

vtech[®]

User's Manual

Brilliant Creations Advanced Notebook™



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Printed in China
91-001618-000美

Dear Parent,

*At VTech®, we know that in order to effectively reach kids, today's learning tools have to be plugged into the fast-paced world around them. That's why we created the **Grade School Learning Series** – an engaging set of stylized, interactive computers specially designed to get grade-school kids up to speed with their fast-paced, tech-savvy world.*

*Every product in the **Grade School Learning Series** covers a wide range of school basics – math, language, social studies, science, and even an intro to basic Spanish. Activities are presented in a fast-paced, arcade-game style that kids will recognize and enjoy. Each learning machine is loaded with hi-tech features such as word processors, electronic address books – tools that go hand-in-hand with the way kids learn, play and use information.*

*With the **Grade School Learning Series**, kids can access a way to learn that closely matches the way they already live and play. We thank you for trusting VTech® with the important job of helping your child learn and succeed. We hope to help your child discover that "It's Cool to Be Smart!"*

Sincerely,

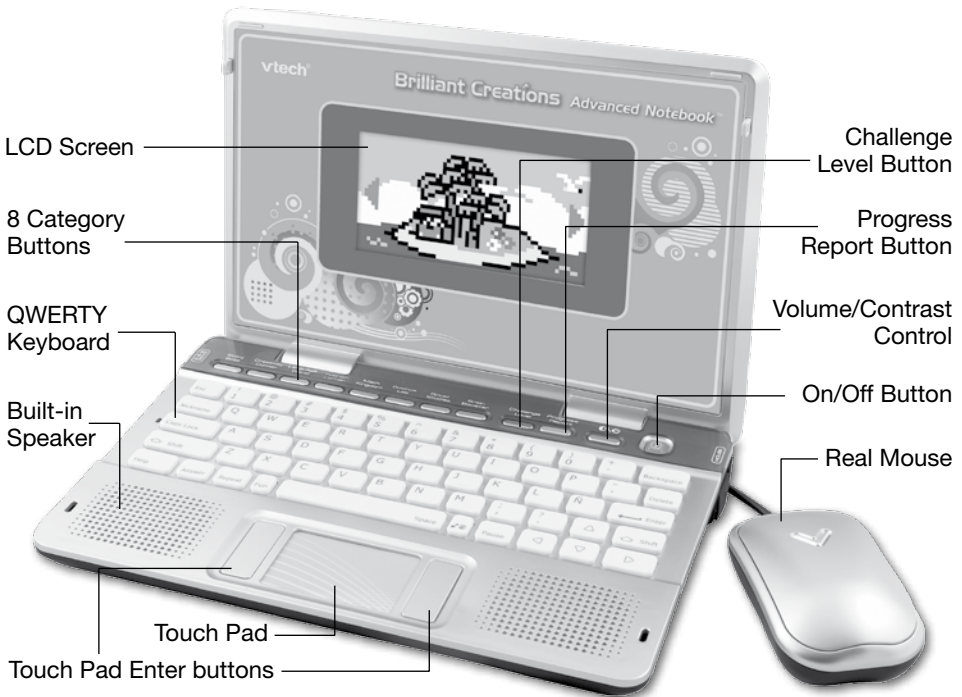
Your friends at VTech®

*To learn more about the **Grade School Learning Series™** and other VTech® toys, visit www.vtechkids.com*

INTRODUCTION

Thank you for purchasing the **VTech® Brilliant Creations Advanced Notebook™**.

The **VTech® Brilliant Creations Advanced Notebook™** is a high-tech notebook that is jam-packed with 120 fun learning activities! Your child will have a blast while they play games in a variety of learning categories that cover reading skills, creativity, Spanish, math, science, logic and more! With a full QWERTY keyboard and real mouse, a world of learning is at your child's fingertips.



INCLUDED IN THIS PACKAGE

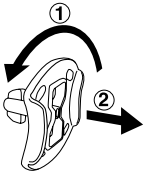
- **VTech® Brilliant Creations Advanced Notebook™**
- **VTech® Brilliant Creations Advanced Notebook™** instruction manual
- Real mouse

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

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.

