

vtech[®]

User's Manual

Learning Laptop[®]



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Dear Parents,

At **VTech**[®], we know that young kids are eager to get started learning and exploring tools that their older counterparts are already familiar with. That's why we created the **Electronic Learning™ Series** – an engaging set of stylized, interactive computers that have been especially designed for children aged 3 and up.

Packed with loads of fun, every product in the **Electronic Learning™ Series** covers a variety of subjects including English, math, science, and geography. The learning is cleverly disguised in age-appropriate games that kids love to play and master.

The **Electronic Learning™ Series** features the Progressive Learning System, a technique proven to help children learn. If the child answers a question incorrectly, the program will randomly repeat the question until a correct answer is entered. This intuitive technology automatically adjusts skill levels in order to build knowledge and confidence in a fun environment.

At **VTech**[®], we are committed to creating fun learning toys that foster a child's intellectual and social development. We thank you for trusting **VTech**[®], with the important job of helping your child learn and succeed!

Sincerely,

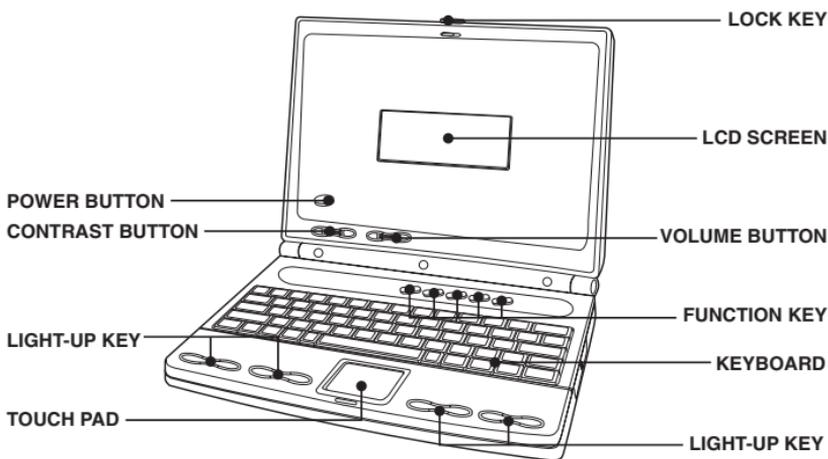
Your Friends at **VTech**[®]

*To learn more about **Electronic Learning Series** and other **VTech**[®] toys, visit www.vtechkids.com*

INTRODUCTION

Thank you for purchasing the **VTech® Learning Laptop®**!

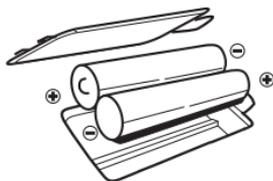
The **Learning Laptop®** is an exciting electronic learning aid. It offers 40 exciting, educational activities for children to learn. With these activities, your child will discover that learning can be fun.



GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery covers of the two battery boxes on the bottom of the unit.
3. Install 2 new "AA" batteries (UM-3 / LR6) in each battery box following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)



4. Replace the battery covers and make sure that they are secured.
 - 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 batteries from equipment when the unit will not be in use for a long time.
 - Do not dispose of batteries in fire.
 - Do not attempt to recharge ordinary batteries.
 - Do not short-circuit supply terminals.

USING AN AC ADAPTOR

Use **VTech®** 9V  300mA AC center-positive  - adaptor. (sold separately).

1. Make sure the unit is turned **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**. If the unit cannot be turned on, unplug the adaptor, remove all batteries and wait for 15 seconds. Plug the adaptor in and try again.

Do not leave the adaptor plugged in for long periods of time if the unit is not in use.

PRODUCT FEATURES

1. ON/OFF BUTTON

Press the power button () to turn the unit on and press it again to turn the unit off.

2. AUTOMATIC SHUT-OFF

If there is no user input to the unit for about 5 minutes, it will automatically shut off to save the power.

3. VOLUME CONTROL SWITCH

To adjust the volume control, slide the volume control switch () to the left for lower volume or to the right for higher volume.

4. CONTRAST SWITCH

To adjust the contrast of the LCD screen, slide the contrast switch () to the left for lightness or to the right for darkness.

5. MOUSE INSTALLATION

Locate the mouse port on the back of the unit and plug the mouse into it.

6. KEYBOARD DESCRIPTION AND FUNCTIONS



Press this key to turn the unit on and press it again to turn the unit off.



Press this key to launch the Challenge Yourself activity.



Press this key to select the level of an activity. There are two levels for most activities and one level for all games.



Press this key to go to the main menu screen for selecting a category.



Press this key to repeat a question in an activity.



Press this key to enter the activity screen to select an activity.



Press this key to delete the input.



Press this key to see the correct answer.



Press this key to get help.



Press this key to switch between 1-player mode and 2-player mode.



Press this key for Player A to answer a question.



Press this key for Player B to answer a question.



Press this key to launch the Freeze Dance activity.



Press the corresponding light-up keys to answer questions in most activities.



Press these keys to move the cursor left/right/up and down.

7. PROGRESSIVE LEARNING SYSTEM

The Progressive Learning System in our unit is designed to help you retry those questions in which you received wrong answers. When answering a question, the system will remember the questions with wrong answers and these questions will reappear so that you have an opportunity to practice them again.

8. AUTO-LEVELING

The leveling feature can be applied in the 1-Player mode only. When you answer five questions correctly in two consecutive rounds in Level 1, you will be promoted to Level 2. If you answer no questions correctly after two consecutive rounds, you will decline to a lower level. Then the activity will return to Level 1.

ACTIVITIES

CHOOSING A CATEGORY

1. Turn the unit **ON**.
2. After the opening animation and welcome screen, it will go to the main menu screen with categories.

3. Use the mouse or press the left/right keys to select a category.
4. Press the **ENTER** key or mouse button to confirm your selection.
5. You can also press the **MENU** button on the keyboard to enter the main menu screen and select a category directly.
6. Use the mouse or press the up/down keys to select an activity and then press the **ENTER** key to confirm the selection.
7. You can also press the **ACTIVITY** button on the keyboard to go to the activity screen.
8. In the activity screen, input the number of the activity with the number keys or select the number with the mouse or left/right arrow keys.
9. Then press the **ENTER** key to go to the game opening screen of your selected activity.

WORD FUN

LETTER SOUNDS

Input the letter displayed on the LCD screen by pressing the letter keys. If you input correctly, the screen will show you a corresponding animation and the letter will be announced.

ODD ONE OUT

Select the odd one from the lowercase letters on screen. Then use the mouse or left/right arrow keys to select the different one. Then press the **ENTER** key to confirm the answer. You can also press the corresponding flash keys to answer.

WRITE THE WORD

Spell the word correctly according to the picture of the word provided. Use the mouse or left/right arrow keys to move the cursor, then input a letter. Once you have finished typing, press the **ENTER** key to confirm the answer.

KEYBOARD CHALLENGE

A letter appears on the screen. You will be asked to input the displayed letter by pressing letter keys.

REMEMBER IT

Input a letter according to the voice of the letter you hear.

CAPITAL ORDER

Sort capital letters into alphabetical order. Use the mouse or left/right arrow keys to move the cursor and then input the letter. Once you finish typing, press the **ENTER** key to confirm the answer. To sort letters quickly, press the corresponding light-up keys.

LOWERCASE ORDER

Sort lowercase letters into alphabetical order. For the details of this activity, please refer to **Capital Order**.

CAPITAL PICK

Pick out the capital letter from the letters on the screen. For the details of this activity, please refer to **Odd One Out**.

LOWERCASE PICK

Pick out the lowercase letter from the letters on the screen. For the details of this activity, please refer to **Odd One Out**.

WORD MATCH

A word will appear on the screen and you must select a picture that matches the word from different pictures supplied. Use the mouse or left/right arrow keys to select a picture. Then press **ENTER** to confirm the answer.

PICTURE IT

The name of an object will appear on the screen. Then a picture of the object with four parts facing down are displayed. You must face up all parts by pressing the corresponding light-up keys within a time limit. Use the arrow keys to change the picture of the cards. Also, you can use the mouse to face up parts one by one.

FIRST LETTER

A picture of a word will appear on the screen. Then the word with its first letter missing is shown. The objective is to complete

the word that matches the picture. Type letters with the letter keys and press the **ENTER** key to confirm the answer.

PICK A VOWEL

Complete a word with a vowel missing so it matches the picture that is shown. For the details of this activity, please refer to **First Letter**.

MISSING LETTER

Complete a word with one or two letters missing so it matches the picture that is shown. Press the left/right arrow keys to move the cursor and then input the letter. Once you have finished typing, press the **ENTER** key to confirm the answer.

MATH MANIA

PERFECT 10

Choose the pair whose sum is equal to 10 from the pairs of numbers displayed on the screen. Use the mouse or left/right arrow keys to select a pair. Then press the **ENTER** key to confirm the answer. To select quickly, you may press the corresponding light-up keys.

COUNT OUT

Some objects will appear on the screen one by one. Your task is to count the number of the objects displayed. Select the correct answer with the mouse or left/right arrow keys. Then press the **ENTER** key to confirm the answer.

ADD IT

An addition equation will appear on the screen and you must input the sum of the numbers by pressing the correct number key. To confirm your answer, press the **ENTER** key.

SUBTRACT IT

A subtraction equation will appear on the screen and you are expected to input the correct answer. For the details of this activity, please refer to **Add It**.

FIND THE NUMBER

One card with a number appears on the screen and then faces down and mixes with three other cards. Your task is to find the card with the number. Use the mouse or left/right arrow keys to select a card. Then press the **ENTER** key to confirm your answer.

NUMBER ORDER

Numbers will appear on the screen and you are required to sort these numbers into the correct number order. Use the mouse or left/right arrow keys to move the cursor and then input the number. Once you have finished typing, press the **ENTER** key to confirm your answer. To sort the numbers quickly, press the corresponding light-up keys.

MISSING NUMBER

A sequence of numbers with one or two numbers missing will appear on the screen and you are asked to input the missing numbers in ascending order. Use the mouse or left/right arrow keys to move the cursor and then input the number. Once you have finished typing, press the **ENTER** key to confirm the answer.

GREATER THAN

Choose the greater number from two numbers appearing on screen. Use the left/right keys to select the number. Press the **ENTER** key to confirm the answer. Also you can press the two left light-up keys to select the number in the left or press the two right light-up keys to select the number in the right.

LESS THAN

Choose the lesser number from two numbers appearing on screen. For the details of this activity, please refer to **Greater Than**.

FLASH COUNT

The light-up keys on the keyboard will flash randomly. You must count how many times the keys flashed. Select the correct answer with the left/right arrow keys. Then press the **ENTER** key to confirm the answer.

WHICH IS MORE?

Different groups of objects will appear on each side of the screen and you must choose which side has more objects. For the details of this activity, please refer to **Greater Than.**

WHICH IS LESS?

Different groups of objects will appear on each side of the screen and you must choose which side has less objects. For the details of this activity, please refer to **Greater Than.**

NAME THAT SHAPE

One picture shape will appear on the screen. You must select the shape's name from three choices. Use the mouse or left/right keys to choose a selection. Then press the **ENTER** key to confirm the answer.

