

vtech[®]

User's Manual

Adventure Learning Globe



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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,



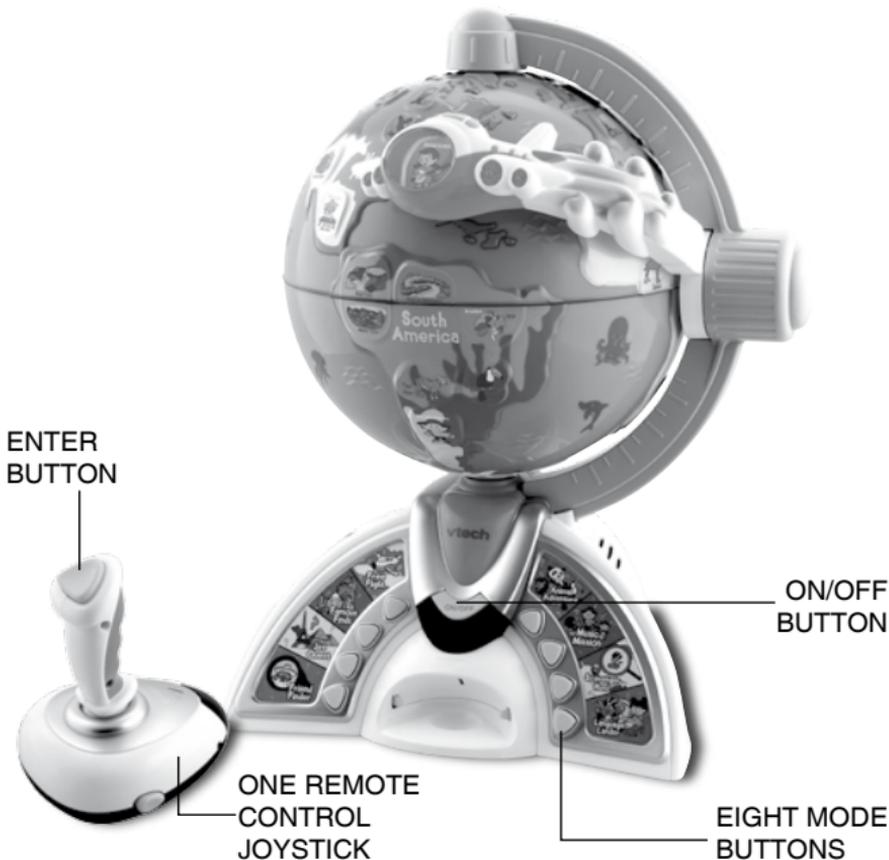
Julia Fitzgerald
Vice President, Marketing
VTech Electronics, NA

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

INTRODUCTION

Thank you for purchasing the **VTech® Adventure Learning Globe™** !

The **VTech® Adventure Learning Globe™** is a preschool learning toy that allows your child to engage in role-playing and learning through entertaining, interactive play. Use the remote control joystick to fly the plane around the world! Visit interesting places, meet new friends, learn different languages, see unique animals, and hear fun music. Every location has a response, so your child's journey will always bring something new to discover. So sit back and prepare for take off on a fun learning adventure!



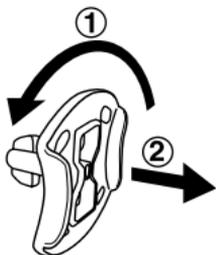
INCLUDED IN THIS PACKAGE

- One VTech® Adventure Learning Globe™
- One User's Manual

WARNING: All packing materials, such as tape, plastic sheets, packing lockers, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

NOTE: Please keep instruction manual as it contains important information.

Unlock the packing lockers:



① Rotate the packing locker counter-clockwise 90 degrees

② Pull out the packing locker

REMOVE DEMO TAG

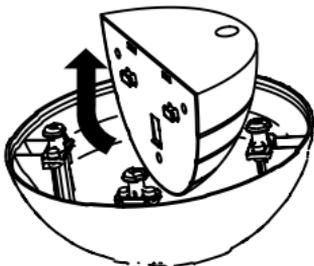
The demo tag is connected between the unit and joystick. This should be removed immediately when the products are taken out of the packaging. If the demo tag is still in position when you begin play, please remove it to activate normal play mode.

