



User's Manual

MATER SPY MISSION LAPTOP



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Visit disney.com/cars

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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!

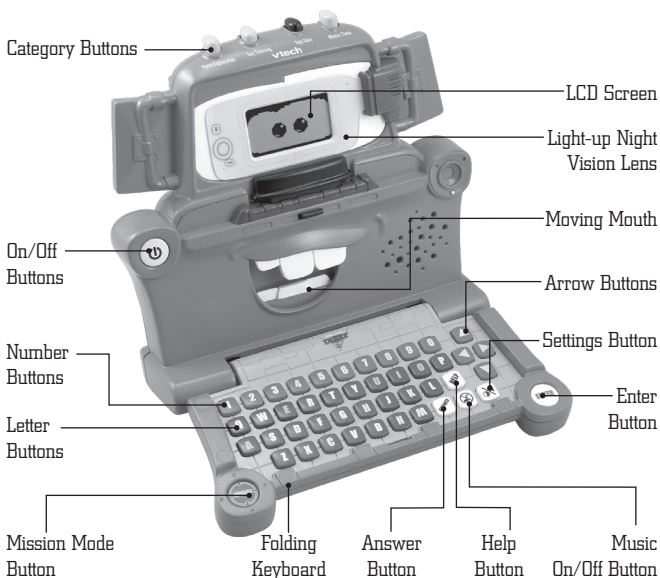
Sincerely,

Your friends at **VTech**[®]

To learn more about **Preschool Learning**[™] series and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Mater Spy Mission Laptop**. Your child will love to learn about letters, numbers, shapes, logic, music and more when they join Mater on his secret mission! They'll also meet up with Lightning McQueen, Finn, Holley and all their favorite Cars friends while they accelerate their learning through 15 great activities!



INCLUDED IN THIS PACKAGE

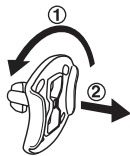
- One VTech® Mater Spy Mission Laptop
- One user's manual

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.

Unlock the packaging locks:

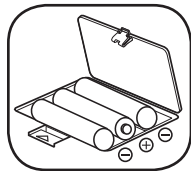


- ① Rotate the packaging locks 90 degrees counter-clockwise.
- ② Pull out the packaging locks.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the laptop is turned **OFF**.
2. Locate the battery cover on the bottom of the laptop 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 laptop ON, press the ON/OFF BUTTON.

Press the ON/OFF BUTTON again to turn the laptop OFF.

2. CATEGORY BUTTONS



Press one of the category buttons to choose from one of the four categories: Agent Exploration, Spy Training, Spy Quiz, Music Time. There are a total of fourteen activities to choose from.

3. MISSION MODE BUTTON

Mater has inadvertently become an agent and will go to six stations to complete some secret missions according to the instructions.

4. NUMBER BUTTONS



Press the number buttons to learn numbers or to answer number related questions.

5. LETTER BUTTONS



Press the letter buttons to learn letters or to answer letter related questions.

6. HELP BUTTON

Press this button to repeat the current question or instruction.



7. ANSWER BUTTON

Press this button to show the correct answer in most activities.

8. ARROW BUTTONS




Press these buttons to make a selection on the screen.


9. ENTER BUTTON

Press this button to make a choice or confirm a selection.

10. SETTINGS BUTTON



There are five levels of adjustment for both LCD contrast and audio volume. Use the up/down arrows to select and press Enter to confirm. Press the left arrow button to reduce the level of volume/contrast or press the right arrow button to raise the level of volume/contrast.



11. MUSIC ON/OFF BUTTON

Press this button to turn background music on/off.

12. AUTOMATIC SHUT-OFF

To preserve battery life, the **Mater Spy Mission Laptop** will automatically turn off after several minutes of inactivity. The laptop can be turned on again by pressing the On/Off button.

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

13. MATER'S MOVING MOUTH

When Mater speaks, his mouth will also move.



14. LIGHT-UP NIGHT VISION LENS

This light will flash when the laptop is turned on or off and during play.

