

vtech[®]

User's Manual

Tote & Go Laptop[®]



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Dear Parent,

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

Preschool Learning[™] features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With **Preschool Learning**[™], learning is fun from day one!

At **VTech**[®], we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting **VTech**[®] with the important job of helping your child learn and grow!

Sincerely,

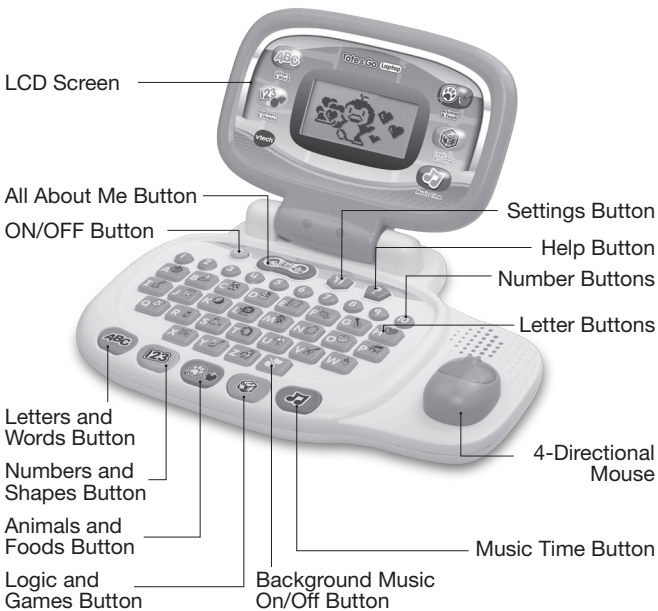
Your friends at **VTech**[®]

To learn more about **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Tote & Go Laptop®**.

This laptop offers progressive, age-appropriate curriculum through 20 exciting activities. A friendly penguin character encourages children as they learn capital and small letters, phonics, spelling, math, shapes, animals, foods, logic, music and more! You can also customize your experience by entering your child's name, age, favorite food, and selecting a tune to play when the laptop powers on.



INCLUDED IN THIS PACKAGE

- One VTech® Tote & Go Laptop®
- One User's Manual

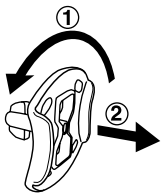
WARNING:

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.

Unlock the packaging locks:



- ① Rotate the packaging lock 90 degrees counterclockwise.
- ② Pull out the packaging locks.

Note:

Please keep this user's manual as it contains important information

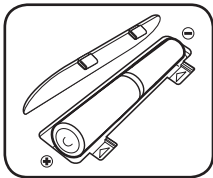
DEMO STRIP REMOVAL

When the product is taken out of the packaging, please remove the demo strip on the back of unit to activate normal play mode.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the back of the unit.
3. Install 2 new “AA” Size (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover.



Note:

When the batteries are changed, all information stored in the activity ALL ABOUT ME will be erased.

BATTERY NOTICE

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

PRODUCT FEATURES

1. ON/OFF BUTTON

Press the **ON/OFF BUTTON** to turn the unit **ON** and press it again to turn the unit **OFF**.

2. SETTINGS BUTTON

Press the **SETTINGS BUTTON** to adjust the volume and screen contrast. Move the **MOUSE** left and right to select which item to adjust. Then move the **MOUSE** left and right to make the adjustments. Press the **MOUSE BUTTON** to confirm.

3. HELP BUTTON

Press the **HELP BUTTON** to hear an instruction or question repeated.

4. LETTERS AND WORDS BUTTON

Press the **LETTERS AND WORDS BUTTON** to play language games. There are 5 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

5. NUMBERS AND SHAPES BUTTON

Press the **NUMBERS AND SHAPES BUTTON** to play math and shapes games. There are 5 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

6. ANIMALS AND FOODS BUTTON



Press the **ANIMALS AND FOODS BUTTON** to play science games. There are 3 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

7. LOGIC AND GAMES BUTTON



Press the **LOGIC AND GAMES BUTTON** to play logic games. There are 3 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

8. MUSIC TIME BUTTON



Press the **MUSIC TIME BUTTON** to enjoy some music or play games. There are 3 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

9. ALL ABOUT ME BUTTON



Press the **ALL ABOUT ME BUTTON** to customize your name, age, favorite food, wallpaper, opening tune and create your own avatar.

10. MOUSE

Move the **Mouse** up or down, left or right to make selections. Then press the **Mouse** button to confirm your choice.



11. BACKGROUND MUSIC ON/OFF BUTTON



Press the **BACKGROUND MUSIC ON/OFF BUTTON** to turn the background music off, press this button again to turn the background music on.

12.LETTER BUTTONS



Press the **LETTER BUTTONS** to learn letters or to answer letter related questions.

13.NUMBER BUTTONS



Press the **NUMBER BUTTONS** to learn numbers or to answer number related questions.

14.AUTO-LEVELING FEATURE

In most activities, after answering 2 or 3 questions correctly, the game automatically advances to the next level of difficulty. There are 3 challenging levels to explore.

15.AUTOMATIC SHUT-OFF

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

The unit will also automatically turn off when the batteries are very low. A warning will be displayed on the screen as a reminder to change the batteries.

ACTIVITIES:

The VTech® Tote & Go Laptop® offers a total of 20 fun activities in 6 category buttons.