SET-UP

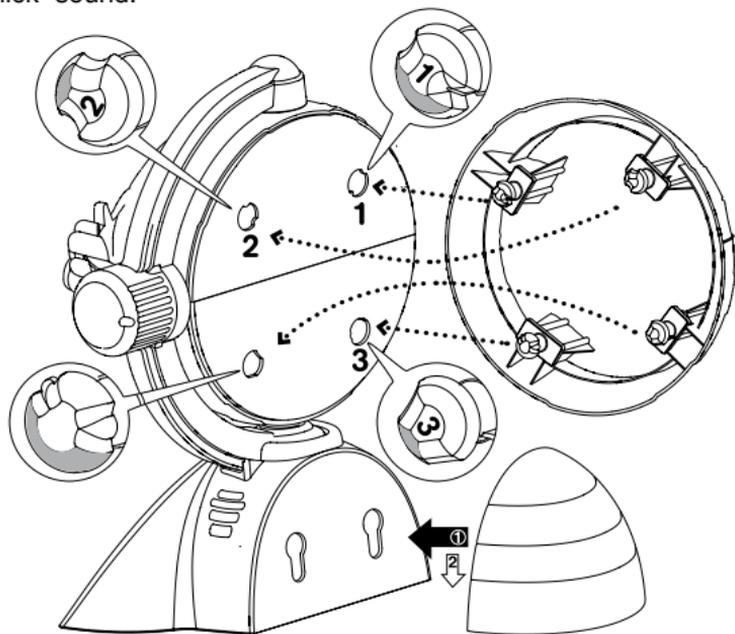
The **Adventure Learning Globe** must be assembled securely before play.

TO ENSURE YOUR CHILD'S SAFETY, THIS PRODUCT MUST BE ASSEMBLED BY AN ADULT.

1. Take out the base of the unit from the globe half, as shown below.



2. Insert and secure one section of the globe into the other section. Make sure the plugs from one section are aligned with the holes in the other section. Once aligned, push in the section with plugs until you hear the “click” sound.



3. Align the two sections of the base and push together and then down until locked tight.

GETTING STARTED

BATTERY INSTALLATION

Main Unit

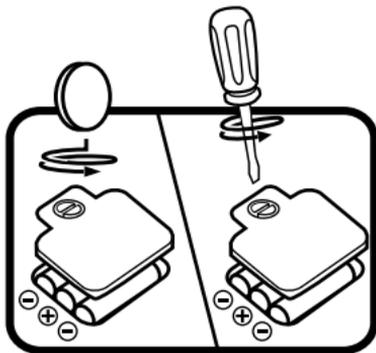
1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit.

3. Install 4 new “AA” size (AM3/LR6) batteries following the diagram inside the Globe’s battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery covers and tighten the screws to secure.



Joystick

1. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to loosen the screw.
2. Install 3 new “AA” size (AM3/LR6) batteries following the diagram inside the battery box in the joystick.
3. Replace the battery covers and tighten the screws to secure.



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 (carbon-zinc) 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.
- 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 BUTTON

Turn On your VTech® Adventure Learning Globe™ by pressing the **ON/OFF BUTTON**. Press again to turn the unit **OFF**.

2. MODE BUTTONS

Press one of the **MODE BUTTONS** to choose an activity.

3. REMOTE CONTROL JOYSTICK

Move the **JOYSTICK** left or right to fly the plane left or right. Move the joystick forward or backward to fly the plane up or down. Release the joystick to stop the plane at any location.



4. PLANE

The plane is able to recognize different locations, musical instruments, famous landmarks, people and animals on the globe.

5. ENTER BUTTON

Press the **ENTER BUTTON** to identify what the plane has landed on. The pilot will tell you what you've found.

6. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Adventure Learning Globe™** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

ACTIVITIES

- Press the **ON/OFF BUTTON** and you will hear the sound of a plane flying followed by a greeting phrase.
- The unit will automatically begin in **FREE FLIGHT** mode, which allows you to fly anywhere you want to go and explore the globe.