Unlock the packaging locks:



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

Demo strip removal:

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

GETTING STARTED

POWER SOURCE

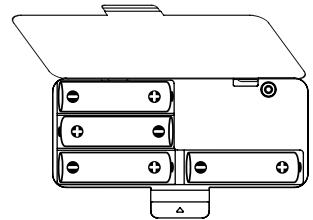
The **VTech® Brilliant Creations Advanced Notebook™** operates on 4 “AA” sized batteries (AM-3/LR6) or a **VTech® 9V** adaptor (sold separately). The “AA” sized batteries included in the unit are for demo purposes only and are not long-life batteries.

If you are using a power supply adaptor, please remember to empty the battery slot first. Before playing, please make sure the plastic strip is removed from the bottom of the unit.

BATTERY INSTALLATION

NOTE: For best performance, remove all factory-installed batteries and use new, alkaline batteries.

1. Make sure the unit is turned OFF.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 4 “AA” sized batteries 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.

Notice: When the **VTech® Brilliant Creations Advanced Notebook™** is on, you may

see this icon  appear on the screen. This indicates that battery power is low, and you should replace the batteries soon.

AC/DC ADAPTOR

Use a **VTech®** adaptor or any other standard adaptor that complies with EN61558 DC 9V  300mA  center-positive adaptor.

CONNECTING THE ADAPTOR

1. Make sure the unit is OFF.
2. Locate the adaptor jack on the left side of the unit.
3. Insert the adaptor plug into the unit's adaptor jack.
4. Plug the adaptor into a wall outlet.
5. Turn the unit **ON**.

NOTE: When the toy is not going to be in use for an extended period of time, unplug the adaptor.

ADAPTOR NOTICE

- The toy is not intended for use by children under 3 years old.
- Only use the recommended adaptor with the toy.
- The adaptor is not a toy.
- Never clean a plugged-in toy with liquid.
- Never use more than 1 adaptor.
- Do not leave toy or adaptor plugged in for extended periods of time.

NOTICE TO PARENTS

Regularly examine the adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it.

USING THE MOUSE

Only use a mouse that is compatible with **VTech®** products.

1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the right side of the unit.
3. Plug the mouse into the mouse jack.

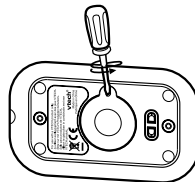
USING THE MOUSE

1. Move the mouse in the direction you want the cursor to move.
2. Click the mouse button to make a selection.



CLEANING THE MOUSE

1. Following the arrows, use a screwdriver to open the cover on the bottom of the mouse.
2. Take the ball out of the mouse and use a dry cloth to clean the mouse and the ball.
3. Place the ball back in the mouse, replace the mouse cover and screw the cover closed.



PRODUCT FEATURES

CATEGORIES

In the **VTech® Brilliant Creations Advanced Notebook™**, you can choose from 8 different categories of play and learning:

- Story Book
- Creativity Corner
- Language World
- Spanish Corner
- Math Kingdom
- Science Lab
- Social Studies
- Brain Booster

PROGRESSIVE LEARNING FEATURE

In most activities, if the questions are answered incorrectly in the first round of a game, 3 of the questions will be repeated in a later round. This feature is designed to help children learn by developing memory skills.

AUTO-LEVELING FEATURE

In most activities, after entering 3 continuous rounds of correct answers and getting 80-100 points each round, it will auto-level up to the next difficulty level; if the score is lower than 60 points each round, after 3 rounds continuously, it will auto-level down.

PROGRESS REPORT

Parents can review how many questions their child has completed in each activity by pressing the Progress Report button.

TURNING THE UNIT ON AND OFF

Pressing  will turn the unit **ON**. Pressing  again will turn the unit **OFF**.

ACTIVITY SELECTION:


When the unit is turned on, you will see a short opening scene before entering the Category Menu. Here, the categories will cycle through automatically. You can choose a category in one of these ways:

1) Press the Enter key  when you see a category you like.

2) Use the Arrow keys 
   to cycle through the categories and press the Enter key to choose.


3) Use the mouse to click the arrow icon on the screen and cycle through the categories, and then click the screen when you see a category you like.

4) Use the Touch pad  to click the arrow icon on the screen and cycle

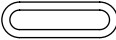





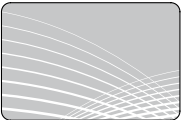

through the categories, press the Touch pad Enter buttons  on either sides to click the screen when you see a category you like.

5) Press the Category key directly.

After that, you can choose an activity in the following ways:

- 1) Press the Enter key when you see an activity you like.
- 2) Use the Arrow keys to cycle through the activities manually, and press the Enter key to choose one.
- 3) Use the mouse to click the arrow icon on the screen and cycle through the activities, and then click the screen when you see an activity you like.
- 4) Use the Touch pad to click the arrow icon on the screen and cycle through the activities, press the Enter buttons on either sides of the Touch pad to click the screen when you see an activity you like.
- 5) Type the activity number and press  .

LEVEL SELECTION

Pressing  will display a pop-up menu. Use     and , mouse,  and  or number keys to choose a level you like.

There are 3 levels: Beginner, Explorer, and Expert.


ANSWER

In most activities, the answer will be provided after a certain number of tries. Or, you can press the Answer button to get the correct answer.


FUN TIME MODE





Enjoy a fun cartoon by pressing  at any time!


AUTOMATIC POWER OFF

To save power, **VTech® Brilliant Creations Advanced Notebook™** automatically shuts down if it does not receive any input after several minutes. Press the  button to wake your unit. We recommend that you turn off the unit when finished playing. Remove the batteries and unplug the adaptor if your **VTech® Brilliant Creations Advanced Notebook™** will not be used for an extended period of time.

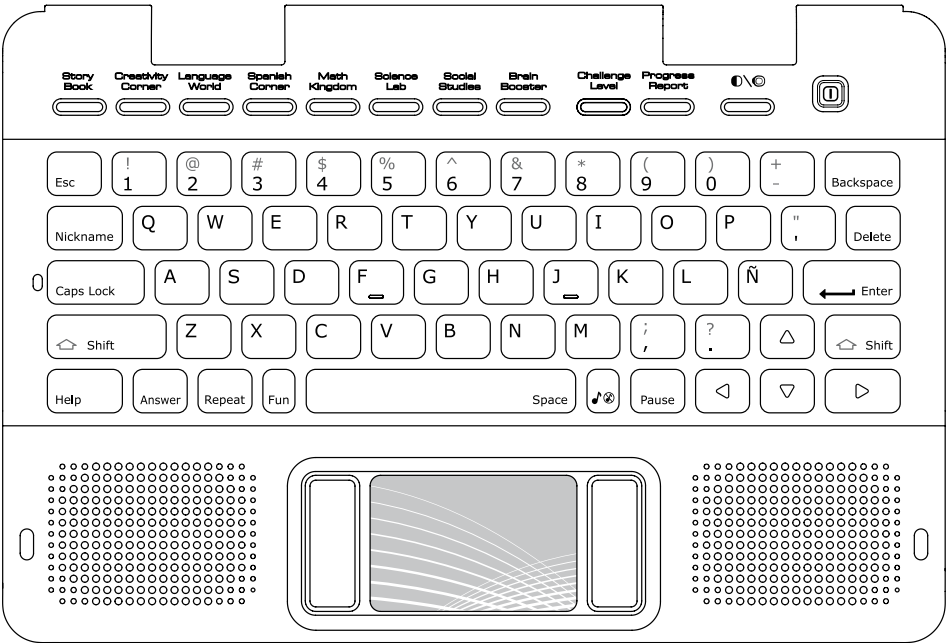
VOLUME and CONTRAST CONTROL

To adjust the volume, press  and a pop-up screen will appear. Use the mouse

 or    to move the cursor to the right for higher volume and to the left for lower volume.


Press  again to adjust the screen contrast by the same method.

KEYBOARD LAYOUT





Your **VTech® Brilliant Creations Advanced Notebook™** has a full QWERTY keyboard. You will also find the following function keys.


FUNCTION KEYS:


1.  **On/Off:** Press this button to turn the unit on and off.


2.  **8 Category Buttons:** Press one of the above buttons to jump to the sub menu of the chosen category.


3.  **Progress Report:** Press this button to review your progress.


4.  **Challenge Level:** Press this key to show a menu with 3 levels, player can select any one of three levels to explore the activities in that level.


- 5.  **Esc:** Press this key to go back to the previous screen or exit the current activity.


- 6.  **Caps Lock:** Press this key to type capital letters. Press once to turn Caps Lock on, press it again to type lowercase letters. The LED light on the left will light up when it is on.


- 7.  **Shift:** Press this key together with a letter key to capitalize the letter. You can also use this key to access the alternate letters/symbols or functions of other keys.


- 8.  **Help:** Press this key to see helpful instructions or hints for the current activity.


- 9.  **Answer:** Press this key to see the correct answer to a question. You will not receive points if this key is pressed.

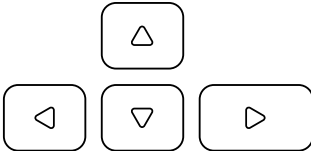
- 10.  **Repeat:** Press this key to repeat a question or an instruction.





- 11.  **Backspace:** Press this key to move the cursor one position backward.

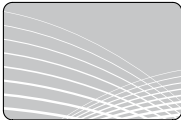
- 12.  **Nickname:** Press this key to change the nickname of the player.


- 13.  **Delete:** Press this key to delete the current character or space to the right of the cursor or above the underscore.

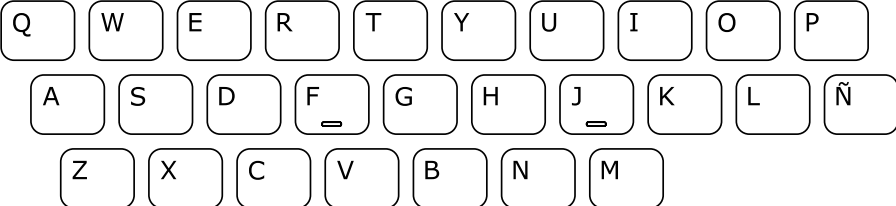
- 14.  **Enter:** Press this key after choosing your answer to confirm your selection.

- 15.  **Arrow Keys:** Use these keys to cycle through choices in activities or in the Main Menu.

16.  **Fun Key:** Press this key to see a fun animation.
17.  **Music On/Off Key:** Press this key to turn the background music on and off.
18.  **Pause Key:** Press this key to pause current key. Press again to resume play.
19.  **Space Bar:** When typing, use this key to insert a space between words, letters or numbers.

20.  **Touch Pad:** Use the touch pad to move the cursor on the screen. Press the Enter button on either side of the touch pad to select.

21.  **Number Keys:** Use these keys to enter numbers in number activities.

22.  **Letter Keys:** Use these keys to enter letters in letter and word-related activities.

STORY BOOK

001. STORY TIME

Choose a story in the sub menu. There are two stories to enjoy.

1. Penguin's Adventure
2. The Lion and the Mouse

After selecting a story, the entire story will be read with fun sounds and animations. On each page, use the mouse to click on objects or characters to see animations, and listen to fun sounds or character voices. Player can also click on the red book icon to scroll the story page.

002. STORY TELLER

A story scene from Story Time will be shown, and a question related to the story and scene will be asked. Player will answer the questions by using the mouse to click on the object or checkmark and cross icon to answer.

003. STORY DICTIONARY

The story text from Story Time is shown on the screen. Click the arrow icon up and down to scroll the page. Click on the red words to discover their pronunciations and definitions.

