



LITTLE SMART

DJ

jazz'n'jam™

USER'S MANUAL



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Dear Parent:

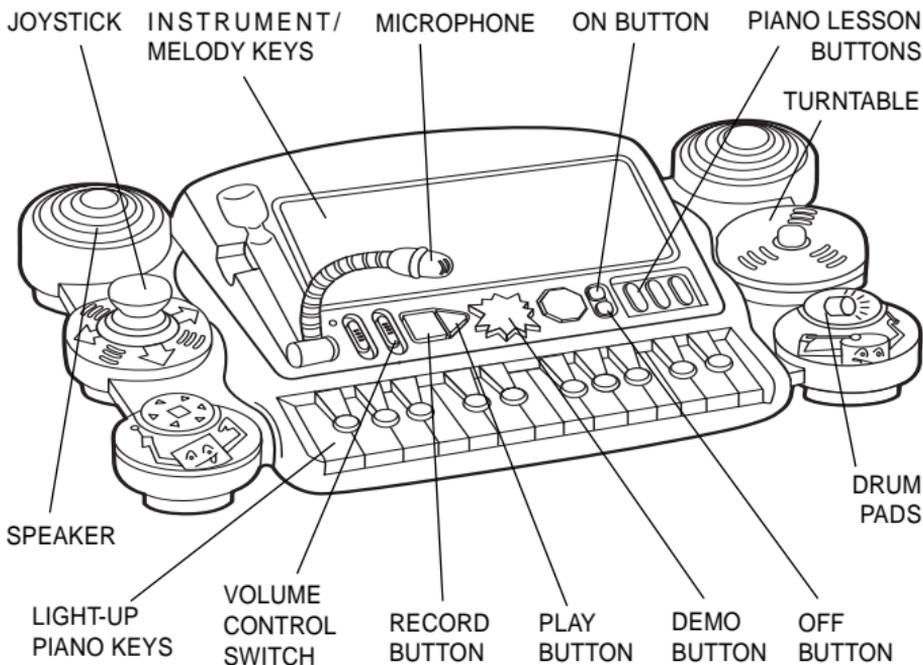
At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain, and develop minds, at VTech® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **LITTLE SMART DJ Jazz 'n Jam™** learning toy! We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **LITTLE SMART DJ Jazz 'n Jam™** learning toy is an electronic keyboard that encourages children to sing along, create their own music, enjoy fun instruments, and add exciting sound effects with the turntable, joystick and drum pads.



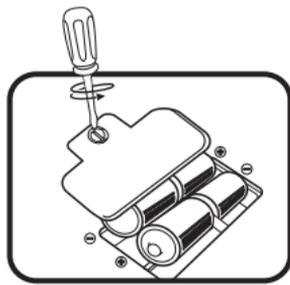
INCLUDED IN THIS PACKAGE

- One **VTECH® LITTLE SMART DJ Jazz 'n Jam™** 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.

BATTERY INSTALLATION

1. Make sure the unit is turned off.
2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to loosen the screw.
3. Install 4 new "C" (UM-2/LR14) 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 the screw to secure the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.

- Remove exhausted or new batteries from the equipment when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

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

1. Please 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.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

TO BEGIN PLAY

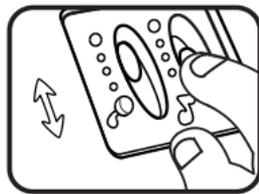
1. To begin play, press the **ON BUTTON**. You will hear "Get ready to rock!" followed by an introductory melody.



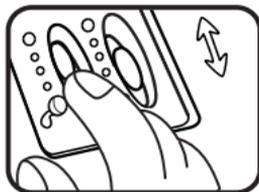
2. Press the **DEMO BUTTON** to hear a sample of the product's features.



3. Slide the **VOLUME CONTROL SWITCH** to adjust the volume of the unit. Slide the switch up to increase the volume or slide the switch down to decrease the volume.



4. Slide the **MICROPHONE VOLUME SWITCH** to adjust the microphone volume. The microphone will turn off when the switch is at its lowest position. The microphone can turn on only when it is in the upright position.



5. Press the **OFF BUTTON**. You will hear a closing melody and the unit will turn off.



AUTOMATIC SHUT-OFF

To preserve battery life, the **VTECH® LITTLE SMART DJ Jazz 'n Jam™** learning toy will automatically turn off after a few minutes without input. It can be turned on again by pressing the ON button.

ACTIVITIES

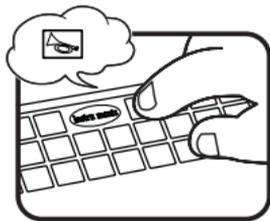
EXPLORING ACTIVITY

1. After the unit is turned on, it automatically enters the **Exploring Activity**.

2. In the **Exploring Activity**, press any piano key to play music.



3. Press any of the **INSTRUMENT KEYS** to change the sound of the piano keys to the instrument selected.



4. Press any **DRUM PAD** to hear sound effects.



5. Rotate the **TURNTABLE** clockwise to play the background music at a faster pace.



6. Rotate the **TURNTABLE** counter-clockwise to play the music at a slower speed.



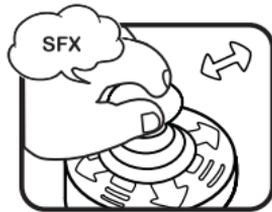
7. Rub the **TURNTABLE** back and forth quickly to hear a "record scratching" sound effect.