MODES OF PLAY

Mode 1: Friend Finder

1. Press the **Friend Finder Mode Button** to enter this activity.
2. You will be asked to find people on the globe. For example, you will hear "People in China are called Chinese, can you find them?"
3. If you fly to the correct location, for example, the Chinese girl, you will hear "Chinese", and a rewarding sound. Note: For this mode, you need to actually land on the specific person, and not just their country.
4. If you land on an incorrect location, the pilot will identify it and ask you to keep searching for the correct location.
5. If you answer incorrectly three consecutive times, the unit will ask you a new question.

Mode 2: Jet Quest

1. Press the **Jet Quest Mode Button** to enter this activity.
2. You will be asked to find a series of locations in order. For example, you will hear "Can you fly to the Great Wall/the Sydney Opera House/the Sahara Desert?"
3. If you fly to the first correct location, for example, the Great Wall, the unit will identify that location and play a rewarding sound. Then you will hear "Can you fly to the Sydney Opera House/the Sahara Desert?"
4. If you land on an incorrect location, the pilot will identify it and ask you to keep searching for the correct location.
5. If you answer incorrectly three consecutive times, the unit will ask you a new question.

Mode 3: Famous Finds

1. Press the **Famous Finds Mode Button** to enter this activity.
2. You will be asked to find one famous place. For example, you will hear “Can you fly to the Eiffel Tower?”
3. If you fly to the correct location, for example, the Eiffel Tower, you will hear “the Eiffel Tower”, and a rewarding sound.
4. If you land on an incorrect location, the pilot will identify it and ask you to keep searching for the correct location.
5. If you answer incorrectly three consecutive times, the unit will ask you a new question.

Mode 4: Free Flight

1. Press the **Free Flight Mode Button** to enter this activity.
2. Use the joystick to fly the plane anywhere on the globe. Release the joystick when you reach your destination and press the enter button on the joystick. You will hear your selected location identified and some interesting related facts.

Mode 5: Animal Adventure

1. Press the **Animal Adventure Mode Button** to enter this activity.
2. You will be asked to find an animal. For example, you will hear “Can you fly to the camel?”
3. If you fly to the correct animal, the unit will identify that animal and play a rewarding sound.
4. If you land on incorrect location, the unit will identify it and ask you to keep searching for the correct animal.
5. If you answer incorrectly three consecutive times, the unit will ask you a new question.

Mode 6: Music Mission

1. Press the **Music Mission Mode Button** to enter this activity.
2. You will be asked to find an instrument. For example, you will hear “Can you find the zither?”
3. If you fly to the correct instrument, the unit will identify that instrument and play a rewarding sound.
4. If you land on incorrect location the unit will identify it and ask you to keep searching for the correct instrument.

5. If you answer incorrectly three consecutive times, the unit will ask you a new question.

Mode 7: Scavenger Hunt

1. Press the **Scavenger Hunt Mode Button** to enter this activity.
2. You will be asked to find a series of locations in order. For example, you will hear "First, fly to the panda; Next, fly to the zither; Then, fly to the Amazon Rainforest."
3. If you fly to the first correct location, for example, the panda, the unit will identify that location and play a rewarding sound. Then you will hear "Next, fly to the zither; Then, fly to the Amazon Rainforest."
4. If you land on incorrect location, the unit will identify it and ask you to keep searching for the correct location.
5. If you answer incorrectly three consecutive times, the unit will ask you a new question.

Mode 8: Language Lander

1. Press the **Language Lander Mode Button** to enter this activity.
2. You will be asked a question related to a language. For example, you will hear "Brazilians say 'Olá', which means 'Hello', can you find them?"
3. If you fly to the correct location, for example, Brazilians, the unit will identify that location and play a rewarding sound.
4. If you land on incorrect location, the unit will identify it and ask you to keep searching for the correct location.
5. If you answer incorrectly three consecutive times, the unit will ask you a new question.

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

TROUBLESHOOTING

If for some reason the program/activity stops working, then 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 back ON. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new 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 **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.