LETTERS AND WORDS

1: Exploring Letters

The penguin is going fishing. There are many fish swimming in the sea. Press the letter buttons to see letter fish. Explore each letter, the sound it makes and corresponding words.



2: Letter Order

The penguin needs to use the letter bridge to get to the other side of the river. Some letters on the bridge are shown in correct letter order. There is one block that is out of order. Help the penguin complete the correct letter order. Move the mouse up or down to select the letter and then press the Mouse Button to confirm.



3: Letter Quiz

There are 4 letters on the screen. Follow the instructions to find the capital or small letters. Move the mouse up, down, left or right to find the correct letter within 30 seconds.



4: Missing Letter

Help the penguin find the correct missing letter. A word is shown on the screen with one letter missing. The player can select from among three letter choices. Move the mouse left or right to select the letter and then press the Mouse Button to confirm.



5: Where Is It?

Play hide-and-seek with the penguin and learn spatial skills. Let's see where the penguin is. Move the mouse left or right to scroll the picture, and then press the Mouse Button to pick a picture to learn.



NUMBERS AND SHAPES

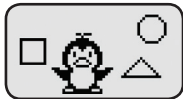
6: Exploring Numbers

The penguin is going fishing. There are many fish swimming in the sea. Press the number buttons to explore each number and count the fish together.



7: Exploring Shapes

The penguin is using the laptop to learn about shapes. Move the mouse left or right to choose and then press the Mouse Button to learn about a shape and its related object.



8: Shapes Counting

Some shapes appear on the screen. Count the shapes according to the instructions. Press the number buttons to answer.



9: Skip Counting

Let's go fishing with the penguin. Numbered fish are jumping out of the sea on the left and right of the penguin's platform. Skip count by 2, 5 or 10, according to the instructions. See the counter under the penguin that reminds you of the numbered fish you caught. Move the mouse left or right to catch the numbered fish that comes next in the sequence. There are 5 fish to catch in each question.



10. Number Quiz

There are 4 numbers on the screen. Follow the instructions to pick a number that is bigger or smaller than a certain number. Move the mouse up, down, left or right to find the correct number within 30 seconds.



ANIMALS AND FOODS

11: Animal Sights & Sounds

Penguin is using the laptop to learn about animals. Choose a picture to hear an animal's sound and see its footprints. Move the mouse left or right to choose and then press the Mouse Button to confirm.



12: Animal Quiz

Help the penguin identify the animal sound or footprint. You will see footprints or hear sounds, and then choose the corresponding animal. Move the mouse left or right to choose and then press the Mouse Button to confirm.



13: Fruits & Vegetables

The penguin wants to bring some food back to his home. There are 10 kinds of fruits or vegetables shown on the screen one by one. Help the penguin to choose the correct foods, according to the instructions. A counter is shown at the bottom right to keep track of the number of correct foods collected. Move the mouse left or right to choose and then press the Mouse Button to confirm.



LOGIC AND GAMES

14: Fix the Wall

Penguin wants to fix his igloo. One of the walls has a shaped hole in it. Choose the correct shape to repair the wall. Move the mouse left or right to choose and then press the Mouse Button to confirm.



15: Fishing Fun

Let's go fishing with the penguin. Some fish are jumping out of the sea on the left or right side. Catch as many fish as possible in 30 seconds. Move the mouse left or right to catch. Be careful to avoid the old cans or bottles. When the time is up, you will see the total number of fish caught.



16: Ice Crossing

Help the penguin cross the ice! Guide the penguin across the ice blocks to get to the other side within 1 minute. When an ice block appears, move the mouse up, down, left or right to make the penguin jump to the ice block.



MUSIC TIME

17: Exploring Instruments

Penguin is using the laptop to learn about instruments. Choose a picture to learn the instrument name and hear its sound. Move the mouse left or right to choose and then press the Mouse Button to confirm.



18: Music Quiz

There are 4 music notes on the screen. Each music note plays music from a different instrument. Listen carefully to each melody and follow the instructions to pick the correct answer. Move the mouse up, down, left or right to find the correct number within 30 seconds.



19: Music Party

Let's enjoy the music party! There are 30 melodies in 3 music styles: Rock, Jazz and Country. Move the mouse left or right and then press Mouse Button to confirm a music style.

Then press a number to select a melody to play. When the melody starts, the penguin will begin to dance. Press any letter button to add fun sounds.



20. ALL ABOUT ME

Let's add your personal information. You can include your own name, age, avatar, favorite food and more!



- 1) Name: Input your name and see it spelled. Most of the time, you can press the first letter of your name on the keyboard, and your name will show on the screen. Your name will also display in the unit opening.
- 2) Age: Input your age. Count it out loud with the penguin. Most of the time, you can press the number of your age on the keyboard to hear the age being counted.
- 3) Avatar: Create your own avatar by changing the hair, eyes and nose & mouth.
- 4) Favorite food: Select your favorite food. Most of the time, you can press the first letter of your favorite food on the keyboard, and your food will show on the screen. The penguin will announce your favorite food.

- 5) Opening wallpaper: Select your wallpaper and watch it display in the unit opening.
- 6) Opening tune: Select your opening tune and hear it play in the unit opening.

CARE & MAINTENANCE

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

TROUBLESHOOTING

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

1. Turn the unit OFF.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit back ON. The unit 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

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

IMPORTANT NOTE:

Creating and developing **VTech**[®] products is accompanied by a responsibility that we 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 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Note:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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