTON** for a useful hint.



## 28. Smallest Number

Find the smallest number to help Wilson load his wagon. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm or use the **NUMBER BUTTONS** to answer. Press the **HELP BUTTON** for a useful hint.



## CATEGORY 4: GAMES

### 29. Track Training

Wilson has a delivery task. Follow the flashing arrow to help him select the correct track. Use the **ARROW BUTTONS** to play. Press the **HELP BUTTON** for a useful hint.



### 30. Tool Matching

Match the shadow with the picture to find the correct tool to fix the engine. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear the instruction repeated.



### 31. Recycling

Irving is recycling. Look at the object displayed at the top and find the matching objects to recycle them. The objects will scroll along automatically. Press the **ENTER BUTTON** when the matching object is shown inside the frame to recycle it. Press the **HELP BUTTON** to hear the instruction repeated.



### 32. Ice Cream Memory

Help Frostini serve the correct ice cream by remembering the picture and choosing the correct one from three choices. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear and see the instruction repeated.



### 33. Ice Cream Maker

Wilson is helping Frostini make ice cream. Choose the correct shapes to make the ice cream. Use the up and down **ARROW BUTTONS** to select the shapes and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear the instruction repeated.



### 34. Shape Collection

Listen to the instruction and help Wilson collect five of the requested shapes as they fall. Use the left and right **ARROW BUTTONS** to move Wilson on the screen to collect the shapes. Press the **HELP BUTTON** to see the requested shape.



### 35. Odd One Out

Four objects will be shown but one will be different from the others. Find the odd one out. Use the **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear the instruction repeated.



### 36. Find Our Friend

You will be asked to find a character whose picture will be shown on a card. The card will be turned face down and mixed around with the other cards. Watch carefully remembering which card shows a picture of the requested character. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear and see the instruction repeated.



### 37. Music Tunnels

Brewster is hiding in a tunnel. Help find Brewster by finding the music note that is different from all the others. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear the instruction repeated.



### 38. Which is Faster?

Koko is hiding in one of the tunnels. Listen carefully as a tune is played from each tunnel. Pick the tunnel with the faster tune to reveal Koko. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear the instruction repeated.



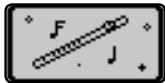
### 39. Which is Slower?

Old Puffer Pete is hiding in one of the tunnels. Listen carefully as a tune is played from each tunnel. Pick the tunnel with the slower tune to reveal Old Puffer Pete. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear the instruction repeated.



### 40. Find the Instrument

Listen carefully and find the instrument that played the tune. Use the left and right **ARROW BUTTONS** to select your answer and press the **ENTER BUTTON** to confirm. Press the **HELP BUTTON** to hear the instruction repeated.



## CATEGORY 5: ADVENTURE MODE

Choose between Wilson, Brewster or Koko to go on an adventure. For each activity you complete within your adventure you will be rewarded a badge. When you collect all 12 badges the adventure is completed and you will be rewarded with a special animation related to your selected character. If you complete all 3 adventures with Wilson, Brewster and Koko you will be rewarded with an extra special animation. Your progress will be saved so that you can continue your adventures anytime!

Your progress will not be saved if you remove the batteries.

# CARE & MAINTENANCE

1. Keep your **Traintastic Laptop** clean by wiping it with a slightly damp cloth.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. **NEVER** try to dismantle it.
5. Always keep the **Traintastic Laptop** away from water.

## 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.
- While the **Traintastic Laptop** does not contribute to any additional risks, we do recommend that parents supervise their children while they play games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.
- Please note that focusing on a screen at close range and handling a keyboard 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

If for some reason the program/activity stops working or malfunctions, please follow these steps:

1. Please 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 ON. The unit should now be ready to play again.
5. If the product still does not work, replace with an entire set of new batteries.



# 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](http://www.vtechkids.com)

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

## IMPORTANT NOTE

Creating and developing Electronic 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.

# OTHER INFO

## DISCLAIMER AND LIMITATION OF LIABILITY

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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.

**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.

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 UNDESIRABLE OPERATION.

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