TO BEGIN PLAY

1. Press the On/Off button to turn the laptop on.
2. The laptop will play a short animation, and then it will enter a category menu. Use the arrow buttons to scroll through the menu and press the Enter button to confirm your choice. Or, you can press the category button directly to choose a category.
3. Use the arrow buttons to scroll through the activity menu and press the Enter button to confirm your choice, or enter the activity number on the keyboard and then press Enter to confirm.

ACTIVITIES

The VTech® Mater Spy Mission Laptop offers a total of 15 activities to play.

Category : Agent Exploration

01. Super Computer

Mater is learning letters and numbers with the super computer. Press a number button or a letter button to play.



Category : Spy Training

02. Spy Letter Code!

Mater is logged in to the spy computer and learning the spy letter code. Press a letter button to learn about capital and lowercase letters.



03. Musical Code

Mater is wearing his headset and hears a code in the form of some music. Use the arrow buttons to scroll and press the Enter button to hear different instruments play.



04. Counting Spare Parts

Mater wants to practice his counting skills with the spy computer. Press a number button to learn.



05. Shape Disguise

Mater is driving and sees some shapes on the road. His spy device can be used to find out the names of the shapes. Use the arrow buttons to learn with Mater.



Category: Spy Quiz

06. Find the Agent

Mater wants to find one of the agents. There are 3 cars on the screen, each with a letter on them. Listen to the instructions and find the car with the letter you hear. Use the arrow buttons to scroll and press the Enter button to confirm, or press the matching letter button to answer. When the answer is correct, Mater will find the agent.



07. Letter Chute

Mater is parachuting down looking for Lightning McQueen. Listen to the instructions and find the corresponding capital or lowercase letter from the three options shown. Use the arrow buttons to scroll and press the Enter button to confirm, or press the matching letter button to answer. When the answer is correct, Mater will land safely next to Lightning McQueen.



08. Number Finder

Mater wants to find one of the agents. There are 3 cars on the screen, each with a number on them. Listen to the instructions and find the correct number. Use the arrow buttons to scroll and press the Enter button to confirm, or press the matching number button to answer. When the answer is correct, Mater will find the agent.



09. Count with Mater

Mater wants to count the spare parts on the photo. Several spare parts will be shown on the screen and you will need to help Mater count them and choose the correct number. Use the arrow buttons to scroll and press the Enter button to confirm, or press the matching number button to answer.



10. Shape Pattern

Oh no! Finn and Holley are in danger and Mater needs to help them. A sequence of shapes will be shown on the screen. Help Mater find the missing shape that completes the sequence. Use the arrow buttons to scroll and press Enter to confirm. When the answer is correct, Mater will save Finn and Holley.



11. Restore the Shapes

Mater's spy device can hide the shape that he touches. Remember the shape before Mater touches it, then decide which of the shapes is correct by choosing one of the three options. Use the arrow keys to scroll and press the Enter button to confirm.



12. Hide and Seek

Mater is looking for an enemy car. The car drives into one of three crates, then the crates swap around. Watch the crates closely and decide which one the car is hiding in. Use the arrow buttons to scroll and press Enter to confirm.



13. Match the Shadows

Mater is looking at some photos, but they are not very clear and only show up as shadows. A shadow will appear on the left, and then some characters will appear on the right. Find the matching character by using the arrow buttons to scroll and press Enter to confirm.



Category: Music Time

14. Dance Party

Mater and Lightning McQueen are celebrating. Press a number button to choose one of the ten songs, or use the arrow buttons to choose a song and press Enter to confirm. Watch Mater and Lightning McQueen dance to the music and press the arrow buttons for some surprises!



Category: Secret Mission

15. Secret Mission

Mater has inadvertently become an agent and will go to six stations to complete some secret missions. Answer each of the questions to help Mater complete his missions, and then join him for his rewarding celebration!

CARE & MAINTENANCE

1. Keep the unit 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. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

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.

If the problem persists, please call our Consumer Services Department on 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.

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® Preschool 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.

CLASS 1
LED PRODUCT

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.

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