

User's Manual

Teach & Lights Teddy[™]



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Dear Parent:

Ever notice the look on your baby's face when they learn something new through their own discovery? These self-accomplished moments are a parent's greatest reward. To help fulfill them, **VTech®** created the **Infant Learning** series of toys.

These unique interactive learning toys directly respond to what children do naturally – play! Using innovative technology, these toys react to baby's interactions, making each play experience fun and unique as they learn age-appropriate concepts like first words, numbers, shapes, colors and music. More importantly, VTech®'s Infant Learning toys develop baby's mental and physical abilities by inspiring, engaging and teaching.

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,

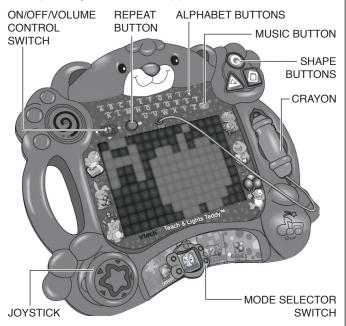
Your Friends at VTech®

To learn more about Infant Learning and other VTech® toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Teach & Lights Teddy™** learning toy.

The VTech® Teach & Lights Teddy™ is a fun, interactive learning tool for toddlers 18 months and up. Use the crayon to draw, play games, answer simple questions, and learn letters and numbers. Get creative in the drawing mode to draw your own picture or practice your fine motor skills by coloring in one of the many pictures.



INCLUDED IN THIS PACKAGE

- One VTech® Teach & Lights Teddy™ learning toy
- One instruction manual

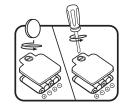
WARNING: All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should

be discarded for your child's safety.

GETTING STARTED

BATTERY INSTALLATION

- 1. Make sure the unit is turned OFF.
- Locate the battery cover on the back of the unit. Use a coin or a screwdriver to loosen the screw.
- Install 4 new 'AA' batteries following the diagram inside the battery box.
- 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 mix batteries of different types: alkaline, standard (carbonzinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time.
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.

- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

PRODUCT FEATURES

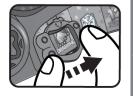
1. ON/OFF/VOLUME CONTROL SWITCH

To turn the unit ON, slide the ON/OFF/VOLUME CONTROL SWITCH to the LOW VOLUME (♠) or the HIGH VOLUME (♠) position. To turn the unit OFF, slide the ON/OFF/VOLUME CONTROL SWITCH to the OFF (♠) position.



2. MODES OF PLAY

There are four modes of play, DRAWING, LETTERS, NUMBERS and GAMES. Slide the mode selector switch to choose a mode of play.



3. AUTOMATIC SHUT-OFF

To preserve battery life, the VTech® Teach & Lights Teddy™ will automatically power-down after approximately 20 seconds without input. The unit can be turned on again by pressing any button.

ACTIVITIES

- Slide the on/off/volume control switch to turn the unit on. You will hear a variety of inviting phrases and a fun song. Fun animations will appear on the screen.
- Slide the mode selector switch to Drawing. Use the crayon to draw your own pictures on the drawing board. Move the joystick in any direction to erase the image one bar at a time. After several seconds without input, you will be asked to fill in an image. You can scroll through and select an image by using the joystick.

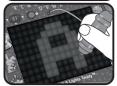
3. Slide the mode selector switch to Letters. Use the crayon to touch the letters on the drawing board. The letter name and a word beginning with that letter will be identified followed by a fun animation. Use the joystick to scroll forwards or backwards through the alphabet. After several seconds without input, you will hear the next letter identified or a random question.



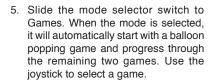








4. Slide the mode selector switch to Numbers. Use the crayon to touch the numbers on the drawing board. The number will be identified, then you will be asked to count the flashing shapes. Use the joystick to scroll forwards or backwards through the numbers. After several seconds without input, you will hear the next number identified or a random question.



Pop the Balloons - Pop the balloons with the crayon as they appear on the screen

Follow Me - Touch the dancing lights with the crayon. The short tune will be played back after all the notes have been touched.











Which One Is Different? - Touch the shape that is different.

- Press the letter buttons during any of the activities to hear a variety of responses depending on the selected mode.
- Press the music button to a random melody. A variety of animations will play on the screen

- Press the shape buttons during any of the activities to hear a variety of responses or questions depending on the selected mode.
- 9. Press the **repeat** button to hear the last phrase or instructions repeated.











MELODY LIST

- 1. Teddy Bears' Picnic
- 2. Sailing, Sailing
- Happy Farmer
- 4. Rondo Alla Turca
- 5. Sur le pont D'avignon
- 6. London Bridge
- 7. Skip to My Lou
- 8. Here We Go Round the Mulberry Bush
- 9. The Wheels on the Bus

SUNG SONG LYRICS

Opening Song (to the tune of Pop! Goes the Weasel)

Draw on me and you will see,

Bright lights, letters and numbers.

Then we'll play games,

How fun it will be.

Draw on my tummy!

Drawing Song (to the tune of Twinkle, Twinkle, Little Star)

Use the crayon, draw a line.

Fill in shapes you'd do just fine.

Letter Song (to the tune of The Alphabet Song)

Drawing letters is so fun,

Watch the lights and learn each one.

Number Song (to the tune of BINGO)

Let's learn numbers from one to ten,

And then we'll stop and count them.

One, two, three, four, five,

Six, seven, eight, nine, ten.

Try to count again!

Just start from the beginning.

Game Song (to the tune of Sailing, Sailing)

Playing games,

Won't it be so much fun.

Pop balloons, follow the notes.

And find the different one!

CARE & MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat source.
- Remove the batteries when the unit is not in use for an extended period of time.
- Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

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.
- If the product still does not work, replace with a new set of batteries.

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 Infant 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.

FCC Notice:

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.