

vtech[®]

User's Manual

AlphaBert's Magic ReadPort™



AlphaBert's Learn-to-Read System™

Dear Parent,

At **VTech®**, we know how important learning to read is to your child's future. That's why we created **AlphaBert's Learn-to-Read System™** - a progressive line of interactive learning products uniquely designed to teach your child how to read, while making the experience fun and rewarding.

This progressive system eliminates the guesswork when selecting learning toys for your child. Learning to read is a step-by-step process, and **AlphaBert's Learn-to-Read System™** provides the necessary building blocks in focused stages. Each stage has its own unique learning milestone, and builds on existing skills with an extensive curriculum that is personalized to your child's age and ability.



Beginning Reader Stage: teaches letters, letter sounds and letter-object associations

Growing Reader Stage: teaches blends, phonics to sound out words and simple spelling

Advancing Reader Stage: teaches independent reading, comprehension, grammar, vocabulary, creative writing

Most importantly, AlphaBert and his friends make learning to read fun, not frustrating. Your child will meet AlphaBert, Sprocket, AlphaBit, AlphaBetsy and AlphaBerto, the reading robots who love to learn and want your child to share their excitement and curiosity. AlphaBert & Friends are your child's learn-to-read coaches who provide encouragement to fill your child with confidence and pride.

As with all **VTech®** learning products, **AlphaBert's Learn-to-Read System™** incorporates advanced technologies that are easy-to-use and reinforce learning. Our hands-on, multi-sensory toys engage diverse learning styles and promote productive play.

Reading has the power to enlighten, entertain and develop young minds. We thank you for trusting **VTech®** with the important job of helping your child learn to read!

Sincerely,

Your Friends at **VTech®**

AlphaBert



Sprocket



AlphaBit



AlphaBetsy

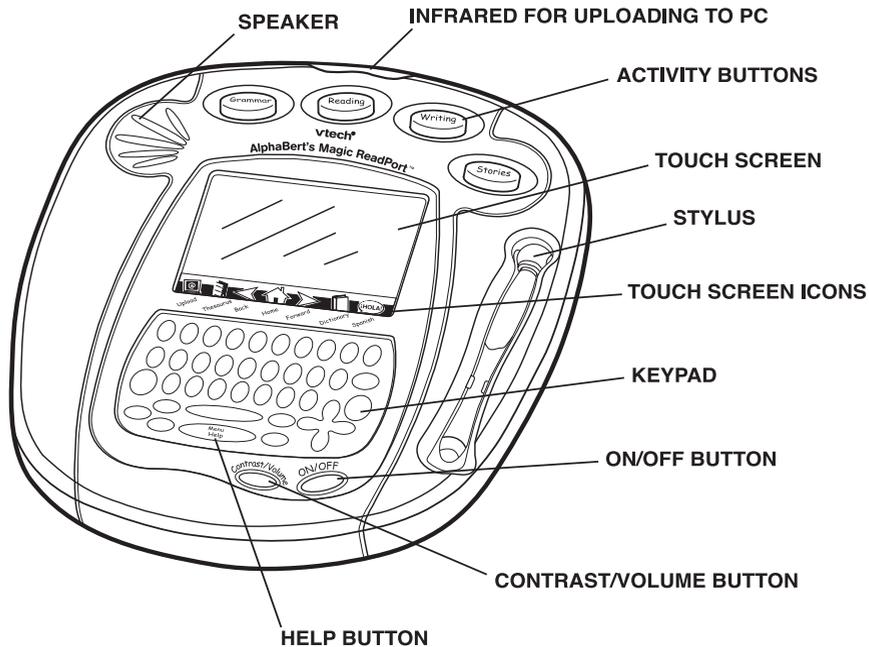


AlphaBerto



To learn more about **AlphaBert's Learn-to-Read System™** and other **VTech®** toys, visit www.vtechkids.com

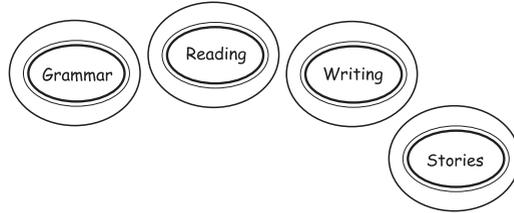
AlphaBert's Magic ReadPort™



TO BEGIN PLAY

1. Pull the plastic tab located on the left-hand side of the **AlphaBert's Magic ReadPort™**.
2. To begin play, press the **ON/OFF BUTTON**. You will hear AlphaBert say "Hi! I'm AlphaBert. You'll meet my friends and family soon."
3. You will hear AlphaBert say "Let's find out about you!"
4. Then you will hear Sprocket say "Touch the flashing dots and find me." Follow Sprocket by using your stylus to touch the flashing dots.
5. A screen will appear indicating your name, address, telephone number and birthday. Fill in the information by typing on your keyboard.

6. Select from the following buttons: **GRAMMAR, READING, WRITING** and **STORIES**. The activities for this category will scroll by on the screen. Select one by pressing the **ENTER** key on the keyboard (or touch the screen with the stylus).



7. Select from the following activities:

- | | |
|----------------|--|
| GRAMMAR | SENTENCE STRUCTURE
SPELLING
PARTS OF SPEECH
PUNCTUATION
WORD USAGE |
| READING | PHONICS
ALLITERATION
VOCABULARY BUILDER
COMPREHENSION
MAIN IDEA |
| WRITING | FREE DRAW
LETTER FORMATION
WRITING PATTERNS
CREATIVE WRITING
GREETINGS |
| STORIES | WACKY WORD READ
RIDDLES
FICTION
POETRY
NONFICTION |

8. Press the **CONTRAST/VOLUME BUTTON** to change the contrast of the screen or the volume. Simply use your stylus on the screen to increase or decrease the volume or contrast. You can also use the left and right direction keys on the keyboard.





Upload Thesaurus Back Home Forward Dictionary Spanish

TO BEGIN PLAY

9. Press the **DICTIONARY ICON**  during the activities and you will see built-in words appear on the screen along with their definition. Please note that not every word features a definition.
10. Press the **THESAURUS ICON**  during the activities and you will see built-in synonyms for specific words. Please note that not every word features a synonym.
11. Press the **SPANISH ICON**  during the activities and you will see Spanish translations of built-in words. Please note that not every word features a translation.
12. Press the **UPLOAD ICON**  to upload files to your personal computer. Please refer to the UPLOAD section in this manual for details.
13. Press the **HOME ICON**  to go back to the first page.
14. Press the **FORWARD ICON**  to go to the next page.
15. Press the **BACK ICON**  to go back to the previous page.
16. Press the **HELP KEY** to receive assistance during each activity. For those activities that do not feature helpful hints due to the nature of the activity, you will hear a sound effect. These activities include:

FREE DRAW

WRITING PATTERNS

CREATIVE WRITING

GREETINGS

FICTION

POETRY

NONFICTION

17. Most activities have three levels of difficulty. You can change the level by pressing the **LEVEL KEY**. When you answer questions correctly in specific activities successively, you will receive a message indicating you've won a certificate for performing well. In addition, AlphaBert will automatically advance you to the next level.



18. Press the **SHIFT KEY** followed by a **LETTER KEY** to type in uppercase letters.
19. Press the **FN KEY** followed by a **LETTER KEY** to change the text to the number or symbols above the letters.
20. Press the **ESC KEY** to go back one step.
21. Press the **BACKSPACE KEY** to delete the previous character typed on the screen.
22. Press the **ENTER KEY** to confirm input after answering a question or to proceed to the next line on the screen.
23. Press the **UP, DOWN, LEFT** or **RIGHT DIRECTION KEYS** to move your cursor position on the screen.
24. To re-calibrate your pen or edit your personal information (name, address, telephone number or birthday), touch the lower left-hand corner icon on the screen or press **FN KEY** followed by **MENU KEY** in activity selection.
25. To turn the unit off, press the **ON/OFF BUTTON**. You will hear "See you soon" followed by "Adiós, amigos!"

AlphaBert's Magic ReadPort™ - ACTIVITIES

GRAMMAR

SENTENCE STRUCTURE

ACTIVITY INSTRUCTIONS:

1. Select the activity **Sentence Structure** by touching the activity name with your stylus when it appears on the screen. There are two different styles of games for this activity.

Game 1

1. A sentence will be shown with an extra word in it. Help AlphaBit by picking the extra word from the sentence. AlphaBit will cover the selected word with a leaf.
2. When the correct answer is selected, dinosaurs will take the leaf away leaving the correct sentence behind.
3. When an incorrect answer is selected, dinosaurs will pick up AlphaBit and take him away. After answering incorrectly three times in a row, it will show you the correct sentence.

