

VTECH®

LITTLE SMART

BIG TOP™ **LAPTOP**
USER'S MANUAL



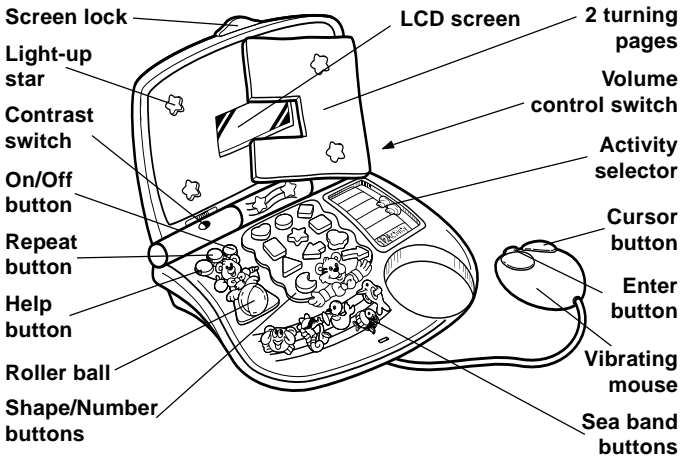
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Dear Parent:

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. Whether it's learning about letters, numbers, geography or algebra, all VTECH® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential. When it comes to providing interactive products that enlighten, entertain and develop minds, at VTECH® we see the potential in every child.

INTRODUCTION

The **VTECH® LITTLE SMART Big Top™ Laptop** learning toy is filled with fun, imaginative and role-play features. Twelve fun-filled activities will introduce your child to diverse traditional curriculum. Light-up features and a vibrating computer mouse make this learning toy as fun as a day at the circus while engaging them in fun games!



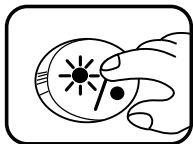
INCLUDED IN THIS PACKAGE

- One **VTECH® LITTLE SMART Big Top™ Laptop** learning toy.
- One instruction manual.

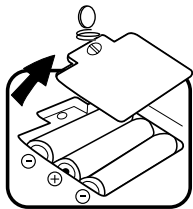
WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

BATTERY INSTALLATION

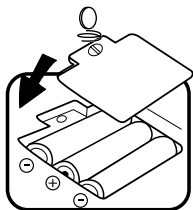
1. Make sure the unit is turned **OFF**.



2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to loosen the screw.



3. Install 3 new "AA" (UM-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 tighten the screw to secure the battery cover.

BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the equipment when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

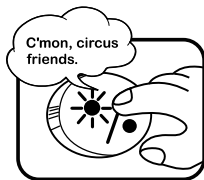
NOTE: If for some reason the program/activity stops working, then please follow these steps:

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.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada, or 01235-546810 in the U.K. and a service representative will be happy to help you.

TO BEGIN PLAY

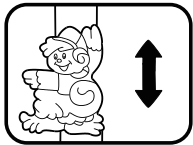
1. Press the **ON/OFF BUTTON** once to turn the learning toy on. You will hear “C’m on, circus friends” followed by a cheering sound effect.



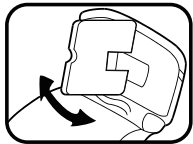
2. Press the **ON/OFF BUTTON** a second time to turn the learning toy off. You will hear “That’s a five-star performance” followed by a clapping sound effect.



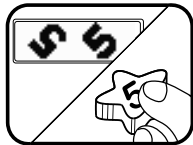
3. Slide the **ACTIVITY SELECTOR** up and down to choose one of four modes.



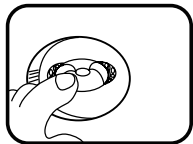
4. Turn one of the **TURNING PAGES** to select an activity.



5. Press the **NUMBER/SHAPE BUTTONS** to identify the numbers/shapes. The corresponding animation will be shown on the LCD screen.



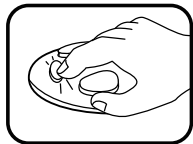
6. Press the **HELP BUTTON** to hear the answer identified.



7. Press the **REPEAT BUTTON** to hear the previous phrase or question repeated.



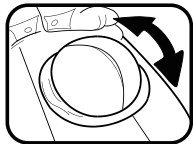
8. Press the **ENTER BUTTON** on the mouse's nose to confirm an answer.



9. Press the **MOUSE EARS** to move the cursor on the LCD screen left or right. Press the left mouse ear to move the cursor left or press the right mouse ear to move the cursor right.



10. Spin the **ROLLER BALL** on the keyboard to move the cursor on the LCD screen up or down. Spin the roller ball up to move the cursor up or spin the roller ball down to move the cursor down.

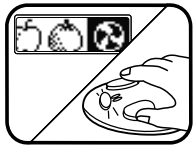


ACTIVITIES

Mode 1

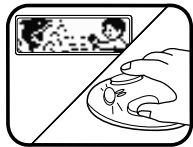
Page 1. Odd One Out

Three objects will appear on the LCD screen. You will be asked which item does not belong. To select which item does not belong, select the object using the mouse ears found on the mouse and press the enter button to confirm. If your answer is correct, a positive animation will appear. If it is incorrect after 3 times, a negative animation will appear and the answer will be identified.



