

VTECH[®]

LITTLE SMART Count 'n Call Phone[™]

USER'S MANUAL



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Dear Parent:

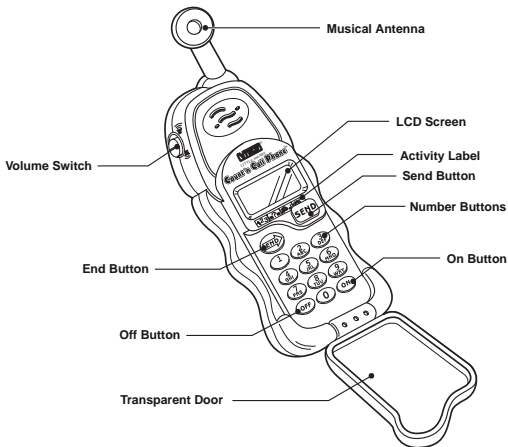
At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning 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

Thank you for purchasing the **VTECH® LITTLE SMART Count 'n Call Phone™** learning toy! We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **VTECH® LITTLE SMART Count 'n Call Phone™** will introduce your child to numbers, counting and music with fun animations. Preschoolers will also have fun role-playing by calling characters such as the operator, zoo and their friends. This child-friendly design includes realistic cell phone features such as **SEND** and **END** buttons, a flip door, antenna and LCD screen. Most importantly, they can learn to call their home phone number when parents program it into the phone! Your child will be on the phone for hours!



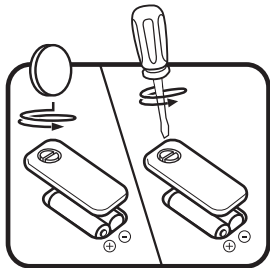
INCLUDED IN THIS PACKAGE

- One **VTECH® LITTLE SMART Count 'n Call Phone™** 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 **OFF**.
2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to open the battery cover.
3. Install 2 new “AA” (UM-3/LR6) batteries, as illustrated. (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 unit when you are not going to use it for a long 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:

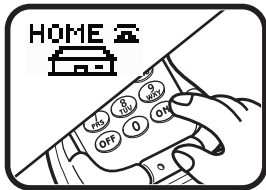
- 1) Please turn the unit off.
- 2) Interrupt the power supply by removing the batteries.
- 3) Let the unit stand for a few minutes, then replace the batteries.
- 4) Turn the unit on. The unit will now be ready to play again.

If, after following the above steps, you are still having a problem with the unit, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

INSTRUCTIONS TO PROGRAM YOUR HOME PHONE NUMBER

The **VTECH® LITTLE SMART Count 'n Call Phone™** learning toy can teach your child to call home and help them remember their home phone number. Just follow the simple instructions below!

1. Press the **ON** button to turn the unit on. The HOME animation will appear on the LCD screen.



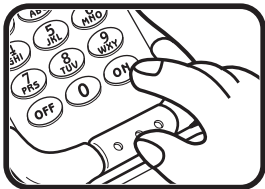
2. Enter your home phone number, a maximum of 12 digits.
3. Press the **SEND** button.
4. Your home phone number will flash on the LCD screen, indicating that your number is programmed successfully.
5. To reset, remove the batteries and reinsert them after several minutes.

IMPORTANT PROGRAMMING NOTES:

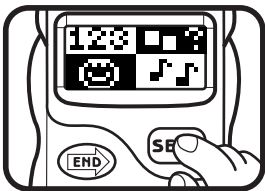
1. Your home phone number will automatically be erased each time the batteries are removed. You will need to reprogram it.
2. To reprogram your number, remove the batteries and reinsert them. Then follow the instructions above.

TO BEGIN PLAY

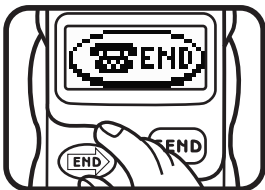
1. To begin play, press the **ON** button. The telephone will ring followed by "Hello!" The LCD screen will show four different activity animations for you to choose.



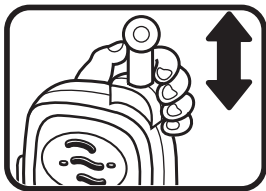
2. Press the light-up **SEND** button when you see the activity animation that you want appear on the LCD screen. The unit will automatically enter into the selected activity.





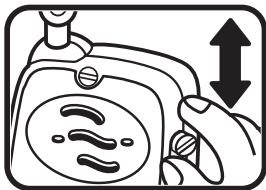
3. Press the **END** button to end a call or stop the activity you were playing. A fun animation will be shown on the LCD screen.



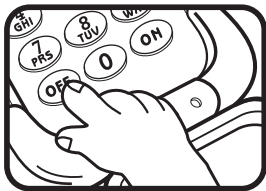
4. Move the **Antenna** up and down to hear music notes.



5. To adjust the volume, slide the **Volume Switch**, located on the left side of the unit, to the high volume () or low volume () position.



6. To turn the unit off, press the **OFF** button. You will hear a short tune and the LCD screen will show a fun animation.



ACTIVITIES

I. FREE PLAY (Default Activity)

The unit will scroll through four activities once. If you do not choose one of the activities shown on the LCD screen, the unit will automatically choose the default activity, which allows you to play freely. The unit will play the following activities randomly:

1. The unit will ask you to call your home number after you programmed your home number into the unit.

Each time you press your correct home phone number, you will hear the telephone ring followed by “Your home number is “XXXXXXXX.”

2. The unit will ask you to press a number.

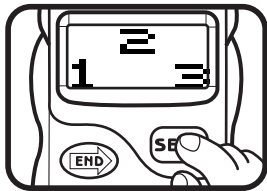
If you press the number buttons, you will hear the number identified.

