

**vtech**<sup>®</sup>

User's Manual

# Fly & Learn 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,*

*Your Friends at VTech®*

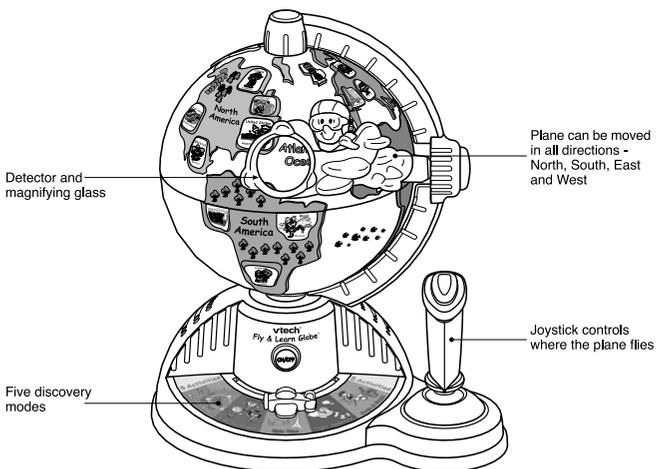
*To learn more about **Preschool Learning** and other VTech® toys, visit*

*[www.vtechkids.com](http://www.vtechkids.com)*

## INTRODUCTION

Thank you for purchasing the **VTech® Fly & Learn Globe™** learning toy!

This interactive learning globe will allow your child to engage in role-play and learning through entertaining and fun play. By following the pilot's instructions, children will be exposed to different people, wonders, foreign languages and exotic songs from all over the world. The interactive joystick allows children to fly the plane to various locations and hear interesting, educational responses. Fun sounds and melodies provide added fun!



## INCLUDED IN THIS PACKAGE

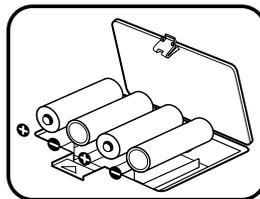
- One VTech® Fly & Learn Globe™ learning toy
- One instruction manual

**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.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Install 4 new "AA" batteries following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover.



### BATTERY NOTICE

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Different types of batteries or new and used batteries are not to be mixed.

- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended number of power supplies.
- Do not dispose of batteries in fire.

### **WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.**

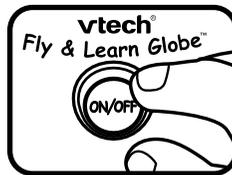
**Note:** The demo tag should be removed automatically when the product is taken out of the packaging. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

## **PRODUCT FEATURES**

### **1. ON/OFF BUTTON**

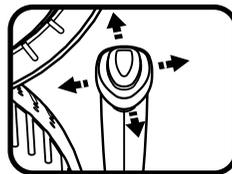
To turn the unit on, press the **ON/OFF BUTTON**. You will hear friendly opening phrases followed by an activity name.

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



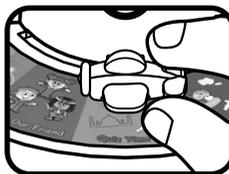
### **2. INTERACTIVE JOYSTICK**

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.



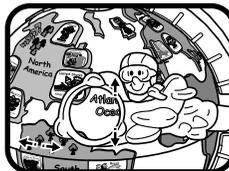
### 3. ACTIVITY MODE SELECTOR

Slide the activity mode selector to choose an activity.



### 4. PLANE

The Plane is able to recognize different people and locations on the Globe. Press the joystick button to identify the location, person, or object on which you've landed.



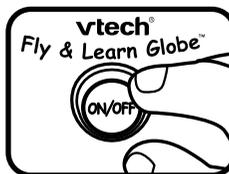
### 5. AUTOMATIC SHUT-OFF

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

## TO BEGIN PLAY

Press the **ON/OFF** Button and you will hear a plane-flying sound followed by a greeting phrase.

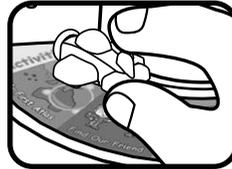
Remarks: The unit will automatically begin in the mode where the mode selector stands.



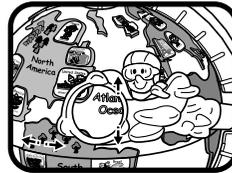
# ACTIVITIES

## Mode 1 My First Atlas

1. Slide the mode selector to enter this activity. You will hear “My First Atlas.”



2. Control the joystick to fly the plane anywhere on the globe. Release the joystick when you reach your destination, press the joystick button, and you will hear about places, wonders, and languages from around the world.



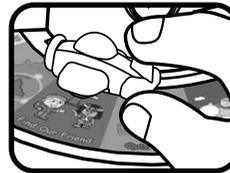
When you land on the different people on the globe, you will hear a phrase in their native language. See the chart below for the translation of those phrases.

ENGLISH	SPANISH
Hello	¡Hola!
Thank you	¡Gracias!
Bye bye	¡Adiós!
ENGLISH	FRENCH
Hello	Salut
Thank you	Merci
Bye bye	Au revoir

ENGLISH	CHINESE
Hello	Ni hao
Thank you	Xie xie
Bye bye	Zai jian
ENGLISH	PORTUGUESE
Hello	Olá
Thank you	Obrigado
Bye bye	Adeus
ENGLISH	GERMANY
Hello	Hallo!
Thank you	Danke
Bye bye	Tschüss!
ENGLISH	ARABIC
Hello	Salam
Thank you	Chokrane
Bye bye	Ila lika
ENGLISH	HINDI
Hello	Nemaste
Thank you	Danivaat

### Mode 2 Find Our Friends

1. Slide the mode selector to enter this activity. You will hear “Find Our Friends.”



2. You will be asked to find a friend. For example, you will hear “Who says ‘Hallo’ in German?”



3. If you fly to the correct location, for example, the German friend, you will hear “German!” and a rewarding sound.

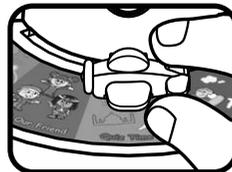


4. If you land on an incorrect location, the unit will identify it and ask you to keep searching for the correct location.
5. If you answer incorrectly three consecutive times, the unit will ask you a new question.



### Mode 3 Quiz Time

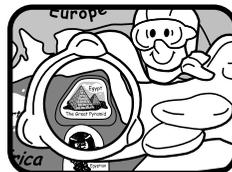
1. Slide the mode selector to enter this mode, and you will hear "Quiz Time."



2. You will be asked to fly to a certain geographic location. For example, you will hear "Can you find The Great Pyramid?"



3. If you fly to the correct location, the unit will identify that location and you will hear an encouraging sound effect. Then the unit will play an encouraging phrase.



4. If you fly to an 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.



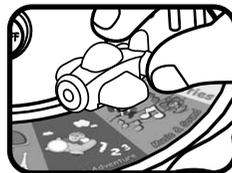
### Mode 4 Flight Adventure

1. Slide the mode selector to enter this mode, and you will hear “Flight Adventure.”
2. You will be asked to find a series of locations. For example, you will hear “Let’s fly to the Great Pyramid, then the Sydney Opera House, then the Eiffel Tower!”
3. If you fly to the first location correctly, for example, the Great Pyramid, the unit will identify that location and play a rewarding sound. Then you will hear “Let’s fly to the Sydney Opera House, then the Eiffel Tower!”
4. If you fly to an incorrect location, the unit will identify that location first then ask you to keep searching for the correct one.
5. If you answer incorrectly three consecutive times, the unit will ask you a new question.



## Mode 5 Music & Sounds

1. Slide the mode selector to enter this mode, and you will hear “Music and Sounds.”



2. Fly to a location to hear a specific melody for that location or interesting sounds.

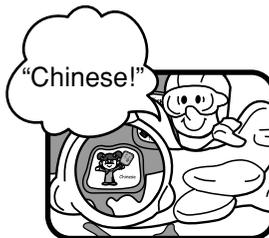
For example:

If you fly to the Chinese friend, you will hear a specific melody for that friend.

If you fly to “the Great Wall,” you will hear its corresponding sound.

If you fly to “Antarctica,” you will hear the specific melody of this continent.

If you fly to “the Pacific Ocean,” you will hear a sound followed by a melody for the ocean.





## CARE AND 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 a hard surface and do not expose the unit to moisture or water.

## TROUBLESHOOTING



If for some reason the program/activity stops working, please follow these steps:

1. Interrupt the power supply by removing the batteries.
2. Let the unit stand for a few minutes, then replace the batteries.
3. Turn the unit ON. The unit should now be ready to play again.
4. 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 **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