


**vtech**<sup>®</sup>

**User's Manual**

# Alpha-Boat™



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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**<sup>®</sup> created the **Infant Learning**<sup>®</sup> 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**<sup>®</sup>'s **Infant Learning**<sup>®</sup> toys develop baby's mental and physical abilities by inspiring, engaging and teaching.

At **VTech**<sup>®</sup>, 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**<sup>®</sup> with the important job of helping your child learn and grow!

Sincerely,

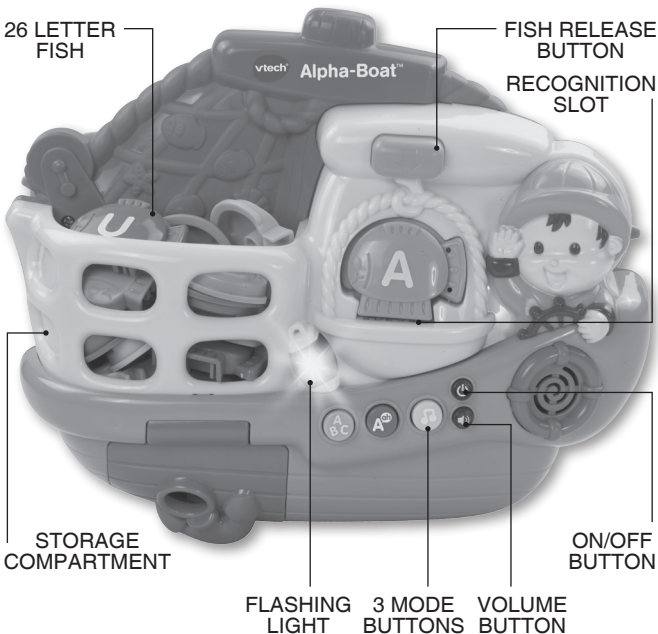
Your friends at **VTech**<sup>®</sup>

To learn more about **VTech**<sup>®</sup> toys, visit [www.vtechkids.com](http://www.vtechkids.com)

# INTRODUCTION

Thank you for purchasing the **VTech® Alpha-Boat™!**

Welcome aboard! Catch the fish and put them on the scale to play! The 26 letter fish introduce letter names and phonetic sounds as well as play a variety of musical responses. A simple question and answer game helps quiz little ones on what they have learned while playing with the fish.



# INCLUDED IN THIS PACKAGE

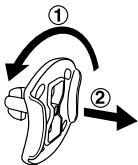
- One VTech® Alpha-Boat™
- 26 letter fish
- One user's manual

**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.

**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 this instruction manual as it contains important information.

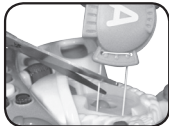
## Unlock the packaging locks:



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

## RELEASE THE TRY-ME BLOCKS

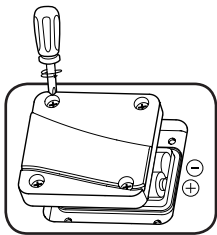
1. Make sure the unit is turned **OFF**.
2. Carefully pull the try-me blocks away from the toy and cut the strings as illustrated.
3. Remove the strings from the back of the toy.



# GETTING STARTED

## BATTERY INSTALLATION

1. Make sure the unit is **OFF** and the battery cover, battery box and unit are all dry.
2. Locate the battery cover on the back of the unit. Use a screwdriver to loosen the screws.
3. Install 2 new “AA” (AM-3/LR06) batteries following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten to secure. When closing the battery cover ensure that the screws are securely tightened. This will avoid any water leakage.



## BATTERY NOTICE

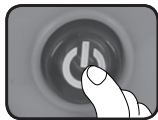
- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries using the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

DO NOT USE RECHARGEABLE BATTERIES

# PRODUCT FEATURES

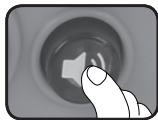
## 1. ON/OFF BUTTON

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



## 2. VOLUME BUTTON

Press the **VOLUME BUTTON** to adjust the volume to low, medium or high volume.



## 3. 3 MODE BUTTONS

Press one of the **3 MODE BUTTONS** to select the **LETTER MODE**, **PHONICS MODE** or **MUSIC MODE**.



## 4. 26 LETTER FISH

Insert the **26 LETTER FISH** into the **RECOGNITION SLOT** to learn letter names, phonics or listen to some music.



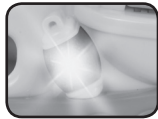
## 5. RECOGNITION SLOT

Insert the fish into the **RECOGNITION SLOT** to recognize the 26 letter fish.



## 6. FLASHING LIGHT

The **LIGHT** will flash along with all the voice, music and sound responses.



## 7. FISH RELEASE BUTTON

Press the **FISH RELEASE BUTTON** to release the fish from the **RECOGNITION SLOT**.



## 8. STORAGE COMPARTMENT

The **STORAGE COMPARTMENT** allows for quick and easy storage of the 26 letter fish. Open the storage compartment door to release the fish.



## 9. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Alpha-Boat™** will automatically power-down after a few minutes without input. The unit can be turned on again by pressing the on/off button.

### NOTE:

Choose a surface on the wall surrounding the tub where the suction cups can be mounted securely. The area should be clean and dry before suctioning the unit to the wall. For better suction, we suggest wetting the suction cups before attaching them to the wall.



## WARNING:

- Batteries must be changed by an adult.
- Only use this product in water between 10 and 45 degrees Celsius, 50 and 113 degrees Fahrenheit.
- This product cannot be used in salt water.
- Do not leave this product submerged in water for a long period of time.

- This product should only be operated in water when fully assembled in accordance with the instructions.
- To prevent drowning, never leave a child unattended in the bath.
- Use a thermometer to check the temperature of the water before sitting a child in the bath. Toddlers have very sensitive skin and can burn easily if the water is too hot.
- When finished playing, remove the unit from the water and pour out any remaining water. Rinse the unit with clean water and wipe with a dry cloth. Suspend the unit in an upright position to dry.

## ACTIVITIES

### 1. Letter Fun

Let's learn letter names! Insert one of the **26 LETTER FISH** into the recognition slot or press the **LETTER MODE BUTTON** when a fish is already inserted into the recognition slot to learn letter names and hear fun sounds. Press the **LETTER MODE BUTTON** without a fish in the recognition slot to hear a random question.



### 2. Explore Phonics

Time to explore phonics! Insert one of the **26 LETTER FISH** into the recognition slot or press the **PHONICS MODE BUTTON** when a fish is already inserted into the recognition slot to learn phonetic sounds and hear fun letter and phonics chants. Press the **PHONICS MODE BUTTON** without a fish in the recognition slot to hear a random question.





### 3. Music Time

Let's listen to some music! Insert one of the **26 LETTER FISH** into the recognition slot or press the **MUSIC MODE BUTTON** when a fish is already inserted into the recognition slot to hear playful melodies. Press the **MUSIC MODE BUTTON** without a fish in the recognition slot to hear sung songs.



## SUNG SONG LYRICS

### SONG 1

ABCDEFGH,  
HIJKLMNPO,  
QRS, TUV,  
WX, Y and Z.

Now I know my ABC's,  
Next time won't you sing with me.

### SONG 2

The little fish want to swim and play,  
Each one has something different to say.

### SONG 3

ABCDEFGH,  
Learn the letters and their sounds with me!

## MELODY LIST

1. Sailing, Sailing
2. My Bonnie Lies over the Ocean
3. Row, Row, Row Your Boat
4. Sailor's Hornpipe
5. London Bridge
6. Skip to My Lou
7. Home on the Range
8. Hey Diddle Diddle
9. Bingo
10. Aloutte
11. Turkey in the Straw
12. One, Two Buckle My Shoe

## CARE & MAINTENANCE

1. Remove the unit from the wall after each use.
2. Keep the unit clean by wiping it with a slightly damp cloth.
3. Keep the unit out of direct sunlight and away from any direct heat source.
4. Make sure to dry all the elements of the unit before storing.
5. Remove the batteries when the unit is not in use for an extended period of time.
6. Do not drop the unit on a hard surface.

# 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.

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 **VTech®** 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 and uses radio frequency energy and if not installed and used in accordance

with the manufacturer's instructions, may cause interference to radio communications. 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 on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient 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 UNDESIRE OPERATION.

*CAN ICES-3 (B)/NMB-3(B)*

CLASS 1  
LED PRODUCT