

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!

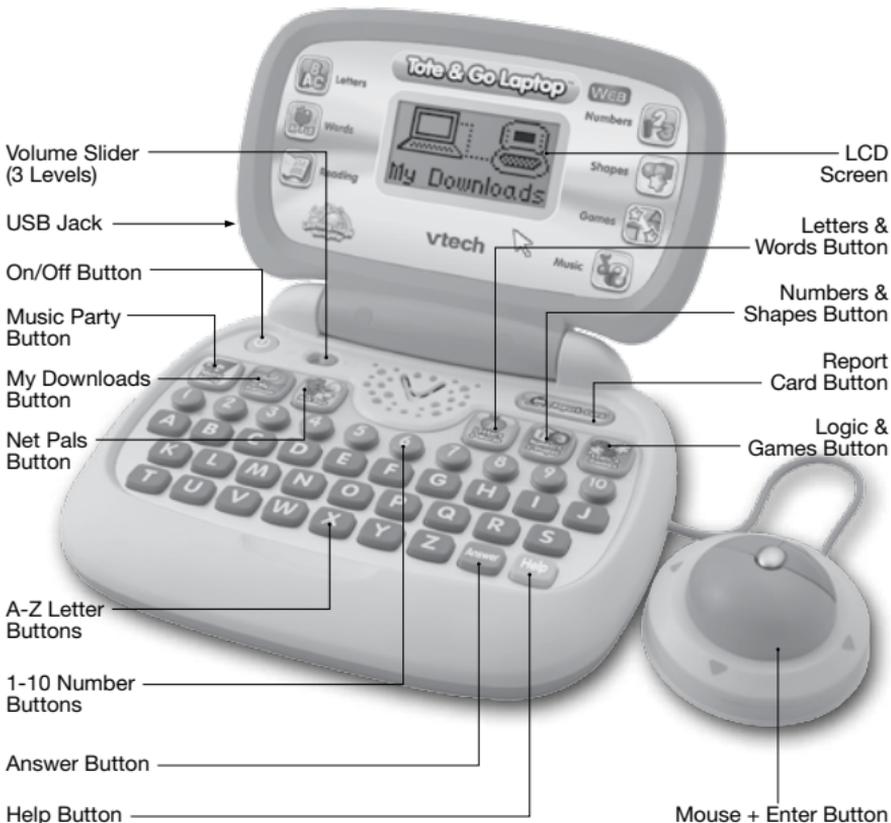
Sincerely,

Your friends at **VTech**[®]

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

INTRODUCTION

The **VTech® Tote & Go Laptop™** is a fun first laptop that introduces your child to the world of computer play through 20 age-appropriate activities, a real working mouse, and even a pretend social network – Net Pals – where your child can visit and play with fun animal friends. Connect online and personalize the laptop by downloading your child's name, stories, e-Cards and favorite songs. You can also connect to a PC or Mac with the USB cable provided to upload your child's progress report, or download new content back to your laptop!



INCLUDED IN THIS PACKAGE

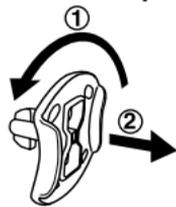
- One VTech® Tote & Go Laptop™ learning toy
- One USB cable
- One instruction manual

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:

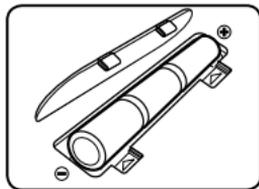


- 1 Rotate the packaging locks 90 degrees counter-clockwise.
- 2 Pull out the packaging locks.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Install 3 new “AA” batteries following the diagram inside the battery box.
5. 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.

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.

PRODUCT FEATURES

1. ON/OFF BUTTON



To turn the unit on, press the **ON/OFF BUTTON**.

Press the **ON/OFF BUTTON** again to turn the unit off.

2. MUSIC PARTY BUTTON



Press the **MUSIC PARTY BUTTON** to enter Music Party activity.

3. MY DOWNLOADS BUTTON



Press the **MY DOWNLOADS BUTTON** to enter to the sub menu of this category. There are 3 activities: Story Time, E-Card, and Picture Dictionary.

4. NET PALS BUTTON



Press the **NET PALS BUTTON** to enter Net Pals activity.

5. LETTERS & WORDS BUTTON



Press the **LETTERS & WORDS BUTTON** to enter to the menu for the different Letters & Words Activities.

