

vtech[®]

User's Manual

Bob the Builder™ On the Job Laptop



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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 characters, music, and cheerful sound effects! 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 exert 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*

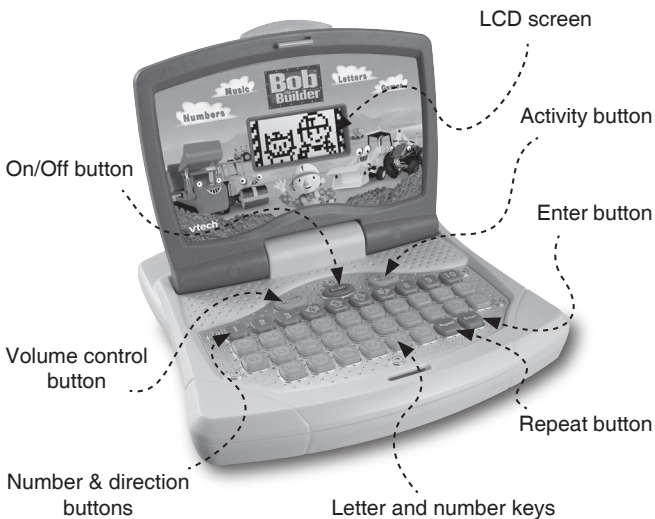
www.vtechkids.com

*To learn more about **Bob the Builder™** visit www.bobthebuilder.com*

INTRODUCTION

Thank you for purchasing **VTech® Bob the Builder™ On the Job Laptop!**

The **Bob the Builder™ On the Job Laptop** provides your preschool child with a world of knowledge. Basic curriculum includes letters, words, numbers, logic, music and more. The animations, encouraging phrases and rich curriculum make learning fun! The three levels of difficulty make it challenging.



INCLUDED IN THIS PACKAGE

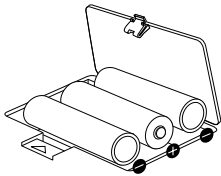
- One VTech® Bob the Builder™ On the Job Laptop!
- One User's Manual

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.

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 3 new "AA" (UM3/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.

PRODUCT FEATURES

1. ON/OFF BUTTON

To turn the unit **ON**, press the **ON/OFF BUTTON**.

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



2. VOLUME CONTROL BUTTON

Press the **VOLUME CONTROL BUTTON** to increase or decrease the volume.



3. ACTIVITIES BUTTON

Press the **ACTIVITIES BUTTON** to select an activity to play.



4. ENTER BUTTON

Press the **ENTER BUTTON** to enter the selected activity or to confirm your answer.



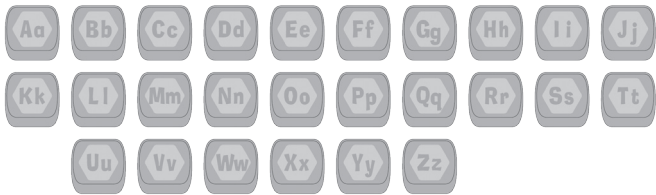
5. REPEAT BUTTON

Press the **REPEAT BUTTON** to repeat a question in most activities.



6. LETTER BUTTONS

Press the **26 LETTER BUTTONS** to answer the questions in letter-related activities.



7. NUMBER / DIRECTION BUTTONS

Press the **10 NUMBER / DIRECTION BUTTONS** to answer questions in number-related activities. Press 4 - 7 **NUMBER / DIRECTION BUTTONS** to move the cursor or characters left, right, up and down in most of the activities.



8. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Bob the Builder™ On the Job Laptop** will automatically shut off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

HOW TO BEGIN PLAYING ACTIVITIES

1. To begin play, press the **ON/OFF BUTTON** on the keyboard.
2. The animation for choosing an activity will scroll onto the screen with the number and name of the activity. When the activity you wish to play appears on the screen, select the activity by pressing the **ENTER BUTTON**. Press the 4 & 7 **NUMBER / DIRECTION BUTTONS** to see the previous or next activity.

3. Once selected, some games will have a brief animation that demonstrates how to play the game.
4. Press the **VOLUME CONTROL BUTTON** to adjust the volume.

ACTIVITIES

LET'S LEARN LETTERS

1. Missing Letter

Roley needs your help to fill in the missing letter. Find the letter that completes the word and press the **LETTER BUTTON** to answer.

2. Letter Order

Bob wants you to arrange sandbags to fill the potholes. Use the **NUMBER / DIRECTION BUTTONS** to put the letters in alphabetical order.

