vtech®

Kididoodle™

User's
Manual

KidiCreative

Dear Parent,

Your child's proudest moments are often a parent's proudest moments. There is nothing more special than the light of a child's eyes when they are proud of something that they create themselves. At VTech®, we know that each child learns in their own unique way, that's why we created KidiCreative™, a line of high-tech creative fun for kids through hands-on electronic play. It's a cool new way to learn music or explore art and photography.

At VTech®, we are proud to provide parents with creative alternatives to traditional play, while developing new and innovative ways for children 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,

Julia Fitzgerald
Vice President, Marketing
Vtech Electronics, NA

INTRODUCTION

Thank you for purchasing the **VTech® Kididoodle™** learning toy!

Kididoodle™ uses wireless communication technology to provide cool games that can be played alone or with a friend. You can make and send e-cards and messages, and play great games in 1 player mode or 2 player mode. Connect with your friends and enjoy hours of fun wherever you are.

❶ **ON/OFF button**	❽ **Draw button**	⓯ **Gallery mode**
❷ **Volume button**	❾ **Spray button**	⓰ **E-card mode**
❸ **LCD screen**	❿ **Erase button**	⓱ **Draw mode**
❹ **Send button**	⓫ **Erase All button**	⓲ **Reverse button**
❺ **Receive button**	⓬ **Erase slider**	⓳ **Frame button**
❻ **Stylus pen**	⓭ **2 Player mode**	⓴ **Load button**
❼ **CHECK MARK button**	⓮ **1 Player mode**	㉑ **Save button**
		㉒ **Drawing pad**

INCLUDED IN THIS PACKAGE

• A pair of **VTech® Kididoodle™** learning toys with Stylus pen.
• 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 **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Install 3 new "AA" (AM-3/LR6) batteries into the compartment as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
5. Replace 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 (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.
• 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.

REMOVE DEMO TAG

The demo tag is connected between the 2 products. 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.

PRODUCT FEATURES

ON/OFF Button
To turn the unit ON, press the **ON/OFF** button. Press the **ON/OFF** button again to turn the unit OFF.

Volume Button
Press the **Volume** button to adjust the volume.

Send Button
Press the **Send** button to send a picture or e-card, or to invite another player to play a game.

Receive Button
Press the **Receive** button to receive a picture or e-card, or to accept an invitation to play a game.

CHECK MARK Button
The **CHECK MARK** button is on the Stylus pen. Press it to activate the drawing tools, or to answer questions and select objects in some of the games.

AUTOMATIC SHUT-OFF

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

Also, when the "low battery" indicator appears on the LCD screen, the unit will automatically turn off. Please replace the batteries.

FIVE HOT KEYS LAUNCH DIFFERENT PLAY MODES

DRAW MODE

Press and hold the green **CHECK MARK** button as you move the pen across the drawing pad, and watch your pen strokes appear on screen. You can use the buttons along the sides of the pad to manage and enhance your creations. Decorate your picture with the Draw, Spray, Frame, and Reverse tools. Use the Erase tool if you make a mistake, or touch the Erase All button to start all over again from scratch. The Save button stores your artwork in the Gallery, while the Load button opens it up again so you can continue to work on it later. Press the Send button to share your drawing with a friend!

DRAWING PAD TOOLS (USED IN DRAW AND E-CARD MODES)
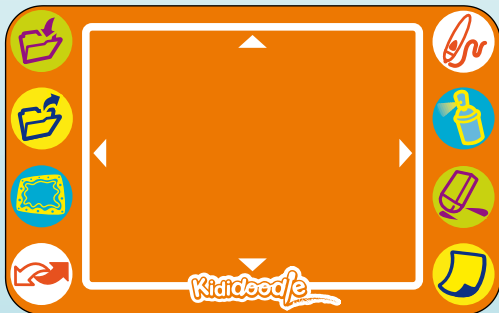
Save

This button saves the current picture or e-card. If the memory is already full, it will overwrite the oldest saved creation. You can save a maximum of three pictures and one e-card.

Load

This button loads a saved picture or e-card. In Draw mode, keep pressing it to scroll through the pictures you've saved. You can only load your own personal creations. The pictures and e-cards you've received from others are saved in the Gallery, but they cannot be opened with the Load function.

Frame

Press the Frame button to add a frame to your picture. Keep pressing it to scroll through the many frame selections until you find the one you like. Or, if you prefer not to have a frame after all, just keep scrolling to the end, and you'll return to the "no frame" background.

Reverse

Pressing this button reverses the colors of the dots on screen. White becomes black, and black becomes white!
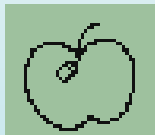
Draw

Touch this button to bring back the Draw tool if you've been using the Spray or Erase tools. When the Draw tool is active, the cursor appears like a pencil on the screen. Press and hold the **CHECK MARK** button to draw.

Spray

You've worked hard to make your drawing neat and precise. Now mess it up! This tool sprays dots in an uneven pattern as you move it along. When the Spray tool is active, the cursor appears like a spray can on the screen. Press and hold the **CHECK MARK** button to spray.

Erase

Use this tool to fine tune your masterpiece until it meets your high standards. When the Erase tool is selected, the cursor will appear like an eraser on the screen. Press and hold the **CHECK MARK** button to erase

Erase All

Touching this button is like tearing the top page off a drawing pad to start fresh on a new one. It clears everything from the screen so that you can start over. Once you've pressed this button, you can't get your old work back, so if it's something you think you might want to see again later, make sure you save it before hitting Erase All.

E-CARD MODE

On those special occasions when a simple message or drawing is not enough, say hello with an e-card. Scroll through the e-card templates by pressing the right and left arrows. Touch the drawing pad with your pen or press the **CHECK MARK** button to select. A short animation will play followed by a blank screen that you can decorate however you choose. Save it or press the **Send** button to share it with a friend.

GALLERY MODE

Come here to view your saved drawings and e-cards. You can collect both your own personal creations and those that have been sent to you by friends. The Drawing Gallery holds a total of six pictures (three of your own and three shared pictures). If you already have three of your own pictures saved, when you save the fourth, it will replace the oldest of your own pictures. Likewise for the pictures that have been sent to you by others, when you receive a fourth picture, it will replace the oldest picture you have received. The E-card Gallery works the same way, but the memory for your own creations is limited to one e-card at a time. When you make and save a second e-card, it will replace the previous one. You can also save three received e-cards for a total of four e-cards in the Gallery at most.

1 PLAYER MODE
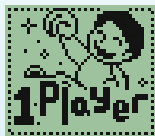
Choose from ten fun and exciting games in this mode. Practice on your own to sharpen your skills, and challenge a friend when you're ready for some competition!

2 PLAYER MODE

Press the 2 player button for some head-to-head competition. Choose a game and press the **Send** button to invite someone else to play. Your friend will see a small player icon in the upper right hand corner of their screen. Once they hit the **Receive** button, the game will begin.

NOTE FOR PLAYING 2 PLAYER GAMES:

- The infrared sensor works within 10 feet and 30 degrees of distance.
- Please play in an area free of infrared disturbance.
- Please avoid playing under direct sunlight since this can also affect the signal.

30°

10ft

GAMES
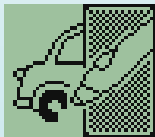
GAME 1 - PATCHWORK

The goal of this game is to draw the missing half of the picture within the given time limit. Press the arrow button in the direction of the covered half to take another look. If you finish before time's up, hit the **Send** button, and watch the picture come together again!

**2 player mode:** Match your half of the picture with your friend's.

GAME 2 - BOUNCE THE BALL
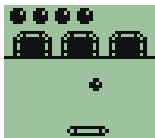
Bounce the ball into the holes at the top of the screen to score points. Knock all five balls through to get a perfect score. Scoring: 20 points per ball, 5 balls per round. 80 points to level up.

2 player mode: Hit a ball through, and it will come out of the matching hole on your opponent's screen. Just like in tennis, whoever misses the ball first, loses the point.

GAME 3 - COIN COUNTING
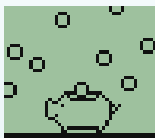
Count the coins as they fall into the piggy bank, and use the pen to choose the correct answer at the end. Scoring: 10 points per question, 10 questions per round. 80 points to level up.

2 player mode: The first player to answer right wins.

GAME 4 - SPELLING

Use the pen to move the flashlight, and search through the dark to find the missing letter. Scoring: 10 points per question, 10 questions per round. 80 points to level up.

2 player mode: The first player to answer right wins.

GAME 5 - ODD ONE OUT

Which one of these pictures is not like the others? Use the pen to choose the picture that doesn't belong. Scoring: 10 points per question, 10 questions per round. 80 points to level up.

**2 player mode:** The first player to answer right wins.

GAME 6 - TIC TAC TOE

It's rabbits versus carrots in this version of the classic game. Place three pieces in any line to win. Scoring: 10 points per board, 10 boards per round. 80 points to level up.

2 player mode: You'll each take turns putting your pieces on the board. Whoever gets three in a row first is the winner.

GAME 7 - MEMORY CARDS
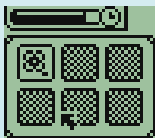
Put your memory skills to the test as you match these pairs of cards. Pay close attention when you see them at the beginning. Then try to remember where you saw them as you turn them over one at a time. There are three pairs, four pairs, and five pairs on each successive level. Scoring: 20 points for every hand of cards, 5 hands per round. 80 points to level up.

**2 player mode:** The first one to match all the pairs of cards wins.

GAME 8 - GRAPE GOBBLE
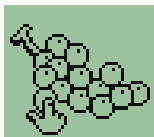
Pick anywhere from one to three grapes on each turn, but don't eat the last grape! Watch the number of grapes carefully and plan ahead in this game of strategy because whoever eats the last grape loses. Scoring: 20 points for every bunch of grapes, 5 bunches per round. 80 points to level up.

**2 player mode:** Make your opponent eat the last grape and some humble pie too.

GAME 9 - SUPER DANCER
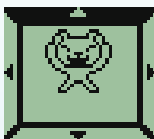
Match your opponent move for move, and show you're a super dancer. Repeat his steps in the correct order to score points. Scoring: 20 points per dance sequence, 5 sequences per round. 80 points to level up.

2 player mode: First match the other player's steps. Then add a new one at the end of the sequence. The first one to miss a step loses the round.

GAME 10 - TREASURE HUNT
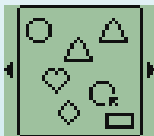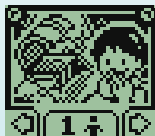
Hunt through the different rooms to collect the correct number of the shape that is shown at the beginning. Press the right and left arrows to move to the next room in that direction. Use the pen to select the shapes. Scoring: 20 points for every group of shapes, 5 groups per round. 80 points to level up.

2 player mode: Collect all the pieces before your opponent.

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Drawing directly on the board is not recommended. If it gets crayon on it, wipe it with a tissue or damp cloth. Do not scrub the surface as it could cause damage.
3. Do not use sharp-ended objects to write on the surface of the board.
4. Avoid using excess pressure on the board.
5. Keep the unit out of direct sunlight and away from any direct heat sources.
6. Remove the batteries when the unit is not in use for an extended period of time.
7. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

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.