6. NUMBERS & SHAPES BUTTON



Press the **NUMBERS & SHAPES BUTTON** to enter to the menu for the different Numbers & Shapes Activities.

7. LOGIC & GAMES BUTTON



Press the **LOGIC & GAMES BUTTON** to enter to the menu for the different Logic & Games Activities.

8. MOUSE + ENTER BUTTON

Move the mouse left, right, forward and backward to scroll through menus or select an answer in related activities.

Press the mouse button to confirm an answer in related activities.



9. A-Z BUTTONS

Press the **26 A-Z BUTTONS** to input letters in the Letters & Words activities.

In other activities, pressing these buttons will voice out the associated letter name.



10. 1-10 NUMBER BUTTONS

Press the **1-10 NUMBER BUTTONS** to input numbers in the Numbers & Shapes activities.

In other activities, pressing these buttons will voice out the associated number name.



11. VOLUME SLIDER



Move the **VOLUME SLIDER** left or right to adjust the volume.

12. HELP BUTTON



Press the **HELP BUTTON** to receive help or repeat the instruction.

13. ANSWER BUTTON



Press the **ANSWER BUTTON** to hear the correct answer.

14. REPORT CARD BUTTON



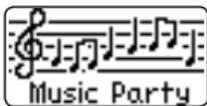
Press the **REPORT CARD BUTTON** to review your progress in each activity. Note: This only applies to activities in Letters & Words, Numbers & Shapes, and Logic & Games.

15. USB JACK



Plug the USB cable into the USB jack for connecting to a computer for downloading or uploading.

ACTIVITIES



Music Party Button

The Music Party allows you to pick songs from a playlist and listen to them. While the songs are playing, you may use the mouse to select different animals and watch while each animal plays its own specific musical instrument. Press the 1-10 number buttons to change the current song to a different song. Press the A-Z letter buttons to add in some funny sounds.

You can also download new songs from the **VTech® Learning Lodge Navigator**.



My Downloads Button

There are 3 activities in this category:

1. STORY TIME

This activity allows you to watch and listen to short stories.

You can also download new stories from the **VTech® Learning Lodge Navigator**. If you have also downloaded your child's name, then during Story Time your child's name will become part of the stories.

2. E-CARD

Press this button to receive and hear special e-cards from friends and family. A short animation and song will accompany the e-card.

You can connect to the **VTech® Learning Lodge Navigator** and select personalized messages for your child that will include his or her name, a special message, and the name of the sender you choose.

3. PICTURE DICTIONARY

In this activity, you can learn vocabulary words by pressing any of the 26 letter buttons to learn the letter name and a related word.

Connect to the **VTech® Learning Lodge Navigator** to download new vocabulary words.



Net Pals Button

Net Pals is a pretend social network that features 5 friendly animal pals to interact with: Peter Puppy, Billy Bear, Milly Moo, Kitty Cat and Ducky. There are 3 activities within the Net Pals:

1. Photo Album

Choose a postcard to share with your animal friends.

2. Visit a Friend

Choose an animal friend to visit. Press this icon  on the screen to hear your friend's status update and hear what they're up to.

Or you can press this icon  to play with your animal friend. Each animal friend will have a different game to play. Use the mouse to play along.

3. Send a Present

Press this button to receive a present from your animal friends. You can then select a present to send back to your animal friends.



Letters & Words Button

There are 6 activities in this category:

Activity 01: Letter Learner

Press any letter button to learn the letter name, phonics sound, and a related vocabulary word.

Activity 02: Capital and Small Letter Learner

Press any letter button to learn the matching capital and small letters.

Activity 03: Hide & Seek Letters

Billy Bear finds a letter inside a dark cave. He can see part of the letter by using his flashlight. Look closely and guess the letter by typing the correct letter button.

Activity 04: Beginning Letter

First, an object will be shown. Then the name of the object will appear with the first letter missing. There are 3 letter choices at the bottom. Select the correct letter to complete the word. Use the mouse to scroll between the choices and press enter to confirm your answer, or press the correct letter button on the keyboard.

Activity 05: Capital & Small Letters

3 capital letter cards and another 3 small letter cards will be given. Match the capital and small letters. Use the mouse to select one card first, then select its matching card.

Activity 06: I Spy

Follow the instructions to find the object that begins with the given sound. Use the mouse to scroll between different objects, and press enter to confirm your answer.



Numbers & Shapes Button

There are 6 activities in this category:

Activity 7: Number Learner

Press any number button to hear the number said out loud, and then count with Peter Puppy.

Activity 8: Shape Learner

Use the mouse to go on a walk through the garden and discover different shapes.

Activity 9: Counting Shapes

The screen will display some different shapes. You will be asked to count a specific number of one type of shape. Press the correct number button to answer.

Activity 10: Add it Up

Milly Moo and Peter Puppy are picking flowers. Count the total number of flowers. Press the correct number button to answer.

Activity 11: More or Less?

Kitty Cat and Peter Puppy are picking apples. Select the one who picked more/ less apples, depending on the question. Use the mouse to select and press enter to confirm your answer.

Activity 12: Taller or Shorter?

Help Peter Puppy to select the object that is taller or shorter, depending on the question. Use the mouse to select and press enter to confirm your answer.



Logic & Games Button

There are 4 activities in this category:

Activity 13: Shadow Search

Look closely and match the animals with their shadows. Use the mouse to select and press enter to confirm your answer.

Activity 14: Picture Patch

Each picture is split into 2 parts and you need to select the 2 parts that make a complete picture. Use the mouse to select and press enter to confirm your answer.

Activity 15: Odd One Out

Several objects will appear. Look closely and pick out the object that isn't like the others and then press enter.

Activity 16: My Fish Tank

This is a special bonus activity. Sea animals swim around in your very own virtual fish tank. Use the mouse to change the sea creatures or feed the sea animals by pressing the enter button.

INTERNET CONNECTIVITY FEATURES

Minimum System Requirements

PC Hardware Requirements:

CPU: Pentium® 4, 1 GHz or above

Memory: 256MB

Video Adaptor: Graphic card with 1024 x 768 at 16 or 32 bit color

Monitor Resolution: 1024 x 768

USB 1.1 or higher

100MB Hard disk space

Windows® compatible sound card and speakers

PC Software Requirements:

Microsoft® Windows® XP, Windows Vista® or Windows® 7 Operating System

Internet Explorer® version 6 or above

Adobe® Flash® Player 10 – Other Browsers Version (To acquire the latest version of Flash player, please visit www.adobe.com)

Macintosh Hardware Requirements:

Macintosh Computer with an Intel (1GHz or faster) processor

256 MB RAM (512 MB recommended)

100 MB Hard disk space

USB Port required

Macintosh Software Requirements:

Mac OS X version 10.5 or 10.6

Safari Internet Browser version 3.0 or later

Adobe® Flash® Player 10 – Other Browsers Version (To acquire the latest version of Flash player, please visit www.adobe.com)

*Internet connection required for Internet enabled functions on both PC and Macintosh computers.

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SOFTWARE INSTALLATION

Before you can connect the **VTech® Tote & Go Laptop™** to your computer, you need to install the software on the **VTech® Tote & Go Laptop™** website.

To begin the software installation, please go to the <http://www.vtechkids.com/download> to download the setup file.

Once the setup process is complete, connect the **VTech® Tote & Go Laptop™** to the computer using a USB cable. Locate the USB port on the left side of your product, and plug the device into your computer's USB port.



Note:

1. If the power supply is interrupted during the transfer of data to and from the **VTech® Tote & Go Laptop™**, the data on the **VTech® Tote & Go Laptop™** may be lost. Before connection, please check and make sure that your batteries are not running low on power.
2. Refrain from unplugging the USB cable during the transfer of data to and from the **VTech® Tote & Go Laptop™**. This may cause the data to transfer abnormally or be lost.

If the **VTech® Tote & Go Laptop™** is connected properly, you will see this



picture shown on the screen of your **VTech® Tote & Go Laptop™**. Your progress will automatically upload to the computer. And you will be taken directly to the **VTech® Tote & Go Laptop™** website, where you can enjoy all of the online features.

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 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 a hard surface and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the program/activity stops working, 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 **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.

6. If the screen is frozen and not responding to any input, insert the tip of a paper clip (or a similar object without a sharp tip) into the small hole labeled "RESET" located on the bottom of the unit.

If the problem persists, please call our Consumer Services Department at 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.

IMPORTANT NOTE:

Creating and developing **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.

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.

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:

- (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND
- (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRABLE OPERATION.