SHAPE MATCH

One picture shape will appear on the screen and you must find a shape which matches the original shape. For the details of this activity, please refer to **Name that Shape.**

BIGGER SHAPE

Select the bigger shape from two pictures of shapes appearing on the screen. For the details of this activity, please refer to **Greater Than.**

SMALLER SHAPE

Select the smaller shape from two pictures of shapes appearing on the screen. For the details of this activity, please refer to **Greater Than.**

WHAT TIME IS IT?

A clock will appear on the screen and you must select the correct time from the three choices provided. Use the mouse or left/right keys to select an answer. Then press the **ENTER** key to confirm the answer.

BIG HAND, LITTLE HAND

Time is shown on the screen and you need to select the correct clock from the three choices provided to match the time. For the details of this activity, please refer to [What Time is It?](#)

CREATIVE ARCADE

MEMORY CHALLENGE

Some cards will appear on the screen facing up and are then turned over. Your task is to find all cards with the same pattern within a time limit. Use the mouse or left/right/up/down arrow keys to select a card. Then press the **ENTER** key to confirm.

MUSIC BOX

Select a favorite song from the music list in this activity. Press the up/down arrow keys to select song. Then press the **ENTER** key to confirm your choice.

PIANO PLAY

Piano Artist allows you to play music freely. To make songs, press the keys with musical notes.

FOLLOW THE NOTES

Try to follow the tones that are played on the piano keyboard. To follow them, press the keys with musical notes.

FOLLOW THE LIGHT

The light-up keys on the keyboard will quickly flash on and off. You need to press the light-up keys when they are flashing.

FREEZE DANCE

Have fun with music and animation. Press the key on the keyboard to launch the activity and then the songs in the Music Box will be played randomly with animations.

MY FILE

CHALLENGE YOURSELF

Test yourself with the questions randomly generated from other activities. You can select answers with the mouse or arrow keys, and then press the **ENTER** key to confirm. You can also press the light-up keys to answer.

PERSONAL PROFILE

Personal Profile is an activity where you get to keep your own personal information. Once you are in Personal Profile, to go to the next profile screen, press the **ENTER** key. When you have finished typing, you can select to save details by pressing the left/right arrow keys.

SCORING

1-PLAYER MODE

There are five questions per round in most of the activities. You have three chances to answer a question. If you input an incorrect answer or press the Help key, one chance will be deducted. Each question has only one chance to use the Help key.

Total possible points for a round	100 points
Correct answer on the first try	20 points
Correct answer on the second try	10 points
Correct answer on the third try	5 points
Incorrect answer or Answer key passed	0 point

2-PLAYER MODE

Press the Player key on the keyboard to switch between the 1-player mode and 2-player mode. There are five questions per round in most of the activities and each player has only one chance to answer a question. If the first player fails to answer correctly, the second player has a chance to answer.

Total possible points for a round	100 points
Correct answer on the first try for player A or B	20 points
Correct answer on the second try for player A or B	10 points
Incorrect answer or Answer key passed	0 point

Note: The Help key cannot work in the 2-Player Mode.

THERE IS NO SCORING SYSTEM IN THE FOLLOWING ACTIVITIES:

- Find the Number
- Music Box
- Piano Play
- Follow the Notes
- Memory Challenge
- Follow the Light

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 direct sources of light.
3. Remove batteries when the unit will not be in use for a long period of time.
4. Do not drop the unit on hard surfaces or try to dismantle it.
5. Do not immerse the unit in water or get the unit wet.

TROUBLESHOOTING

1. If sound becomes weak or the unit suddenly stops working, turn the unit **OFF** for 15 seconds, then turn it back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.
2. If the unit suddenly stops working or the sound seems weak, it may be the result of the adaptor connection. Turn the unit **OFF** and unplug the adaptor for 15 seconds. Next, plug the adaptor back in and turn the unit ON. If the problem persists, it may be the result of the adaptor's wiring or the unit.

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 on 1-800-521-2010 in the U.S., or 1-800-267-7377 in Canada 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 to radio or television reception, which can be determined by turning the equipment off and on, you are 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