8. Press the **STOP BUTTON** to stop all audio output.



9. Move the **JOYSTICK** to the left or right to hear the sound effects move from the left or right speaker. Hold it to change the scale of the keyboard.

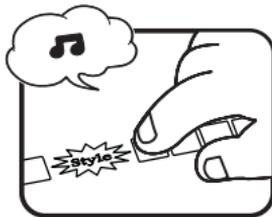


10. Move the **JOYSTICK** backward or forward to hear ascending or descending sound effects move closer to you or away from you. Hold it to change the scale of the keyboard.



EASY JAMMING ACTIVITY

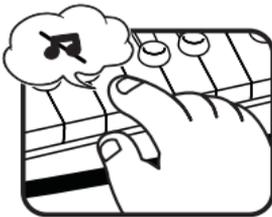
1. Press a **STYLE KEY** to hear a phrase that invites you to begin the **Easy Jamming Activity**. The background music will start to play.



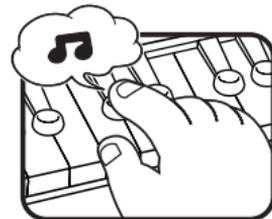
2. Press a **WHITE PIANO KEY** to jam in a music loop. The key being pressed will light up. Up to 4 music loops can be jammed in at the same time.



3. Press the **WHITE PIANO KEY** to turn off the light and stop the corresponding music loop.



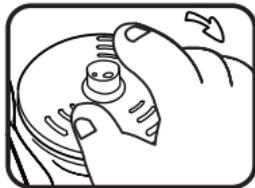
4. Press a **PURPLE PIANO KEY** to jam in an additional music tune.



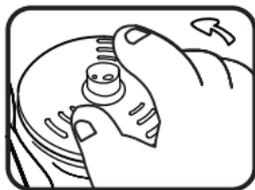
5. Press a **DRUM PAD** to jam in a drum sound effect.



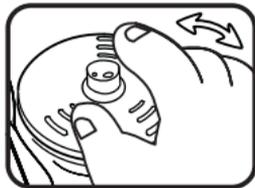
6. Slide the **TURNTABLE** clockwise to increase the tempo of the music.



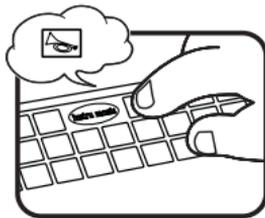
7. Slide the **TURNTABLE** counter-clockwise to decrease the tempo of the music.



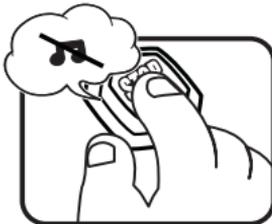
8. Rub the **TURNTABLE** back and forth quickly to hear a "record scratching" sound effect.



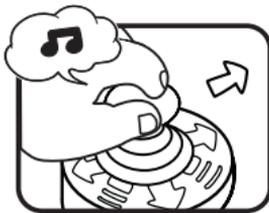
9. Press an **INSTRUMENT KEY** to change the instrument sound of the background music.



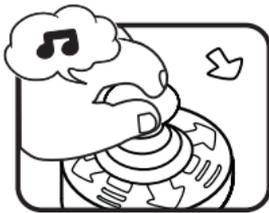
10. Press the **STOP BUTTON** to stop the music.



11. You will hear an inviting phrase if there is no input for a period of time.
12. The music will finish playing if there is no input for a few minutes.
13. You will hear an encouraging phrase while you play your own tunes.
14. Move the **JOYSTICK** to the left or right to hear the music shift to the left or right speaker. It also changes the key in which the music is being played.



15. Move the **JOYSTICK** backward or forward to hear the music moving closer to you or away from you. It also changes the key in which the music is being played.



KARAOKE ACTIVITY

1. Press a **SONG KEY** and you will hear a phrase inviting you to sing along. The selected music will then start to play.



2. Press a **WHITE PIANO KEY** to change the instrument of the song. The key being pressed will light up.



3. Press the **WHITE PIANO KEY** to turn off the light and change back to the normal instrument.



4. Press a **PURPLE PIANO KEY** or a drum pad to hear jam-in phrases.



5. Slide the **TURNTABLE** clockwise to increase the tempo of the song.



6. Slide the **TURNTABLE** counter-clockwise to decrease the tempo of the song.



7. Rub the **TURNTABLE** back and forth quickly to hear a "record scratching" sound effect.



8. Press an **INSTRUMENT KEY** to change the instrument sound of the song.



9. Press the **STOP BUTTON** to stop the music.



10. Move the **JOYSTICK** to the left or right to shift the music to the left or right speaker. It also changes the key in which the music is being played.