3. The unit will ask you to play counting.

4. If you press the **END** button, the unit will stop the default activity and then it will begin to scroll through the four activities again.

II. FIND THE NUMBERS

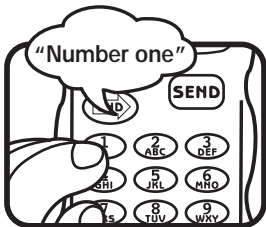
1. To choose this activity, press the **SEND** button when the LCD screen shows the number activity animation.



2. The unit will ask you to find a number randomly. For example, you will hear “Press number one” followed by a short tune. The LCD screen will show the number one and a fun animation.



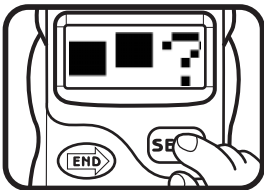
3. Press the number one button to answer the question. You will hear the number identified followed by a short tune and the LCD screen will show the number one animation.



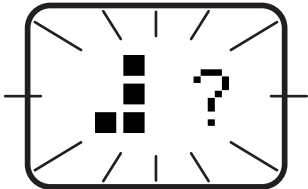
4. If you press the wrong number button, the unit will identify the number followed by a short tune and the LCD screen will show a number animation that corresponds to the number button you pressed.
5. After you input your answer, the unit will continue to ask random questions.
6. To stop this activity, press the **END** button at any time.
7. Press the **SEND** button to select another activity to play.

III. COUNTING

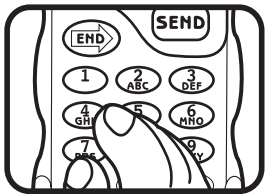
1. To choose this activity, press the **SEND** button when the LCD screen shows the counting activity animation.



2. The unit will ask you to count the squares that appear on the LCD screen. For example, you will hear "Count the squares."

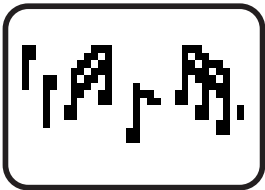
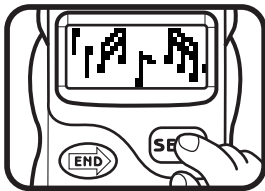


3. Press a number button to answer the question. For example, press the number four button and you will hear that number followed by a short tune. Then the LCD screen will show the number four animation.
4. If you press the wrong number button, the unit will identify the number followed by a short tune and the LCD screen will show a number animation and the number of squares that correspond to the number button you pressed.
5. The unit will continue to ask you random questions.
6. To stop this activity, press the **END** button at any time.
7. Press the **SEND** button to select another activity to play.



IV. MUSIC PLAY

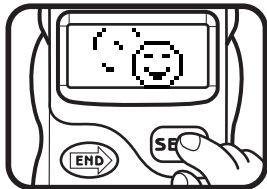
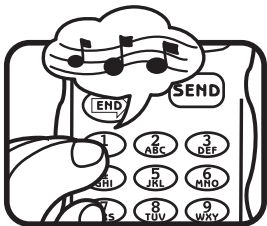
1. To choose this activity, press the **SEND** button when the LCD screen shows the music activity animation.
2. The unit will ask you to play a melody. You will hear "Press a number for music" followed by a short tune. The LCD screen will show music note animations.



3. Press a number button and then the **SEND** button to play a melody. The LCD screen will show music animations.

TEN CHEERFUL MELODIES:

- 1 - Little Jack Horner
 - 2 - The Farmer in the Dell
 - 3 - London Bridge
 - 4 - Mary Had A Little Lamb
 - 5 - Ring Around the Rosy
 - 6 - Row, Row, Row Your Boat
 - 7 - Three Little Kittens
 - 8 - The Alphabet Song
 - 9 - The Wheels on the Bus
 - 0 - Did You Ever See A Lassie?
4. Press a number button to play an individual music note. If you press the number one button, you will hear a “do” sound. The LCD screen will show the number one music note animation.
 5. Press the **END** button to stop this activity at any time.
 6. Press the **SEND** button to select another activity to play.
- #### V. CALLING CHARACTERS
1. To choose this activity, press the **SEND** button when the LCD screen shows the character activity animation.

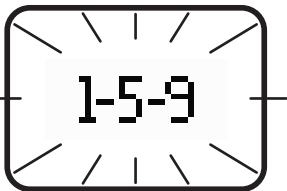


TELEPHONE DIRECTORY

1. You can call your favorite characters by using the telephone directory below. Each character has a specific telephone number. Follow this guide to call them and watch them on the LCD screen!

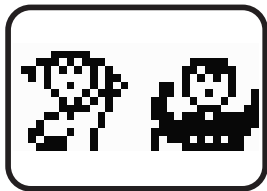
| CHARACTERS | TELEPHONE NUMBER |
|------------|------------------|
| Operator | 0 |
| Friend | 1-5-9 |
| Zoo | 4-5-6 |
| Emergency | 9-1-1 |

2. The unit will ask you to call a character. For example, the unit will say "Call your friend." The LCD screen will show 1-5-9 as it flashes.



3. Press the 1-5-9 number buttons and you will hear individual music notes.

4. Next, press the **SEND** button. You will hear the telephone ring followed by a fun phrase. For example, you will hear the telephone ring followed by "Hello! This is your friend." The LCD screen will show a fun animation.



5. If you press a non-preprogrammed number, the unit will ask you to call a random character.
6. Press the **END** button to stop this activity at any time.
7. Press the **SEND** button to choose another activity. If you do not press this button, the unit will automatically enter into the free play activity.

AUTOMATIC SHUT-OFF

To preserve battery life, the **VTECH® LITTLE SMART Count 'n Call Phone™** learning toy will automatically turn off after several minutes without input. It can be turned on again by pressing the **ON** 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 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTICE:

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