004. STORY CREATOR

Choose a character and scene to create a new story. After selecting the character and scenery, the kids can enjoy the new story they created.

005. MY STORY

Create and type a story of your own by using the keyboard. Illustrate your story with cool icons. You can save the story that you created and open it to view it anytime you like.

There are three function icons:



Open: Click the open icon to open an old file.



Stamp: Click the stamp icon to add a graphic to the story.



Save: Click the save icon to save the story you created. You can save up to 5 files.

CREATIVITY CORNER

006. ART STUDIO

Use the mouse to select a color and draw a picture. You can also add some cool icons to your picture. You can save the picture that you created and open it to view it anytime you like.

There are five function icons:



Open: Click the open icon to open an old file.



Color: Click the color icon and select one color to draw the picture.



Eraser: Click the eraser icon to erase the line you don't like.



Stamp: Click the stamp icon to add a graphic to the picture.



Save: Click the save icon to save the picture you created. You can save up to 5 files.

007. ANIMAL PAINTER

Choose a picture from the menu. You can select a color that you like and paint the picture. When you are finished painting, click on the checkmark to see a fun animation. You can also add a short title to the picture to save it. The picture can be opened by clicking the Open icon on the selection screen.

008. COLORING BOOK

Choose a story page from the menu. You can select a color that you like and paint the page. When you are finished painting, press the checkmark icon to hear the story. When you finish the painting, you can add a short title to the picture and the picture can be opened by clicking the Open icon on the selection screen.

009. DRAWING SHAPES

A shape will be shown on the left side of the screen. Player should use the mouse to draw the same shape on the right side of the screen. When you finish the picture, a fun, rewarding animation with cool music will be shown.

010. DRAWING OBJECTS

A picture will be shown on the left side of the screen. Player should use the mouse to draw the same picture on the right side of the screen. When you finish the picture and click the checkmark icon in the middle of the screen, a fun, rewarding animation with cool music will be shown

011. PET SHOP

Dress up your pet by selecting different hats, glasses, clothes, and shoes. You can change your pet into a cool, beautiful, cute, and funny friend.

012. FUNNY FACES

Create a face by selecting facial features: Face Style, Hair Style, Eyes, Mouth. Wow, cool face!

013. PET BUTTERFLY

Choose your butterfly's color, spots and wing shape. You will raise it as a caterpillar until it turns into a cocoon, and eventually transforms into a beautiful butterfly.

014. MY AQUARIUM

Choose your fish and decorations to decorate your aquarium. You can feed your fish and watch them swim around and eat. It's your very own aquarium!

015. PENGUIN VILLAGE

Create your own penguin village by placing igloos, slides, a pool, and plants. Watch the penguins enjoy the village you made for them!

016. FRUIT SMOOTHY

Choose colorful fruits, add some ice, and blend them into a healthy, colorful smoothie drink for your penguin friends.

017. MUSICAL BIRDS

Each egg represents a musical note from "do" to "ti". Click on the egg and a baby bird will hatch along with the note.

018. MUSIC DJ

Become a cool DJ! Click the left or right arrow keys to adjust the pitch, click the up or down arrow keys to adjust the tempo. You can also add animal sounds to the music by clicking on the animal icon and scratch sounds by clicking on the record.

019. INSTRUMENT FUN

Choose an instrument to hear the sound it makes.

020. MUSIC MIXER

Choose different instruments for the penguin to jam along with the song!

- First, you select the song you'd like to hear.
- Click the checkmark icon to start the concert.
- Penguins with different music instruments will perform on the stage. Click on the arrow key to scroll through the performers.
- Click on the performer with the instrument that you would like to hear.

021. DANCE CREATOR

Select a song, then press the arrow keys <up, right, left, down> to create a dance. Press the Play button on top right of the screen to enjoy the dance you created.

022. MUSIC STUDIO

A piano keyboard is shown on screen. To play the piano, use the mouse to tap on the keyboard. Player can move the sliding bar at the top to play the music in a lower or higher octave. You can also click the tempo icon to change the tempo of the music or re-play the piano music you created.