Game 2

1. A sentence will be shown with a word missing. Three words are then shown and you have to help AlphaBit find the correct word to make the sentence correct.
2. When the correct answer is selected, dinosaurs will take AlphaBit for a ride.
3. When an incorrect answer is selected, a falling apple will hit AlphaBit. After answering incorrectly two times in a row, it will show you the correct answer.

SPELLING**ACTIVITY INSTRUCTIONS:**

1. Select the activity **Spelling** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBerto will dribble a basketball. Basketballs will bounce out with a letter on each one. Rearrange the letters by touching the letter balls or typing the letters, in order to correctly spell a word.
3. If you spell the word correctly, AlphaBerto will shoot the basketball into the basket.
4. If you spell the word incorrectly, AlphaBerto will shoot and miss the basket. After answering incorrectly three times in a row, it will show you the correct answer.

PARTS OF SPEECH**ACTIVITY INSTRUCTIONS:**

1. Select the activity **Parts of Speech** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBit, AlphaBert and Sprocket will take you to the amusement park. AlphaBert will first introduce a noun, AlphaBit will introduce an adjective, and finally, Sprocket will introduce a verb.

3. A sentence will appear and one of the characters, for example AlphaBert, will ask you to find all the nouns that appear in the sentence.
4. When you have found the right one, the character will ask you to find more.
5. When you have found the wrong one, a character will explain that particular part of speech and ask you to try again. After picking the wrong part of speech three times in a row, it will show you the correct answer.

PUNCTUATION

ACTIVITY INSTRUCTIONS:

1. Select the activity **Punctuation** by touching the activity name with your stylus when it appears on the screen.
2. Sprocket will hold a bow and arrow. A sentence with the punctuation missing will appear on the screen. Then you will see two bull's-eye with punctuation marks inside of them. Select the correct punctuation for the sentence.
3. You may use the **BACK ICON** to see the sentence again, if you need to refer to it.
4. When you select the correct punctuation mark, Sprocket will shoot the arrow in the middle of the target and you will hear a positive phrase.
5. If you pick an incorrect punctuation mark, Sprocket will miss the target and he will show you the correct answer.

WORD USAGE

ACTIVITY INSTRUCTIONS:

1. Select the activity **Word Usage** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBerto will be playing soccer at a field. A sentence will be shown with a missing word. Help AlphaBerto by finding the correct word to fit into the sentence. You will be given two words from which to choose. Select the correct word usage to make the sentence correct.
3. When you select the correct word, AlphaBerto will kick the ball into the net and score a goal.
4. When you select an incorrect word, AlphaBerto's soccer ball will not go into the net, and he will show you the correct answer.

READING

PHONICS

ACTIVITY INSTRUCTIONS:

1. Select the activity **Phonics** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBerto will be in the Wild, Wild West riding a horse. You will see two wagons with a word on each wagon. Find the word with the spoken phonetic sound.
3. When you select the word with the corresponding phonetic sound, AlphaBerto will win the wagon race.
4. If you select the word without the corresponding phonetic sound, the wagon's wheel will come off and AlphaBerto will lose the race. Then he will show you the correct answer.

ALLITERATION

ACTIVITY INSTRUCTIONS:

1. Select the activity **Alliteration** by touching the activity name with your stylus when it appears on the screen.

Game 1

1. Sprocket is visiting the Amazon Forest. A sentence with a missing word will be shown. Help Sprocket to find the missing word by picking the log with the correct word to make an alliteration sentence. The first sound/letter of each word should be the same.
2. When you select the correct log, Sprocket will jump over to the other side of the river.
3. If you select an incorrect log, Sprocket will not be able to jump over to the other side. If you select an incorrect answer two times in a row, Sprocket will fall into the river and he will show you the correct answer.

Game 2

1. Sprocket is fishing in the Amazon River. A sentence will appear on the screen. Some letters are missing. Help Sprocket find the missing letters by picking the fish with the correct letter to make an alliterative sentence, the first sound/letter of each word should be the same.

2. When you select the correct fish, Sprocket will catch a fish.
3. If you select an incorrect fish, Sprocket will fall into the water. After answering incorrectly two times in a row, it will show you the correct answer.

VOCABULARY BUILDER

ACTIVITY INSTRUCTIONS:

1. Select the activity **Vocabulary Builder** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBert is visiting Ancient Egypt to see the Great Pyramid. A word will be shown with 8 words. Only 6 of them will describe the word shown. You will need to select the 6 words that describe the given word.
3. When all 6 words are found, AlphaBert will build the pyramid and see the sphinx. He will then celebrate by performing an Egyptian dance.
4. If you select an incorrect word twice, the pyramid will collapse and the correct answer will be shown.

COMPREHENSION

ACTIVITY INSTRUCTIONS:

1. Select the activity **Comprehension** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBit will walk into a toy shop. You get to help him pick a toy. Once you've selected a toy, AlphaBit will play with the toy and ask you read a story. This will be followed by some questions about the story.
3. If you pick the train, AlphaBit will ride into a tunnel. Then AlphaBit will see a paragraph. After reading the paragraph, read the questions and answer them by selecting the answer with your stylus.
4. When a correct answer is selected, AlphaBit will go through the dark tunnel.
5. If an incorrect answer is selected, AlphaBit will end up at a dead-end. If you answer incorrectly two times in a row, he will show you the correct answer.
6. If you pick the dinosaur, AlphaBit will ride on it. AlphaBit will see a paragraph. After reading the paragraph, read the questions and answer them by selecting the answer with your stylus.
7. When the correct answer is selected, AlphaBit will go on a ride with the dinosaur.

8. If you answer incorrectly, AlphaBit will fall off the dinosaur. If you answer incorrectly two times in a row, he will show you the correct answer.
9. If you pick the drum, AlphaBit will play the drum. Then AlphaBit will see a paragraph. After reading the paragraph, read the questions and answer them by selecting the answer with your stylus.
10. When the correct answer is selected, AlphaBit will catch the drumstick after throwing it up high in the air.
11. If you answer incorrectly, AlphaBit will not catch the drumstick. If you answer incorrectly two times in a row, he will show you the correct answer.
12. If you pick the bicycle, AlphaBit will ride a bicycle. AlphaBit will see a paragraph. After reading the paragraph, read the questions and answer them by selecting the answer with your stylus.
13. When the correct answer is selected, AlphaBit will ride happily on the bicycle.
14. If you answer incorrectly, AlphaBit will get a flat tire. If you answer incorrectly two times in a row, he will show you the correct answer.
15. If you pick the bowling pin, AlphaBit will play a game of bowling. AlphaBit will see a paragraph. After reading the paragraph, read the questions and answer them by selecting the answer with your stylus.
16. When the correct answer is selected, AlphaBit will knock all of the pins down.
17. If you answer incorrectly, AlphaBit's bowling ball will roll off the lane and into the gutter. If you answer incorrectly two times in a row, he will show you the correct answer.

MAIN IDEA

ACTIVITY INSTRUCTIONS:

1. Select the activity **Main Idea** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBetsy is visiting the Eiffel Tower in Paris. A paragraph will be shown. You will need to help her pick the sentence that does not support the main idea of the paragraph. Select the sentence by using your stylus.
3. When the correct sentence is selected, AlphaBetsy will drive happily down the streets of Paris.

4. If you select the incorrect sentence, AlphaBetsy will be caught in a traffic jam. If you answer incorrectly three times in a row, she will show you the correct answer.

WRITING

FREE DRAW

ACTIVITY INSTRUCTIONS:

1. Select the activity **Free Draw** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBit is dressed as an artist in the Renaissance Period. Select AlphaBit's drawing board with your stylus to create your own drawings. If you want to learn to draw some objects step-by-step, select AlphaBit and he'll guide you as you learn to draw.

Doodle and Draw

1. On the left-hand side of the screen, there are tool bars with a pen to draw, an eraser, a clear screen function and a stamp function to select some built-in stamp images.
2. Begin drawing by using your stylus to draw on the screen. Once your drawing is finished, you can press the **FN KEY** and then the **MENU KEY**. Under the **Menu** options, click on the **Clear Screen icon** to clear everything on the screen. The **Open icon** will allow you to open a file. You may also select the **Save icon** to save your drawing. In addition, the **Delete icon** will allow you to delete a file.
3. On top of the **Clear Screen, Open, Save and Delete icons**, there is a **Creative Writing icon**, which allows you to make a link between a Creative Writing document and the current drawing.

Teaching Mode

1. Select a topic and then select an object. The unit will show you how to draw the object step-by-step.

LETTER FORMATION

ACTIVITY INSTRUCTIONS:

1. Select the activity **Letter Formation** by touching the activity name with your stylus when it appears on the screen.

2. Sprocket is in the Amazon Forest. Help Sprocket find some hidden letters within the forest. Once a hidden letter is found, Sprocket will show you how to write a letter by showing each stroke, one by one.
3. Follow the stroke order and Sprocket will provide helpful, encouraging phrases on the progress of your writing.

WRITING PATTERNS

ACTIVITY INSTRUCTIONS:

1. Select the activity **Writing Patterns** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBert and his friends are visiting the community pool. Select a character and he/she will dive into the pool and swim down the lane.
3. After the character has finished swimming across the pool, follow his/her path by using your stylus.
4. Once you lift up your stylus, AlphaBert will comment on the accuracy of following the characters' strokes.

CREATIVE WRITING

ACTIVITY INSTRUCTIONS:

1. Select the activity **Creative Writing** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBetsy is visiting the library. Two book titles will appear on the screen, "Once Upon A Time" and "The End". Choose one of these two book titles.
3. If you choose "Once Upon A Time", an opening sentence of a story will be shown to spark your creativity. Begin typing the rest of your own writing masterpiece.
4. If you choose "The End", an ending sentence will be shown to spark your creativity. Begin typing the rest of your own writing masterpiece.
5. Once you have finished your creative writing, you can press the **FN KEY** and then the **MENU KEY** to select different menu options. Click the **Clear Screen icon** to clear everything on the screen. The **Open icon** will allow you to open a file. Select the **Save icon** to save the file. In addition, the **Delete icon** will allow you to delete the file.
6. On top of the **Clear Screen, Open, Save and Delete icons**, there is a **Doodle**

and **Draw icon**, which allows you to make a link between a drawing in Doodle and Draw and the current Creative Writing file.

GREETINGS

ACTIVITY INSTRUCTIONS:

1. Select the activity **Greetings** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBerto will bring you to his house to see his other friends. Pick one of the characters on the screen. Each character specializes in writing a particular type of greeting. Select a character to begin writing about the following: thank you, invitation, hello or achievements.
3. Begin typing in your personal greeting using the template established. You may need to edit the template as you type your greeting. Once you have finished writing your greeting, press the **FN KEY** and then the **MENU KEY** to select from different menu options. Click on the **Clear Screen icon** to clear everything on the screen. The **Open icon** will allow you to open a file. You may also select the **Save icon** to save the file. In addition, the **Delete icon** will allow you to delete the file.

STORIES

WACKY WORD READ

ACTIVITY INSTRUCTIONS:

1. Select the activity **Wacky Word Read** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBit is visiting the library. Help him select a book title, but the book will have some words missing.
3. Type in your own word in the blanks or you can choose from the given selections by clicking on the blank. After you click, you will be given three word options to choose from.
4. Once you have finished, AlphaBit will laugh at your silly paragraph.

RIDDLES

ACTIVITY INSTRUCTIONS:

1. Select the activity **Riddles** by touching the activity name with your stylus when it appears on the screen.

2. Sprocket is inside a maze and trying to get out! You will see a question and Sprocket will ask you to give an answer.
3. When you input the answer to the riddle correctly, Sprocket will find his way out of the maze.
4. When you don't know the answer to the riddle, Sprocket will show sadness on his face. After answering incorrectly three times in a row, he will ask if you want to give up. If you want to give up, select Y and the answer will appear on the screen. If you select N, you will have another three attempts to answer the riddle correctly.

FICTION

ACTIVITY INSTRUCTIONS:

1. Select the activity **Fiction** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBerto will ask you to join him in reading a fiction story.
3. Select a story to read it page by page.

POETRY

ACTIVITY INSTRUCTIONS:

1. Select the activity **Poetry** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBetsy would like you to join her in reading poetry together.
3. Select a piece of poetry and read it page by page.

NONFICTION

ACTIVITY INSTRUCTIONS:

1. Select the activity **Nonfiction** by touching the activity name with your stylus when it appears on the screen.
2. AlphaBert will walk to the bookshelf and pick up a nonfiction book. AlphaBert will ask you to join him in reading a nonfiction story.
3. Select a nonfiction story and read it page by page.

AlphaBert's Magic ReadPort™ - PC Upload

Within the Writing and Stories activities you can upload the activity information to your personal computer (IBM compatible). In order to perform this function, you must own the **VTech VPort™**. Follow these simple instructions:

1. Connect the **VTech VPort™** with your personal computer by following the instruction in **VTech VPort™**.
2. Install the software from the CD-ROM included with the **VTech VPort™**.
3. After successfully completing the installation, you may either double click on the AlphaBert icon on your computer screen or press the **UPLOAD** icon located on **AlphaBert's Magic ReadPort™**.

By uploading, you now have the ability to view all activity information in addition to printing any of your files. After you launch the software, you will see a Home page with two icons, Stories  and Writing . If you select Stories, the next screen will show all of the activities in the Stories category. To choose an activity, simply click on the icons. Once launched, you will see all filenames that you have uploaded appear alphabetically. Select the file you want and the text from that file will appear. If you select Writing, the next screen will show all of the activities in the Writing category. To choose an activity, simply click on the icons.

You will also notice a Print Certificate icon. Once selected, your computer will allow you to print the certificate you won while playing various activities in the Grammar, Reading and Stories categories.

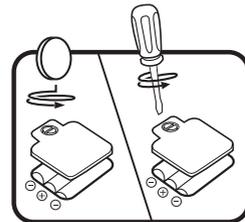
AlphaBert's Magic ReadPort™ - BATTERIES

BATTERY INSTALLATION

Main Battery

1. Make sure the **AlphaBert's Magic ReadPort™** is turned OFF.
2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to remove the battery cover.
3. Insert 3 new "AA" batteries as shown in the battery compartment.

Do not use rechargeable batteries in AlphaBert's Magic ReadPort™.



4. Replace the battery cover and tighten the screw to secure the battery cover.

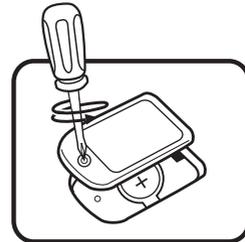
Important: While replacing the batteries, the CR2032 backup battery must be kept in **AlphaBert's Magic ReadPort™**, if not, you will lose all saved information.

Backup Battery

AlphaBert's Magic ReadPort™ comes with a backup battery already installed. Before using **AlphaBert's Magic ReadPort™** remove the protective strip from the backup battery by pulling on the plastic tab. To avoid damage to **AlphaBert's Magic ReadPort™** from leaky batteries, replace the backup battery at least once a year.

To replace the backup battery:

1. Make sure **AlphaBert's Magic ReadPort™** is OFF.
2. Use a screwdriver to loosen the screw of the battery cover.
3. Insert 1 CR2032 size battery as illustrated.
4. Close the battery cover and tighten the screw to secure the battery cover.



Important: While replacing the battery, the 3 “AA” batteries must be kept in **AlphaBert's Magic ReadPort™**. If not, you will lose all saved information.

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 learning toy when it 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.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

BATTERY NOTICE

AUTOMATIC SHUT-OFF

To preserve battery life, the **AlphaBert's Magic ReadPort™** learning toy will turn off automatically after 10 minutes without input. Press the ON/OFF BUTTON to turn the unit on again.

Note: If for some reason the program/activity stops working, 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.

You can also press the Reset button located at the back of the unit and if the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada or 01235-546810 in the U.K.

AlphaBert's Magic ReadPort™ - CARE AND MAINTENANCE

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.

IMPORTANT NOTE

Creating and developing **AlphaBert's Learn-to-Read System™** 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, or 01235-546810 in the U.K., 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:

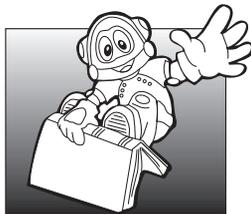
- Reorient the receiving antenna.
- Relocate this product with respect to the receiver.
- Move this product away from the receiver.

NOTE

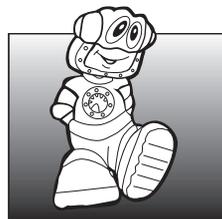
Look for more great products
in AlphaBert's Learn-to-Read System™ ...coming soon!



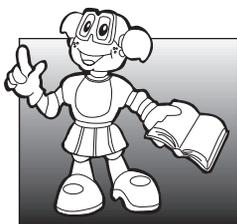
AlphaBert



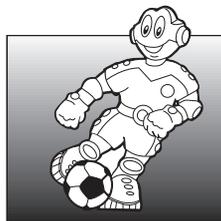
Sprocket



AlphaBit



AlphaBetsy



AlphaBerto

Our helpful Consumer Services staff
is available to answer product
questions and to assist in finding
the retailer nearest you

USA
1-800-521-2010
www.vtechkids.com

CANADA
1-800-267-7377
www.vtechcanada.com

UK
01235-546810
www.vtechuk.com

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