

vtech®

V. SMILE ART STUDIO



User's Manual

Dear Parent,

At VTech®, we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video gamtyou feel confident in allowing your children to play these games, and still educate and entertain them in a healthy, age-appropriate manner?

Our solution to this on-going debate is the **V.SMILE™ TV Learning System** – a unique video game system created especially for children aged 3 to 7. The **V.SMILE™ TV Learning System** combines a kid-friendly design, age-appropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The **V.SMILE™ TV Learning System** engages your child with two modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone - a series of games designed to focus on specific school skills in a fun, engaging way. Both of these educational modes offer your child hours of learning fun.

As part of the **V.SMILE™ TV Learning System**, **VTech®** offers a library of game Smartridges™ based on popular children's characters that engage and encourage your child to play while learning. The library is organized into three levels of educational play – Early Learners (ages 3-5), Junior Thinkers (ages 4-6) and Master Minds (ages 6-8) – so that the educational content of the system grows with your child.

At VTech®, we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child to learn while having fun. We thank you for trusting **VTech®**, with the important job of helping your child explore a new world of learning!

Sincerely,

Your Friends at **VTech®**

To learn more about the **V.SMILE™ TV Learning System** and other **VTech®** toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **V.SMILE Art Studio™**!

With the help of the **V.SMILE™ TV Learning System**, this art studio will help your child become the next budding Picasso! This interactive, creative studio provides opportunities to unleash your child's imagination! With an interactive pen, touch-sensitive drawing pad, and over twelve activities, including drawing lessons and games, kids can tap into their creativity by creating their own, unique masterpieces!

This creative studio connects directly to the **V.SMILE™ TV Learning System** (sold separately) for fun, creative game play on your home TV!



INSTRUCTIONS


INCLUDED IN THIS PACKAGE


- One **VTech® V.SMILE Art Studio™**
- One **VTech® V.SMILE Art Studio Smartridge™**
- 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.

PRODUCT FEATURES




FREE DRAW Button The **FREE DRAW** button  is a shortcut that takes you to the Free Draw mode. When you press the **FREE DRAW** button, the game will pause. An **EXIT** message will pop up to make sure you want to quit. Move the pen or arrow buttons left to “**Yes** ✓” to leave the game and go directly to the Free Draw mode or right to “**No** ✗” to keep playing. Hold down the pen or press the **ENTER** button to confirm.

HELP Button When you press the **HELP** button , you will hear some helpful hints, or the instructions to the current game you are playing will be repeated for you.

EXIT Button When you press the **EXIT** button , the game will pause and an **EXIT** message will pop up to make sure you want to quit. Move the pen or arrow buttons left to “**Yes** ✓” to leave the game or to the right to “**No** ✗” to keep playing. Hold down the pen or press the **ENTER** button to confirm.

Arrow Buttons You can use the four-directional arrow buttons to choose selections on screen by moving up, down, left and right.

ENTER Button When you press the **ENTER** button , it will select your current game choice. You can also use this to confirm answers within a given game.

Cable Connect the **V.SMILE Art Studio™** cable to the **PLAYER 1** slot on your **V.SMILE™**.

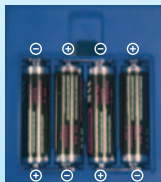
Touch-sensitive Drawing Pad Use the pen on the pad to choose your play mode.

Interactive Pen Select the activity with the pen and hold it down when you are finished.

GETTING STARTED

BATTERY PACK INSTALLATION

1. Locate the battery cover on the bottom of the main unit.
2. Remove the battery cover.
3. Insert 4 "AA" size batteries as illustrated.
4. Replace the battery cover.



BATTERY NOTICE

- Do not try to recharge non-rechargeable batteries.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix different types of batteries.
- Do not mix new and used batteries.
- Only use batteries of the recommended or equivalent type.
- Always insert batteries properly matching the plus (+) and minus (-) signs.
- Batteries that have run out of energy must be removed from the toy.
- Do not short-circuit the supply terminals.
- Do not use more batteries than recommended.
- Do not dispose of batteries in fire, as batteries may explode or leak.
- Remove batteries from the toy if it will not be used for an extended period of time.

CONNECTING THE V.SMILE ART STUDIO™ TO V.SMILE™

NOTE: Before you connect the **V.SMILE Art Studio™** to **V.SMILE™**, check to make sure that the **V.SMILE™** is working. Once you have turned the unit ON, the power indicator light (**ON Button**) should glow. If the **ON Button** does not glow, check to see the adaptor is connected, or that the batteries are installed correctly. If the batteries are not installed correctly, the **V.SMILE™ TV Learning System** will not function and damage to the unit could result. Make sure that the TV and the unit are turned **OFF** before you begin making connections.



Connect the **V.SMILE Art Studio™** cable to the **PLAYER 1** slot on your **V.SMILE™** as illustrated.

NOTE: If you connect the cable to the **PLAYER 2** slot, there will be no responses when pressing the **HELP** button or **EXIT** button. Therefore, please be sure to plug the cable into the **PLAYER 1** slot.

CONNECTING TO A TELEVISION

Connect the **V.SMILE™ TV Learning System** to your TV or monitor by plugging the colored cables on the unit into the matching color video and audio input jacks on your TV set.



For TVs with stereo audio inputs:

- Connect the yellow plug on the **V.SMILE™** cable to the yellow video input terminal on your TV.
- Connect the white and red plugs on the **V.SMILE™** cable to the white and red audio input terminals on your TV.

For TVs with a mono audio input:

- Connect the yellow plug on the **V.SMILE™** cable to the yellow video input terminal on your TV.
- Connect the white or red plug on the **V.SMILE™** cable to the white or red audio input terminal on your TV.

CONNECTING TO A VCR



If there is no video IN and audio IN terminal on your TV set, you can connect **V.SMILE™** to a VCR.



- Connect the yellow plug on the V.SMILE™ cable to the yellow video input terminal on your VCR.
- Connect the white and red plugs on the V.SMILE™ cable to the white and red audio input terminals on your VCR.

TO BEGIN PLAY

STEP 1: CHOOSE YOUR PLAY MODE



Touch your pen on the touch-sensitive drawing pad to choose the activity mode, or press the arrow buttons up and down to play. Hold down the pen or press the **ENTER** button when you are finished.

1. Free Draw

This mode allows you to draw anything you wish! You can use the user-friendly art functions such as choosing colors, adding stamp images, choosing an animation, and more to create your own masterpiece!

2. Art Lesson

This mode provides seven different drawing lessons that help you learn about the elements of art and using these elements to create your own drawing. In the Art Lesson menu, choose any of the seven lessons you like.

Hold down the pen or press the **ENTER** button to make your choice. Use the pen or arrow buttons to move the cursor to the lesson you want and hold down the pen or press the **ENTER** button to play.

Note: For the details of the 'Art Lesson' games, please refer to the "Activities – Art Lesson" section.

3. Creative Play

In this mode, you can play two learning games that focus on specific gaming skills.

Note: For the details of the ‘Creative Play’ games, please refer to the “Activities – Creative Play” section.

4. Practice Time



This mode provides two activities to encourage your creativity.

Note: For the details of the ‘Practice Time’ games, please refer to the “Activities – Practice Time” section.



5. Options

In this screen, you can move the pen or arrow buttons up and down to move the cursor between Chances and Music options.



Chances: Normal/Unlimited Selection

To choose between Normal and Unlimited chances of play, move the pen or arrow buttons left or right to either “**Normal**”  or “**Unlimited**” . Hold down the pen or press the **ENTER** button to make your choice.

Music: On/ Off Selection

To turn the background music and sounds On or Off, move the pen or arrow buttons left or right to either “**On**”  or “**Off**” . Hold down the pen or press the **ENTER** button to make your choice.

Level of Difficulty: Easy/Hard Levels

To change the level of difficulty, move the pen or arrow buttons to the left to choose the Easy level  or to the right to choose the Hard level .

STEP 2: CHOOSE YOUR GAME SETTINGS

The Art Lesson, Creative Play and Practice Time modes each have their own game settings on their activity selection screens. Please refer to each section for details.

STEP 3: START YOUR GAME

For Free Draw, please go to the “Activities – Free Draw” section.

For Art Lesson, please go to the “Activities – Art Lesson” section.

For Creative Play, please go to the “Activities – Creative Play” section.

For Practice Time, please go to the “Activities – Practice Time” section.

ACTIVITIES

EDUCATIONAL CURRICULUM

Free Draw: Independent Creativity & Imaginative Skills

Art Lessons

Lesson 1	Line Drawing	Basic Drawing Skills
Lesson 2	Shape Drawing	Advanced Shape Drawing
Lesson 3	Shape Combination	Shape Matching
Lesson 4	Color Filling	Colors
Lesson 5	Color Mixing	Primary & Secondary Colors
Lesson 6	Object Drawing	Advanced Drawing Skills
Lesson 7	Animation	Sequencing

Creative Play

Game 1	Rainbow Chase	Colors, Problem Solving
Game 2	Toy Maker	Logic Skills, Color Matching

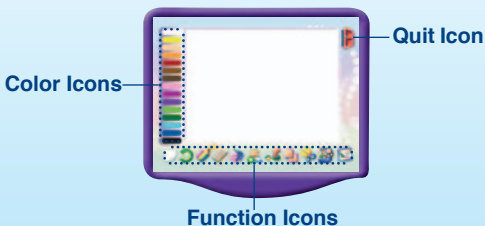
Practice Time











Activity 1	Animation Maker	Drawing, Sequencing, Creativity
Activity 2	Coloring Fun	Colors, Creativity

FREE DRAW MODE

BASIC OPERATIONS

Move the pen upward	Cursor moves upwards.
Move the pen downward	Cursor moves downwards.
Move the pen to the left	Cursor moves to the left.
Move the pen to the right	Cursor moves to the right.
Hold down the pen	Confirm your choice / use the current function.
↑	Cursor moves upwards.
↓	Cursor moves downwards.
←	Cursor moves to the left.
→	Cursor moves to the right.
ENTER button	Confirm your choice / use the current function.



- Cursor** This is the cursor you control on the screen.
- Color Icons** Select it to choose a color. There are 15 colors you can use in this activity.
- Clear Icon** Use it to clear all the drawings on your current picture.

- Undo Icon** Use it to undo the last action you took.

- Pencil Icon** Use it to draw lines – the default color is black. To select the size of the pencil line, select one of the three different-sized lines in the pop-up menu.

- Eraser Icon** Use it to erase lines on your drawing. To select the size of the eraser, select one of the three different-sized circles in the pop-up menu.

- Color Filling Icon** Use it to fill an area of your drawing with a solid color—the default color is black.

- Line and Shape Drawing Icon** Use it to draw solid or dotted lines and outlined or filled shapes. Click in the drawing area and hold down the pen to adjust the size of the shape. Then release the pen to see the size. The thickness of the line and shape depends on the current size of the pencil selected.

- Stamp Icon** Select it to open a submenu. You will see a variety of stamps. Select your favorite one and it will be added to your picture.

- Copy Icon** Use it to copy sections of your artwork to another location.

- Cut Icon** Use it to cut sections of your artwork to another location.

- Advanced Art Tools** Select it to open a pop-up menu of advanced art tools.


Animation



Select it to open a submenu and select your favorite animation to add to your picture.

Move an Animation



Use it to pick up an existing animation and place it at a new location within your picture.

Delete an Animation



Use it to remove an existing animation.

Texture Filling



Select it to open a submenu and use it to fill an area of your drawing with a selected texture.

Border



Select it to open a submenu and select your favorite border to add to your picture.

Background



Select it to open a submenu and select your favorite background to add to your picture.

My Drawings



Select it to open a pop-up menu of your drawings.

Load



Select it to open a submenu and open your saved pictures.

Save



Select it to open a submenu and save your current pictures. You can save up to five pictures.

Slideshow



Select it to see your artwork slideshow.

Quit Icon



Select it to exit the Free Draw mode. You will also see this icon in all activity modes to exit from the activity.

ART LESSONS

BASIC OPERATIONS

Move the pen upward

Cursor moves upwards.

Move the pen downward

Cursor moves downwards.

Move the pen to the left

Cursor moves to the left.

Move the pen to the right

Cursor moves to the right.

Hold down the pen



Confirm your choice / use the current function.



Cursor moves upwards.



Cursor moves downwards.



Cursor moves to the left.

Cursor moves to the right.


ENTER button

Confirm your choice / use the current function.


Lesson 1 – Line Drawing




Game Play

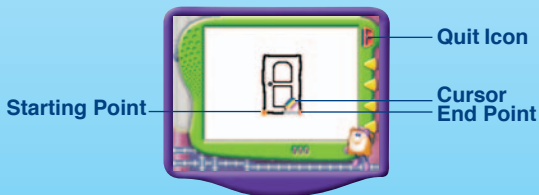
Learn how to draw lines step by step. Hold down the pen on the blinking starting point  and follow the grey lines to draw.

Curriculum: Basic Drawing Skills


Easy Level : Draw four simple lines that are horizontal, vertical, diagonal, and curved lines.

Hard Level : Draw four complex lines that are wavy, zigzag, curly, and scalloped lines.


Lesson 2 – Shape Drawing




Game Play

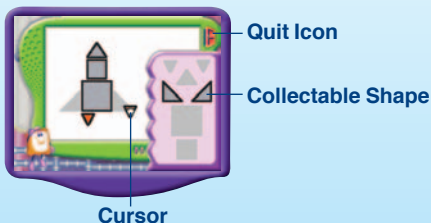
Learn how to draw shapes step by step. Hold down the pen on the blinking starting point  and follow the grey lines to draw.

Curriculum: Advanced Shape Drawing

Easy Level : Draw three simple shapes including square, rectangle and circle.

Hard Level : Draw four complex shapes including triangle, semi-circle, trapezium and oval.

Lesson 3 – Shape Combination



Game Play

Learn how to use geometric shapes to create an object. On the right side of the screen, you will see some colorful shapes. Match these shapes to the shaded, grey areas of the object. Move the pen or arrow buttons onto the shape and hold down the pen or press the **ENTER** button to pick it up. Use the pen or arrow buttons to move the selected shape onto the correct shaded shape in the picture, and hold down the pen or press the **ENTER** button to release it.

Curriculum: Shape Matching

Easy Level 🌟: Build pictures that contain fewer shapes.

Hard Level 🌟🌟: Build pictures that contain more shapes.


Lesson 4 – Color Filling




Game Play

Fill the correct color in each area inside the picture by matching the color icons with the color dots. Move the pen or arrow buttons onto the color icon and hold down the pen or press the **ENTER** button to select it. Next, move the pen or arrow buttons onto the matching color dots and hold down your pen or press the **ENTER** button to fill them.

Curriculum: Colors


Easy Level : Each picture has a clear outline and the color dots are used to define the colors of each area.


Hard Level : Each picture has abstract areas and numbers are used to define the colors of each area.

Lesson 5 – Color Mixing**Game Play**

You can make mixed colors by selecting two given colors and mixing them together. Move the pen or arrow button onto the color swatches at the top of the screen, and hold down the pen or press the **ENTER** button to select them. You will see the two colors being mixed together and then the new color name will be announced.


Curriculum: Primary & Secondary Colors

Easy Level : Four colors will be given including white, red, blue and yellow. A total of six mixed colors can be created.

Hard Level : Seven colors will be given including white, red, blue, yellow, orange, green and purple. A total of twenty-one mixed colors can be created.

Lesson 6 – Object Drawing

Game Play

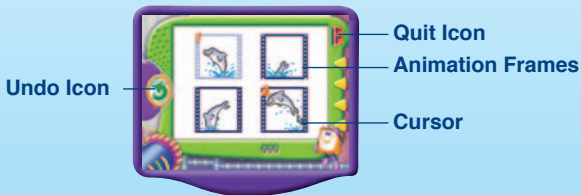
Learn how to draw objects step by step. Hold down the pen on the blinking, starting point  and follow the grey lines to draw the object.

Curriculum: Advanced Drawing Skills

Easy Level : Learn simple objects with fewer steps.

Hard Level : Learn complex objects with more steps.

Lesson 7 – Animation



Game Play

Learn sequencing skills by putting the animation frames in the correct order to create an animation. Move the pen or the arrow buttons onto the animation frame and hold down the pen or press the **ENTER** button to confirm it. Continue to follow these instructions for each frame until the entire animation is complete. Then watch it play!

Curriculum: Sequencing

Easy Level : This includes four frames for each animation.

Hard Level : This includes six frames for each animation.

CREATIVE PLAY

Game 1 – Rainbow Chase

BASIC OPERATIONS

Move the pen upward	Character moves upwards.
Move the pen downward	Character moves downwards.
Move the pen to the left	Character moves to the left.
Move the pen to the right	Character moves to the right.

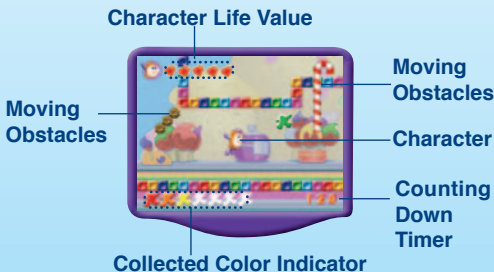


Character moves upwards.

Character moves downwards.

Character moves to the left.

Character moves to the right.



Character

This is the cursor you control on the screen.

Character Life Value

Displays the current point (life) value of the character.

Collected Color Indicator

Displays the chosen rainbow colors in the current stage.

Moving Obstacles

Character will collide with them – you should try to avoid these.

Counting Down Timer

Displays the remaining time in the current stage.

Rainbow Color Icons



Collect the seven rainbow colors as you see them move across the screen.



Wrong Color Icon

Select it and your score will be reduced.



Bonus Icon

Select it and your score will be increased.



Life Icon

Select this to restore the character's health.



Speed Up Icon

Select it to increase the moving speed of the character.



Slow Down Icon



Select it to decrease the moving speed of the character.

Game Play

Help the character collect the seven rainbow colors within the maze. Look out for the sides of the path and the moving obstacles! Move the pen or arrow buttons to control the character inside the maze.

Curriculum: Colors, Problem Solving

Easy Level 🌟: Seven rainbow colors exist in the maze.

Hard Level 🌟🌟: Seven rainbow colors and grey exist in the maze.

Game 2 – Toy Maker

BASIC OPERATIONS

Move the pen upward Character moves upwards.

Move the pen downward Character moves downwards.

Move the pen to the left Character moves to the left.

Move the pen to the right Character moves to the right.

Hold down the pen

Pick up a toy accessory / put the toy accessory on a toy body.

↑ Character moves upwards.

↓ Character moves downwards.

← Character moves to the left.

→ Character moves to the right.

ENTER Button

Pick up a toy accessory / put the toy accessory on a toy body.



Cursor

This is the cursor you control on the screen.


Selectable Toy Parts


Put these on the corresponding toy bodies.

- Toys** Put the selectable toy parts on these toys.
- Trash Bin** Put the unwanted toy parts into it.
- Score** Displays the current total of all toys built correctly.
- Game Play**

Help the character build toys with the correct accessories. Control your cursor to select a toy part. Then, try to match the toy part with the correct toy body by using your pen to place the toy part onto the body. The more toys you build correctly, the more points you will earn!





Curriculum: Logic Skills, Color Matching

Easy Level : Each toy has one color toy part.

Hard Level : Each toy has three colors and three separate toy parts.

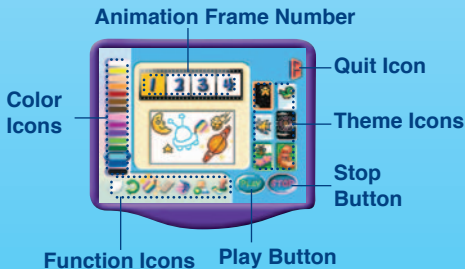
PRACTICE TIME










BASIC OPERATIONS

- Move the pen upward Cursor moves upwards.
- Move the pen downward Cursor moves downwards.
- Move the pen to the left Cursor moves to the left.
- Move the pen to the right Cursor moves to the right.
- Hold down the pen** Confirm your choice / use the current function.
-  Cursor moves upwards.
-  Cursor moves downwards.
-  Cursor moves to the left.
-  Cursor moves to the right.

ENTER button

Activity 1 – Animation Maker




- Color Icons** Select it to choose a color. There are 15 colors you can use in this activity.
- Clear Icon** Use it to clear all the drawings on the current animation.

- Undo Icon** Use it to undo the last action you took.

- Pencil Icon** Use it to draw lines - the default color is black. To select the size of the pencil line, click on one of the three different-sized lines in the pop-up menu.

- Eraser Icon** Use it to erase your lines in your drawing. To select the size of the eraser, click on one of the three different-sized circles in the pop-up menu.

- Color Filling Icon** Use it to fill an area of your drawing with a solid color - the default color is black.

- Line and Shape Drawing Icon** Use it to draw solid or dotted lines and outlined or filled shapes. Click in the drawing area and hold down the pen to adjust the size of the shape. Then release the pen to confirm the size. The thickness of the line and shape depends on the current size of the pencil selected.

- Stamp Icon** Select it to open a submenu and select your favorite stamp to add in your picture.

- Play Button** Select it to play your animation.
- Stop Button** Select it to stop your animation.
- Theme Icons** Select a theme to add into your animation.
- Animation Frame Number** Select an animation frame to create.
- Quit Icon** Click it to exit this activity. You will also see this icon in all activity modes to exit from the activity.

- Enter Button** Confirm your choice / use the current function.


Game Play

Create your own animation in this activity. Click the animation frame number and then draw on each frame of your animation. You can use the color icons and your pen to create fun drawings. You can also select a theme for your animation by clicking the theme icons on the right-hand side of the screen to add to your animation. When you are ready to play it, select the Play button and watch your animation! If you want to stop watching your animation, select the Stop button.

Curriculum: Drawing, Sequencing, Creativity

Easy Level : There are four frames for each animation.

Hard Level : There are six frames for each animation.

Activity 2 – Coloring Fun

Color Icons Select it to choose a color. There are 15 colors you can use in this activity.

Clear Icon Use it to clear all the drawings in the animation.



Undo Icon Use it to undo the last action you took.




Coloring Picture Icons Select your favorite coloring picture. There are a total of six to choose from.

Quit Icon Select it to exit this activity. You will also see this icon in all activity modes to exit from the activity.

**Game Play**

Choose your favorite picture and add any color you like by selecting the color icons with your pen. Once you select a color, hold your pen down to the area where you want color filled and your drawing will automatically be colored.

Curriculum: Colors, Creativity

Easy Level : All areas are filled with the same color when you select each related area.

Hard Level : Each enclosed area is filled separately with a different color.

CARE & MAINTENANCE

1. Keep your **V.SMILE Art Studio™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep the **V.SMILE Art Studio™** away from water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the **V.SMILE™ TV Learning System** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

Please note that focusing on a television screen at close range and handling a joystick for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play.

TROUBLESHOOTING

Problem	Possible Reason	Solution
The V.SMILE™ power light does not come on when the ON Button is pressed.	1. Incorrect or missing power connection	1. Check that new batteries are correctly installed, or an AC/DC adaptor (9V 300mA, center-positive) is properly connected to the main unit.
	2. Program needs to be reset	2.1 Disconnect all power supplies (batteries and adaptor), then reconnect power supplies. 2.2 Remove the SMARTRIDGE™ and then re-insert it.

The V.SMILE™ power light is ON , but there is no picture on the screen.	1. Incorrect TV connection	1. Make sure that the yellow plug of the main unit is connected to the video IN terminal (usually yellow) of the TV.
	2. Incorrect TV mode selected	2. Make sure that the TV is set to "video" mode. Some TVs have several video inputs - please make sure you have selected the video input that matches the video port connected to the V.SMILE™ unit.
The V.SMILE™ power light is ON , but there is no picture (or incorrect picture) on the TV, and pressing the OFF Button has no effect.	1. Program needs to be reset	1.1 Remove the SMARTRIDGE™ and then re-insert it. 1.2 Disconnect all power supplies (batteries and adaptor), then reconnect power supplies.
The TV picture is black and white.	1. Non-matching color system	1. Make sure that the TV is set to the correct TV system (e.g. NTSC or Auto).
	2. Cable connection problem	2. Make sure that the video cable is firmly connected to the video input of the TV.
There is a picture on the TV, but no sound.	1. TV setting	1. Raise the volume of the TV, and make sure it is not set to "Mute".
	2. Cable connection problem	2. Make sure that the white and/or red plug is firmly connected to the audio input of the TV.
The V.SMILE Art Studio™ does not work.	1. Improper V.SMILE Art Studio™ connection	1. Make sure that the V.SMILE Art Studio™ is firmly connected to the V.SMILE™ joystick port.
	2. V.SMILE Art Studio™ was reconnected after program start	2. Turn the unit OFF and then ON again.

TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you. Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- The actions you took right before the problem occurred.

Internet : www.vtechkids.com

Phone : 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

Company: **VTech**® Electronics North America, L.L.C.

Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

Phone : 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

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.