Page 2. Feed the Dolphin

Try to insert the small fish into the dolphin's mouth. You will have three chances to feed the dolphin. If you succeed, the dolphin will eat the fish and do a trick. If you do not succeed, a negative animation will appear and a new game will begin. To control the dolphin, press the buttons either left or right on the mouse.

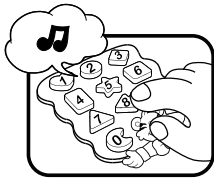


Page 3. Singin' with the Sea Band

Select from ten different melodies by pressing the ten number buttons.

The melodies include:

1. National Emblem March
2. Animal Fair
3. Skaters Waltz
4. The Daring Young Man
5. The Entertainer
6. Can Can
7. Chop Sticks
8. Polly Wolly Doodle
9. Hey Diddle Diddle
10. Did You Ever See A Lassie?



Mode 2

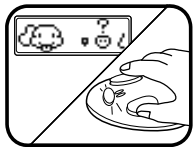
Page 1. Shape Juggler

Press a shape button to hear a shape or number identified. For example, when you press the star button once, you will hear “I’m juggling the star.” When you press the star a second time, you will hear “I’m juggling the five.”



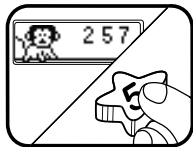
Page 2. Create a Clown

When entering this activity, you will see a shape representing a clown's head. Look through the options of various shaped heads by pressing the left and right cursor buttons on the mouse. Press the enter button to confirm your selection. After you have selected the clown's head, you will be able to select his eyes, nose, and mouth using the same cursor buttons.



Page 3. Tip Toe Tightrope

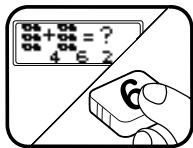
Follow the ringmaster's directions! For example, the ringmaster will say "2,5,7." Use the number buttons to press the correct numbers. If you press the numbers in the right order, an additional number will be added to the list. If you answer incorrectly three times, the answer will be identified.



MODE 3

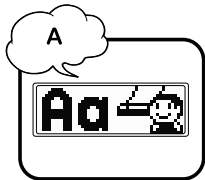
Page 1. Nutty Numbers

An addition or subtraction equation will appear on the upper portion of the LCD screen. Several numbers will appear on the lower part of the LCD screen. These are your answer selections. Use the computer mouse or the numbers on your keyboard to select your answer.



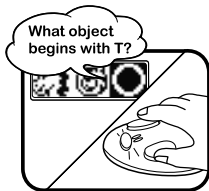
Page 2. Circus ABC's

The learning toy will scroll through the alphabet identifying each letter. With each letter that is identified, a corresponding object will appear on the LCD screen. For example, the learning toy will say "A" and an acrobat will appear on the screen.



Page 3. Beginning Letters

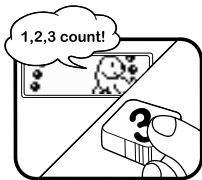
Two objects will appear on the LCD screen. The learning toy will then ask what object begins with a corresponding letter. For example, a shoe and a tiger will appear on the LCD screen. The toy will then ask “What object begins with T?” If you answer correctly, a positive phrase will be heard and a positive animation will appear. If you answer incorrectly three times, an encouraging phrase will be heard and the answer will be identified.



MODE 4

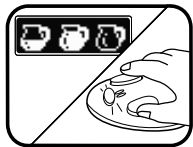
Page 1. Counting Seal

You will hear “1,2,3 count!” and a seal will throw balls with his tail. Count the number of balls on the LCD screen and press the number buttons to answer. If you answer correctly, a positive phrase will be heard and a positive animation will appear. If you answer incorrectly three times, an encouraging phrase will be heard and the answer will be identified.



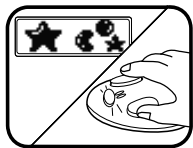
Page 2. Put in Place

Three cards will be shown on the LCD screen, each containing a different scene. Put the cards in the right order by using the left or right cursor buttons. Press the enter button to confirm your answer.



Page 3. Shape Mania

A shape will appear on the left-hand side of the LCD screen, then three shapes will appear on the right-hand side of the LCD screen. Try to match the shape on the left-hand side of the screen to the shape found on the right. To select which shapes match, use the mouse ears and the enter button or press the corresponding shape button on the keyboard.



AUTOMATIC SHUT-OFF

To preserve battery life, the **VTECH® LITTLE SMART Big Top™ Laptop** learning toy will automatically turn off after several minutes without input. It can be turned on again by pressing the on/off button.

CARE AND 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 source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

IMPORTANT NOTE

Creating and developing preschool 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 1-800-267-7377 in Canada, or 01235-546810 in the U.K., with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Note:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with 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 the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver