

The Disney logo is displayed in its classic script font, enclosed within a dark oval shape.

User's Manual

Learn & Discover Globe



vtech[®]

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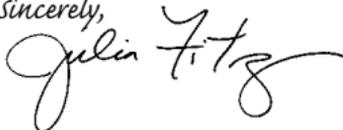
Dear Parent,

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,



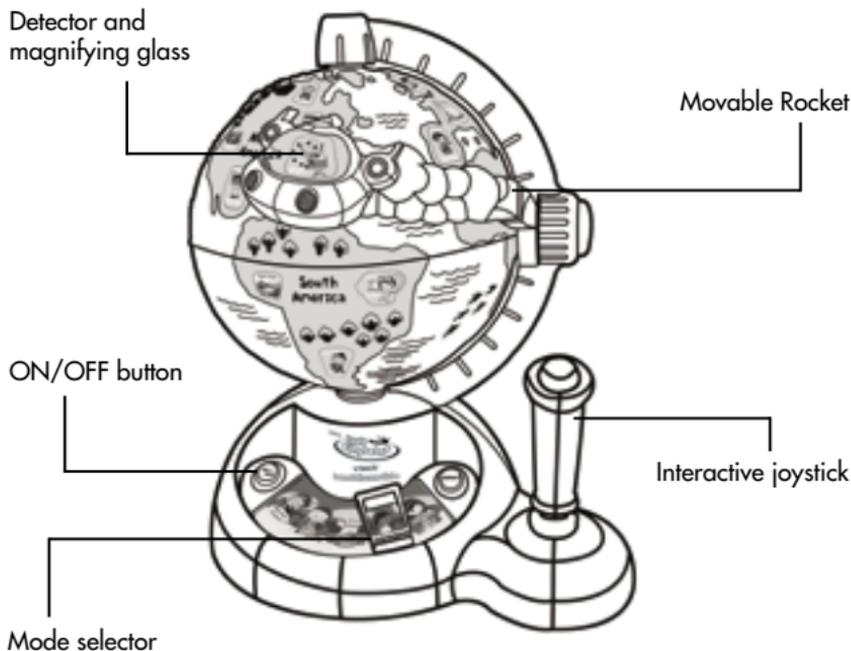
Julia Fitzgerald
Vice President, Marketing
Vtech Electronics, NA

To learn more about the **Preschool Learning™** and other VTech® toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **Learn & Discover Globe!**

The interactive learning globe will allow your child to engage in role-play and learning through entertaining and fun play. By following Leo's instructions, children will be introduced to different places, wonders of the world and instruments. The interactive joystick allows children to fly Rocket to various locations and hear fun, educational responses. Realistic sounds and melodies add to the enjoyment!



INCLUDED IN THIS PACKAGE

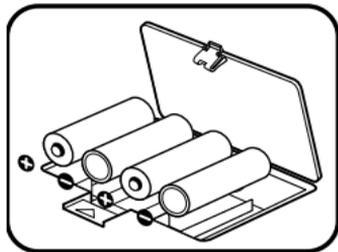
- One **Learn & Discover Globe**
- One User's Manual

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 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 recommended number of power supplies.
- Do not dispose of batteries in fire.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

PRODUCT FEATURES

1. ON/OFF BUTTON

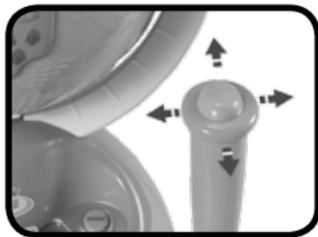
To turn the unit on, press the **ON/OFF BUTTON**. You will hear a friendly greeting.

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



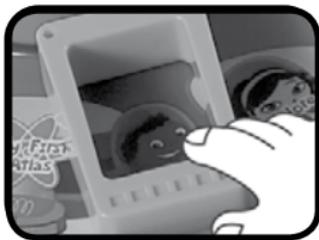
2. INTERACTIVE JOYSTICK

Move the **JOYSTICK** left or right to fly Rocket left or right. Move the joystick forward or backward to fly Rocket up or down. Release the joystick to stop Rocket.



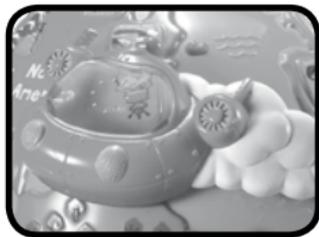
3. **MODE SELECTOR**

Slide the **MODE SELECTOR** to choose a mode of play.



4. **ROCKET**

ROCKET is able to recognize different locations and instruments on the globe. Press the joystick button to identify the location or instrument on which you have landed.



5. **REPEAT BUTTON**

Press the **REPEAT BUTTON** to hear the phrase or instruction repeated.



6. **AUTOMATIC SHUT-OFF**

To preserve battery life, the **Learn & Discover Globe** 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 Rocket flying followed by Leo greeting you.

The unit will automatically begin in the mode where the **MODE SELECTOR** is positioned.



ACTIVITIES

Mode 1: World Travel

1. Slide the **MODE SELECTOR** to enter this mode.



2. You will be asked to find a continent or ocean. For example, you will hear "Can you find Asia?"



3. If you fly to the correct location, for example, Asia, you will hear "Asia!" 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 after three consecutive times, the unit will ask you a new question.

Mode 2: Quiz Time

1. Slide the **MODE SELECTOR** to enter this mode.



2. You will be asked to fly to a certain geographic location. For example, you will hear, "What is the longest man-made structure in the world?"



3. If you fly to the correct location, the unit will identify that location and you will hear an encouraging sound. 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 3: My First Atlas

1. Slide the **MODE SELECTOR** to enter this mode.
2. Control the joystick to fly Rocket anywhere on the globe. Release the joystick when you reach your destination and press the joystick button. You will hear your selected location identified and interesting related facts.

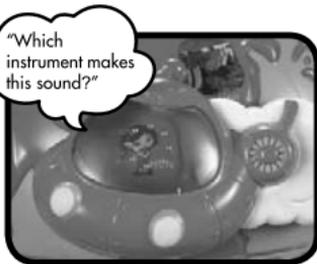


Mode 4: Music Fun

1. Slide the **MODE SELECTOR** to enter this mode.



2. You will be asked to find a certain instrument. For example, you will hear, "Which instrument makes this sound?"



3. If you find the correct instrument, you will hear a rewarding sound.



4. If answer incorrectly, the unit will ask you to keep searching for the correct instrument.
5. If you answer incorrectly after three consecutive times, the unit will ask you a new question.



Mode 5: Explore & Find

1. Slide the **MODE SELECTOR** to enter this mode.
2. You will be asked to find a series of locations in order. 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, and then ask you to keep searching for the correct one.
5. If you answer incorrectly after three consecutive times, the unit will ask you a new question.



"Let's fly to the Great Pyramid, then Sydney Opera House, then the Eiffel Tower!"



"Let's fly to the Sydney Opera House, then the Eiffel Tower!"



"Keep looking!"



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 or malfunctions, 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.
5. If the product still does not work, replace with a new set of 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.