LANGUAGE WORLD

023. LETTER SOUNDS

Press any letter button to learn its phonic sound, related word and corresponding animation.

024. VOWEL SOUNDS

A list of vowel groups will appear on the screen. Player can select one letter group to learn its phonics sound, see the related word and the corresponding animation.

025 & 026. PHONICS BALLOON / VOWEL BALLOON

To make the hot air balloon fly, choose the correct letter according to the question. Use the mouse to answer. With each question answered correctly, the hot air balloon will inflate until it flies away.

027 & 028. UPPERCASE TEASURE / LOWERCASE TREASURE

Player has to find the matching uppercase or lowercase letter key to unlock the chest. Use the mouse to answer.

029, 030 & 031. MISSING LETTER BEGINNER / EXPLORER / EXPERT

Oh no! The little hippos are lost! Help the little hippos fix the bridge and get across the river. Use the letter keys or use the mouse to fill in the missing letters and spell the word.

032, 033 & 034. WHAT'S THE WORD? BEGINNER / EXPLORER / EXPERT

Follow the clues to spell the word before time is up. Use the letter keys to answer.

035, 036 & 037. LETTER BLAST BEGINNER / EXPLORER / EXPERT

Remove the extra letter from the word so that it is spelled correctly. Use the letter keys or mouse to select the extra letter.

038, 039 & 040. SPELLING SCRAMBLER BEGINNER / EXPLORER/ EXPERT

The letters of a word have been scrambled. Listen to the word, then use the mouse to unscramble the letters and spell the word correctly.

041, 042 & 043. RHYME REACTION BEGINNER / EXPLORER / EXPERT

Choose the word block that rhymes with the word on the target block. Use the Mouse to answer. You've built the penguin a new igloo!

044, 045. ANTONYM EXPLORER / EXPERT

The penguin is jumping to the top of the iceberg slide. Find a word block that means the opposite of the word in the target block. Watch the penguin climb to the top and slide down!

046, 047. SYNONYM EXPLORER / EXPERT

The penguin is jumping to the top of the iceberg slide. Find a word block that has the same meaning as the word in the target block. Watch the penguin climb to the top and slide down!

048. PHRASE FUN

What is everyone talking about? Select a scene to hear what they're saying.

049. LET'S CHAT

Find the short phrase that completes the conversation. Use the mouse to answer.

050, 051. FIREWORKS LETTERS / FIREWORKS WORDS

Fireworks letters shoot from the bottom of the screen to the top. Type the letters as fast as you can to see the spectacular fireworks show!

SPANISH CORNER**052. SPANISH LETTER AND NUMBERS**

Press any letter and number buttons on the keyboard to learn them in Spanish. You'll also learn the related word and the corresponding picture.

053. SPANISH DICTIONARY

A list of English words is shown on the screen. Use the arrow keys or mouse to scroll through the English words and select the one you want to learn in Spanish.

054. SPANISH SAILOR LETTERS

Two speed boats are having a race. Listen to the voice of the Spanish letter, then press the letter keys or use the mouse to choose the correct letter from the four letter bubbles. If the answer is correct, the speed boat will speed up. If the answer is incorrect, the speed boat will slow down.

055. SPANISH SAILOR NUMBERS

Two speed boats are having a race. Listen to the voice of the Spanish number, then press the number keys or use the mouse to choose the correct number from the four number bubbles. If the answer is correct, the speed boat will speed up. If the answer is incorrect, the speed boat will slow down.

056, 057 & 058. SPANISH SPELLING BEGINNER / EXPLORER / EXPERT

Oh no! The little hippos are lost! Help the little hippos fix the bridge and get across the river. Use the letter keys or use the mouse to fill in the missing letters and spell the Spanish word.

059, 060 & 061. SPANISH WORDS BEGINNER / EXPORER / EXPERT

The penguin is building his brand new igloo home and needs your help. Choose the Spanish word that matches the English word given by the Penguin. You've built the penguin a new igloo!