11. Move the **JOYSTICK** backward or forward to hear the music move closer to you or away from you. Hold it to change the key of the music.



RECORDING ACTIVITY

1. Press the **RECORD BUTTON** and you will hear a phrase inviting you to start recording your own tune. You can start to record your own music and sound effects using all of the input devices. You will not be able to record any sounds through the microphone.



2. Press the **STOP BUTTON** to stop recording.



3. The recording activity will end after a few minutes without input. You will hear an ending tune when the recording mode has ended.

4. Press the **PLAY BUTTON** to play back your recorded music and sound effects. You can play music while your recorded music plays back.



5. Press and hold the **PLAY BUTTON** for 1 second. The unit will play back the recorded music and sound effects continuously.



6. You can record your own music, jamming pattern, or karaoke instrument pattern in the **Recording Activity**. You will not be able to record singing using the microphone in this activity.

PIANO LESSON ACTIVITY

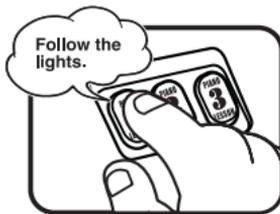
Note:

These four songs contain notes which cannot be shown by the light-up piano keys. Therefore, these songs cannot be used for piano lessons 1, 2 & 3.

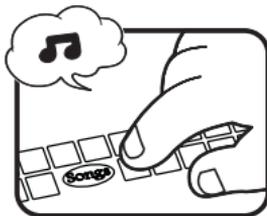
- Take Me Out To The Ball Game
- Old King Cole
- Sailing
- Turkey In The Straw

LESSON 1:

1. Press the **LESSON 1 BUTTON** to hear an introductory phrase such as "Pick a song and follow the lights."



2. Press a **SONG KEY** to select a song you want to learn.



3. Follow the **LIGHT-UP PIANO KEYS** and learn to play the selected song. The light-up key will wait for you to press it before proceeding to the next note of the music.



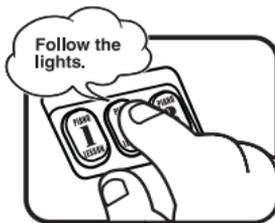
4. If there is no input after entering the **Piano Lesson Activity**, the unit will terminate the lesson and start the **Exploring Activity**.

5. Press the **STOP BUTTON** at any time to end the lesson.



LESSON 2:

1. Press the **LESSON 2 BUTTON** to hear an introductory phrase such as "Pick a song! Ready? Follow the lights."



2. Press a **SONG KEY** to select a song. The prelude of the song will then start playing.



3. Follow the **LIGHT-UP PIANO KEYS** to play the song. The background music will not wait for you in this lesson. However, if you press a wrong key, the music will still play correctly. The purpose of this lesson is to teach you how to follow the rhythm of the music.

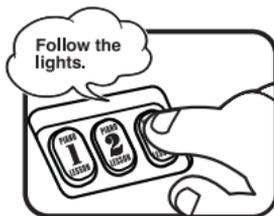


4. Press the **STOP BUTTON** at any time to end the lesson.

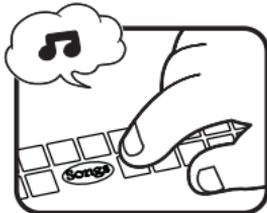


LESSON 3:

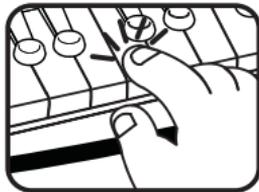
1. Press the **LESSON 3 BUTTON** to hear an introductory phrase such as "Wanna be a star? Pick a song and follow the lights."



2. Press a **SONG KEY** to select a song. The prelude of the song will then start playing.



3. Follow the **LIGHT-UP PIANO KEYS** to play the selected song. The background music will not wait for you in this lesson. If you press a wrong key, the music of the pressed keys will play.



4. Press the **STOP BUTTON** any time you want to end the lesson.



5. If you follow the lights correctly, you will hear encouraging phrases at the end of the lesson.

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 hard surfaces and do not expose the unit to moisture or water.

**POWER SUPPLY:**

BATTERIES: 4 x 1.5V "C" / UM-2 / LR14

DO NOT USE RECHARGEABLE BATTERIES

ADAPTOR: Use VTECH or any standard adaptor complying with EN60742

DC 9V  300mA +  -

- * **The transformer is not a toy.**
- * **The toys is not intended for children under 3 years old.**
- * **The toy is not to be connected to more than the recommended number of power supplies.**

Notice to Parents:

We would like to point out that any safety isolating transformer or charging unit to be used with the toy should be regularly examined for potential hazards, such as damage to the cable or cord, plug, enclosure or other parts, and that, in the event of such damage, the toy must not be used until that damage has been properly removed.

IMPORTANT NOTE:

Creating and developing preschool 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 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Note:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. 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 off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver