

Disney · PIXAR
**TOY
STORY**
3

User's Manual

BUZZ LIGHTYEAR LEARN & GO



vtech[®]

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Visit the Disney Website at www.disney.com

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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!

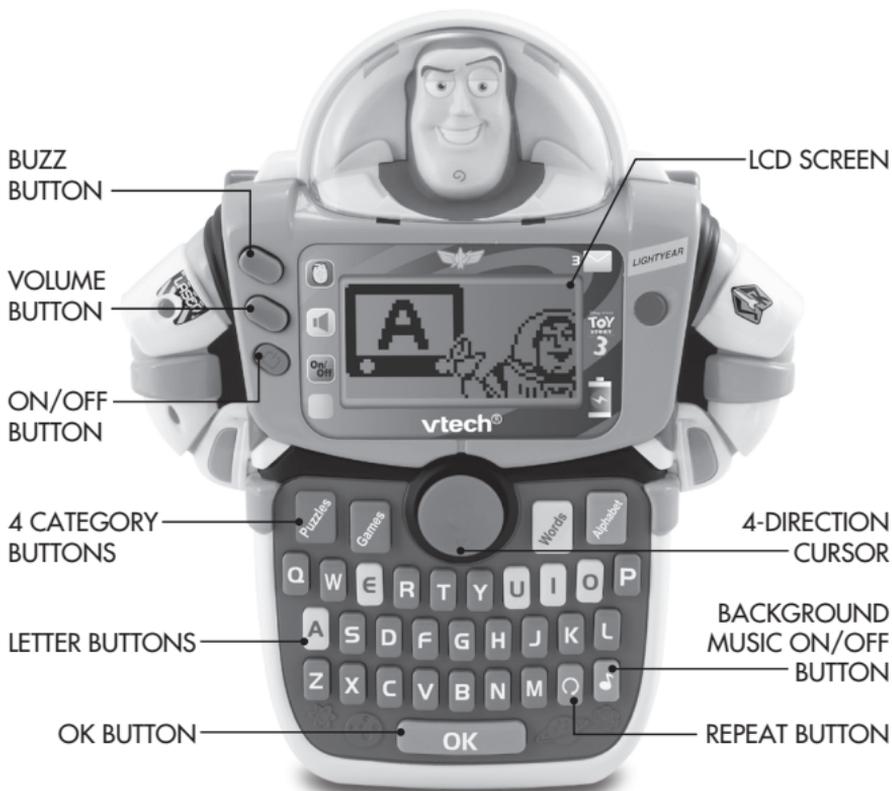
Sincerely,

Your friends at **VTech**[®]

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

INTRODUCTION

Thank you for purchasing the **VTech® Buzz Lightyear Learn & Go!** The **Buzz Lightyear Learn & Go** introduces age-appropriate curriculum in a fun and engaging way. Featuring a QWERTY keyboard and 8 fun activities spread across 4 categories, your child will learn letters, words, spelling, directions, early computer skills and more as they play with Buzz Lightyear and his friends! Fun animations, cheerful music and encouraging voice add to the enjoyment.



INCLUDED IN THIS PACKAGE

- One VTech® Buzz Lightyear Learn & Go
- 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.

DEMO STRIP REMOVAL:

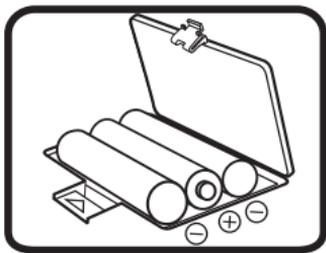
When the product is taken out of the packaging, please remove the demo strip from the unit to activate normal play mode.

NOTE: Please keep instruction manual as it contains important information.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Install 3 new "AA" (LR6/AM-3) batteries following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover.



BATTERY NOTICE

- The use of new alkaline batteries is recommended for maximum performance.
- 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).
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- 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.

PRODUCT FEATURES

1. ON/OFF BUTTON

Press the **On/Off Button** to turn the unit on. Press it again to turn the unit off.



2. VOLUME BUTTON

Press the **Volume Button** to switch between low, medium and high volumes.



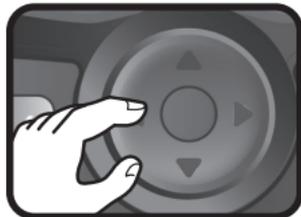
3. BUZZ BUTTON

Press the **Buzz Button** to hear some of Buzz Lightyear's phrases.



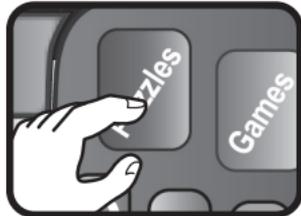
4. 4-DIRECTION CURSOR

Move the **Cursor** left, right, up and down to select an answer, or answer questions in related activities.



5. CATEGORY BUTTONS

Press one of the four **Category Buttons** to select a category, and then use the **Cursor** to choose a game.



6. OK BUTTON

Press the **OK Button** to enter the answer in related activities.



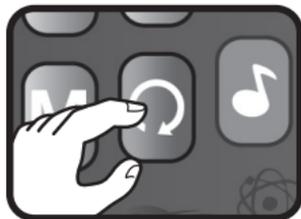
7. LETTER BUTTONS

Press the **Letter Buttons** to learn letters and objects, or answer questions in related activities.



8. REPEAT BUTTON

Press the **Repeat Button** to hear an instruction or question repeated.



9. BACKGROUND MUSIC ON/OFF BUTTON

Press the **Background Music On/Off Button** to turn the background music on or off. The unit is set to play with background music turned on by default.



10. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Buzz Lightyear Learn & Go** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **On/Off Button**.

ACTIVITIES

ALPHABET

Activity 1: Letter Matching

Buzz needs to find a key that will open the drawer. A small letter in the keyhole will be shown on the screen as a hint. Move the **Cursor** to choose or press the **Letter Button** with the matching capital letter to help Buzz locate the correct key.



Activity 2: Alphabet Order

Four letter blocks will appear on the screen as they are dropped onto a conveyor belt. The letters on these blocks should be in alphabetical order, but there is one missing. Press the missing letter to complete the alphabetical order. If you answer correctly, the blocks will move forward and disappear to reveal a new question.



WORDS

Activity 3: Spelling

A word and its image will be shown on the screen. Press the letters on the keyboard to spell the word correctly.



Activity 4: Missing Letter

A word and its image will be shown on the screen. Then one letter of the word will be removed. Move the **Cursor** to choose or press the corresponding **Letter Button** to complete the word. If you answer correctly, the letter blocks will be stacked up so that Buzz can



escape from the room, and a new question will be asked.

GAMES

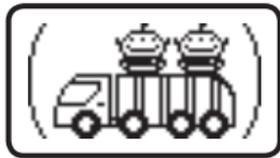
Activity 5: Escape

Buzz is trying to find a way out of the daycare center without being seen. Use the **Cursor** to copy the directions of the movements shown on the screen, and follow the arrows to help Buzz escape.



Activity 6: Jump

An Alien is standing on a conveyor belt and a truck will be shown driving from right to left beneath it. Use the right **Cursor** to help the Alien jump into the back of the truck. You need to help three Aliens successfully jump into the truck to complete each challenge.



PUZZLES

Activity 7: Spanish Buzz

While trying to reset Buzz, he has accidentally been switched into Spanish mode. Help find the correct manual to return him back to his usual self. Watch carefully because the correct manual will be swapped around with two similar looking manuals. Move the **Cursor** to select the manual and press **OK Button** to confirm.



Activity 8: What's Missing

A toy will appear on the left side of the screen. Find the item that they are missing by using the **Cursor** to cycle up or down through the options on the right. Press the **OK Button** to confirm.



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.

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.

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

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 that 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.