062. SPANISH TALKSHOW

What is everyone talking about? Select a scene to hear what they're saying in Spanish.

063. SPANISH CHAT

Find the short phrase that completes the Spanish conversation.

MATH KINGDOM

064, 065 & 066. PENGUIN HOCKEY BEGINNER / EXPLORER / EXPERT

Put on your skates and grab your hockey stick to shoot the puck in the goal. The snowman goalie is moving left and right to block the puck. Player should look at the number on the net, then press Enter or click the Mouse to shoot the puck into the goal with the correct number.

067, 068 & 069. CAR COUNTER BEGINNER / EXPORER/ EXPERT

Count the number of cars that have the same shape as the question. There are two roadways. On the 1st roadway, the cars will drive from left to right. On the 2nd roadway, the cars will drive from right to left. There is a shape on each car. Player needs to press enter for each car that they count with the target shape.

070, 071 & 072. ROAD RALLY BEGINNER / EXPORER / EXPERT

Count the number of odd or even numbered cars according to the question. There are two roadways. On the 1st roadway, the cars will drive from left to right. On the 2nd roadway, the cars will drive from right to left. There is a number on each car. Player needs to press enter for each car that they count with the target number.

073, 074 & 075. ADDITION INVASION BEGINNER / EXPORER / EXPERT

Solve the addition problem to activate your math blaster, and send the sea monsters back where they came from!

076, 077 & 078. SUBTRACTION INVASION BEGINNER / EXPORER / EXPERT

Solve the subtraction problem to activate your math blaster, and send the sea monsters back where they came from!

079, 080 & 081. NUMBER BALLOON BEGINNER / EXPORER / EXPERT

The hot air balloon is ready to fly but needs more air. To make the hot air balloon fly, the player has to press the number keys to answer the questions about the number pattern. With each question answered correctly, the hot air balloon will inflate until it flies away.

082. CUCKOO CLOCK

Learn what time it is and watch the cuckoo clock surprise! Move the hour hand to different positions to see and hear what time it is.

083, 084 & 085. CUCKOO MATCH BEGINNER / EXPORER / EXPERT

Match the digital and analog times. Two kinds of times (digital & analog) will be shown on screen. Select the correct digital time that matches the analog one.

SCIENCE LAB

086. ZOO FOOD

Player can select an animal to see its favorite food. Use the mouse to play.

087. ANIMALS HOME

Player can select an animal to see its habitat. Use the mouse to play.

088. GREAT INVENTION

Use the mouse or arrow keys to select a name and see what they invented.

089. HUMAN BODY

Different parts of the human body will be shown on the screen. Use the mouse or arrow keys to select one of them and hear what it does for your body.

090. RECYCLING FUN

Select an object to see which recycling bin it belongs to. Is it paper, metal, or plastic? Let's find out!

091. ZOO FOOD QUIZ

An animal will be shown. Find the animal's favorite food that you learned about in 086.

092. ANIMAL HOME QUIZ

An animal will be shown. Find the animal's habitat that you learned about in 087.

093. ANIMAL FAMILY

An animal will be shown. Find which category the animal belongs to.

094. INVENTOR QUIZ

You will be given some questions about a great invention. Then you will see a picture of a great invention. Use the mouse or arrow keys to select the correct inventor.

095. INVENTION QUIZ

You will be given some questions about a great invention. Then you will see the name of a great inventor. Use the mouse or arrow keys to select the correct invention.

096. HUMAN BODY QUIZ

Player will be given some questions related to the human body. Use the mouse or arrow keys to select the correct body parts.

097. RAPID RECYCLING

Help protect the environment as you learn how to recycle. Sort the object by moving it onto the correct conveyor belt.

098, 099. WILD SOUNDS / PICTURE SOUNDS

In this memory matching game, all of the cards are covered! Click the cards to flip them over and pair up all of the animals or objects with their sound before time runs out.

100. PART & WHOLE

Find the correct part that matches with the whole. Use the mouse or arrow keys to select the correct answer.

SOCIAL STUDIES

101. WHEN I GROW UP

What do you want to be when you grow up? Select the character and find out what they do.

102. WONDERS OF THE WORLD

Learn about some famous world wonders! You will see the picture and name of a wonder on the screen. Press Enter to see which country it's in.

103. MAP SYMBOLS

Do you know how to read a map? Let's learn the symbols and help the penguin travel through the city.

104. CLOTHES JUMBLE

Help the character wear the correct uniform for their job.

105. WORLD WONDERS QUIZ

You will be given some questions related to the Wonders of the World activity. Match the World Wonder's name to its picture.

106. COUNTRY QUIZ

You will be given some questions related to the Wonders of the World activity. Find the correct country name for this Wonder.

107. MAP QUIZ

Perry Penguin is traveling in the city and doesn't know where to go. Let's help him by finding the correct symbols according to the question.

108. TREASURE HUNT

Let's learn about the cardinal directions. They are North, South, East and West. Find the treasure according to the voice hint. Click the 'X marks the spot' icon to find the treasure.

BRAIN BOOSTER

109, 110. WILD CARDS / PICTURE CARDS

In this memory matching game, all of the cards are covered! Click the cards to flip them over and pair up all of the animals or objects before time runs out.

111, 112. TROPICAL MEMORY / PICTURE MEMORY

Remember the order of the fruit or objects and then put them back in the correct sequence. First, several fruits or objects will be shown on the screen. You need to remember their order. Then the answer screen will appear for you to put these fruits or objects in the correct sequence.

113. PLACE A FACE

Remember the character's face and choose the missing facial features. A face will appear for you to remember the facial features (hair, eyes, mouth). In the answer screen, find the correct parts for the character's face.

114. PENGUIN'S TUNNEL

Use the mouse to select the correct path and help Perry Penguin make a tunnel through the iceberg to slide to the other side.

115, 116, & 117. PENGUIN PARADE BEGINNER / EXPLORER / EXPERT

A group of penguins are shown. Click the penguin that is different from the others.

118, 119. PICTURE PUZZLE EXPLORER / EXPERT

Use the mouse to drag the small shapes to create the larger shape in the middle of the screen.

120. COLOR SHAPES

A group of shapes will appear on screen. You can shoot a new shape from the queue onto a matching shape. If 3 or more color shapes stick together they will disappear. Clear the board to win the game.

Melody List:

1. She'll Be Coming 'round the Mountain
2. Clementine
3. Turkish March
4. Entertainer
5. William Tell Overture
6. Can Can
7. Spring Song Mendelssohn
8. Pop Goes the Weasel
9. Badinerie Bach
10. When the Saints Go Marching In

CARE & MAINTENANCE

1. Keep your **Brilliant Creations Advanced Notebook™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
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 **Brilliant Creations Advanced Notebook™** 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 **Brilliant Creations Advanced Notebook™** 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

1. If your Brilliant Creations Advanced Notebook™ stops working or does not turn on:

- Check your batteries. Make sure the batteries are fresh and properly installed.
- Insert the tip of a paper clip (or a similar object without a sharp tip) into the small hole located on the bottom of the unit labeled “Reset”
- If you are still having problems, visit our web site at www.vtechkids.com for troubleshooting tips.

2. If when pressing the On/Off button, nothing happens:

- Make sure your unit is plugged in.
- If you are using batteries, check to see that they are aligned correctly.

3. If you turn the unit on, but cannot see anything on the screen:

Adjust the contrast switch to adjust the darkness of the screen.

4. If you can't hear any sound:

Adjust the volume switch to adjust the sound level of the speaker.

5. If the screen is frozen and not responding to any input:

Use the tip of a paper clip (or a similar object without a sharp tip) to gently insert into the Reset hole.

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 occurred.

Internet: www.vtechkids.com

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

OTHER INFO

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Company: VTech® Electronics North America, L.L.C.

Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

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

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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 services representative will be happy to help you.

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