3. Letter Match

Scrambler and Dizzy need your help to match the capital letters to the lower case letters below. Press the **ENTER BUTTON** to select a letter, and then select the lower case letter that matches.

4. Maze

Help the Can-Do Crew find their way out of the maze. A member of the crew and their name will appear on the screen. In order to get out of the maze, you need to collect all the letters in their name by using the **NUMBER / DIRECTION BUTTONS**.

5. Running Alphabet

The letters of the alphabet are getting away! Help Scrambler catch the letters by pressing the **LETTER BUTTONS** when the letters appear on the screen.

LET'S LEARN NUMBERS

6. Order 123

Bob needs your help to paint a house. Three paint cans will appear on the screen. One of the numbers is missing from the label. Find out which number is missing and press the **NUMBER / DIRECTION BUTTONS** to answer.

7. Time

Let's learn about the Can-Do Crew's busy schedule. You will be asked a question about time. You need to choose the correct picture to answer the question by pressing the 5 or 6 **NUMBER / DIRECTION BUTTON** and then the **ENTER BUTTON**.

8. Counting

Bob is finished with a project and needs your help to recycle some items. Several items to be recycled will appear on the screen. You need to click on the same items as the pattern shown by pressing the 5 or 6 **NUMBER / DIRECTION BUTTON** and then the **ENTER BUTTON** to confirm.

9. Shapes

Bob is building a new house and he needs your help. Bob will ask you to find the shape he needs. Use the **NUMBER /DIRECTION BUTTONS** and **ENTER BUTTON** to find the shape and confirm your selection.

10. Number Order

Bob is sorting his tools to get ready for the next big project. You need to help him put his tools in the right order by using the 5 or 6 **NUMBER / DIRECTION BUTTON** and then the **ENTER BUTTON** to confirm.

LET'S LEARN LOGIC

11. Who Does What?

Bob and the Can-Do Crew are working on a big project, and everyone has a different job to do. You will be asked a question. Select the member of the crew that is right for the job by pressing the 5 or 6 **NUMBER / DIRECTION BUTTON** and then the **ENTER BUTTON** to confirm.

12. Odd One Out

Scoop and Bob need your help to find the tools that do not belong. Find the tool that is different from all of the others by pressing the **NUMBER / DIRECTION BUTTONS** and then the **ENTER BUTTON** to confirm.

13. Pipe Connector

Bob needs your help to fix the plumbing in a house. Arrange the pipes so that the water can flow from one side to the other. Use the 4 & 7 **NUMBER / DIRECTION BUTTONS** to choose the correct pipes and the **ENTER BUTTON** to confirm.

14. Bob's Jigsaw

Bob wants to hang some pictures in his house, but they are all jumbled up! Use the **ENTER BUTTON** to select a piece and the 5 & 6 **NUMBER / DIRECTION BUTTONS** to arrange the pieces and re-create the original picture.

15. Pair Up

Lofty is trying to figure out which objects are the same. Several pairs of objects will appear on the screen and then bricks will cover them. Remember where you saw the matching pairs, then use the **NUMBER / DIRECTION BUTTONS** and the **ENTER BUTTON** to find the pairs.

FUN GAMES

16. Racing

It's the day of the big race and all the machines are ready to complete the course! Select a machine and then use the 5 or 6 **NUMBER / DIRECTION BUTTONS** to move across the track, gathering speed boosts and avoiding the potholes. Use the 7 **Number / Direction Button** to speed up.

17. Shadow Matching

Bob needs help selecting the right tool for the job. A shadow will be shown on the left side of the screen and a tool will appear on the right side. You need to select the tool that matches the shadow by using the 7 **NUMBER / DIRECTION BUTTON** and then the **ENTER BUTTON** to confirm.

18. Picture Puzzle

Bob has some different shapes to show you. A picture made up of different shapes will appear on the screen. You will be asked to find one of the shapes. Use the 5 or 6 **NUMBER / DIRECTION BUTTONS** to choose the shape and press the **ENTER BUTTON** to confirm.

19. Where's Scrambler?

Scrambler wants to play hide and seek. Scrambler will hide in one of the garages. Then the 3 garages will swap places with each other. You need to find the garage Scrambler is hiding in by pressing the 4 or 7 **NUMBER / DIRECTION BUTTONS** and then the **ENTER BUTTON** to confirm.

20. Catching

Bob needs your help to gather all the hammers off the conveyor belt. You need to collect hammers by using the 5 or 6 **NUMBER / DIRECTION BUTTONS**.

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.



HIT entertainment



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