Thank you for purchasing the **Play Smart Preschool Laptop™**

This laptop offers age-appropriate curriculum through 30 exciting activities. A friendly penguin encourages children as they learn uppercase and lowercase letters, phonics, spelling, math, shapes, animals, food, logic, music and more! You and your child can also personalize your experience by entering their name, age and favorite food, and by selecting a tune to play when the laptop powers on.

![Image of Play Smart Preschool Laptop with labels for buttons and keys](image)

- **1** 10 Number Buttons
- **2** 26 Letter Buttons
- **3** Direction Keys
- **4** Enter Button
- **5** All About You Button
- **6** Music On/Off Button
- **7** Help Button
- **8** Settings Button
- **9** On/Off Button
- **10** Category Selector
INCLUDED IN THIS PACKAGE

- One Play Smart Preschool Laptop™
- One parent’s guide

WARNING:
All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child’s safety.

NOTE:
Please keep this parent’s guide as it contains important information.

ATTENTION :
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d’emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d’emballage. Ils ne font pas partie du jouet.

NOTE :
Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

Unlock the packaging locks:

1. Rotate the packaging lock counterclockwise 90 degrees.
2. Pull out the packaging locks.

NOTE:
The cord located on the front cover is not a part of this toy. This cord should be removed and discarded for your child’s safety.
DEMO STRIP REMOVAL
When the product is taken out of the packaging, please remove the demo strip on the back of the unit to activate normal Play mode.

GETTING STARTED

BATTERY INSTALLATION

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

Note:
When the batteries are changed, all information stored in the All About You activity will be erased.

BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.
PRODUCT FEATURES

1. On/Off Button
   Press the On/Off button to turn the unit ON and press it again to turn the unit OFF.

2. Settings Button
   Press the Settings button to adjust the volume and screen contrast. Press the Direction Keys left and right to choose which item to adjust and then press the Enter button to confirm.

3. Help Button
   Press the Help button to hear an instruction or question repeated.

4. Category Selector
   Slide the Category selector to choose one of the five categories. Your child can explore words, phonics, numbers, shapes, animals, vegetables, fruit, logic, instruments, music and more!

5. All About You Button
   Press the All About You button to personalize with your child’s name, age, favorite food, wallpaper, opening tune and to create an avatar.

6. Direction Keys
   Press the Direction Keys up or down, left or right to make selections.

7. Enter Button
   Press the Enter button to confirm.

8. Music On/Off Button
   Press the Music On/Off button to turn the background music off. Press again to turn the background music on.
9. Letter Buttons

Press the **Letter** buttons to learn letters or to answer questions about letters and letter sounds.

10. Number Buttons

Press the **Number** buttons to learn about numbers, counting, skip counting and more.

11. Leveled Learning

In some activities, after answering two or three questions correctly, the game automatically advances to the next level of difficulty. There are three challenging levels to explore.

12. Automatic Shut-Off

To preserve battery life, the unit will automatically turn off after 90 seconds without input. The unit will also automatically turn off when the batteries are very low. A warning will be displayed on the screen as a reminder to change the batteries. The unit can be turned on again by pressing the **On/Off** button.
ACTIVITIES

The Play Smart Preschool Laptop™ offers a total of 30 fun activities in five categories plus an All About You activity.

Letters and Words Category

1. Exploring Letters
The penguin is going fishing. There are many letter fish swimming in the sea. Press the Letter buttons to explore each letter, the sound it makes and corresponding words.

2. Letter Order
The penguin needs to use the letter bridge to get to the other side of the river. Some letters on the bridge are shown in the correct letter order. There is one block that is out of order. Help the penguin complete the correct letter order. Press the Direction keys up or down to select the letter and then press the Enter button to confirm.

3. Letter Quiz
There are four letters on the screen. Follow the instructions to find the uppercase or lowercase letters Press the Direction keys up or down and left or right to find the correct letter within 30 seconds.

4. Missing Letter
A word is shown on the screen with one letter missing. Help the penguin find the correct missing letter. The player can select from among three letter choices. Press the Direction keys left or right to select the letter and then press the Enter button to confirm.
5. Spanish Letters and Numbers
The penguin is going fishing. There are many letter fish swimming in the sea. Press the Letter buttons to explore each Spanish letter, the sound it makes and corresponding Spanish words. Press the Number buttons to explore each Spanish number and count the fish together.

6. Uppercase and Lowercase Letters
Help the penguin learn all about uppercase and lowercase letters by pressing the Letter buttons.

7. Beginning Letters
Help the penguin find the correct beginning letter. A word is shown on the screen with the beginning letter missing. The player can select from among three letter choices. Press the Direction keys left or right to select the letter and then press the Enter button to confirm.

8. Letter Sounds
Listen to the sounds coming from the penguin’s cave, then find the letter that makes that sound. Press the Direction keys left or right to select the letter. Press the Enter button to confirm.

Numbers and Shapes Category

1. Exploring Numbers
The penguin is going fishing. There are many fish swimming in the sea to count. Press the Number buttons to explore each number and count the fish together.

2. Exploring Shapes
The penguin is learning about shapes. Press the Direction keys left or right to choose and then press the Enter button to learn about a shape and its related object.
3. **Counting Shapes**  
Count the shapes according to the instructions. Press the **Number** buttons to answer.

4. **Skip Counting**  
Numbered fish are jumping out of the sea on the left and right of the penguin’s fishing platform. Skip count by 2, 5 or 10 according to the instructions. The counter under the penguin reminds you of the number of fish you have caught. Press the **Direction** keys left or right to catch the numbered fish that comes next in the sequence. There are five fish to catch in each question.

5. **Number Quiz**  
There are four numbers on the screen. Follow the instructions to pick a number that is bigger or smaller than a certain number. Press the **Direction** keys up, down, left or right to select the correct number within 30 seconds.

6. **Number Order**  
The penguin needs to use the number bridge to get to the other side of the river. Some numbers on the bridge are shown in the correct order. There is one block that is out of order. Help the penguin complete the correct number order. Press the **Direction** keys up or down to select the number and then press the **Enter** button to confirm.

7. **Bigger or Smaller**  
Big and small fish are jumping out of the sea on the left and right of the penguin’s fishing platform. Catch the big or small fish according to the instructions. The counter under the penguin keeps track of how many fish you have caught. Press the **Direction** keys left or right to catch the fish. There are
five fish to catch in each question.

8. Count the Sounds
Count how many animal sounds come out of the penguin’s cave, then press the **Direction** keys left or right to choose the number. Press the **Enter** button to confirm.

Animals and Foods Category

1. Animal Sounds
The penguin is using the laptop to learn about animals. Choose a picture to hear an animal’s sound. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.

2. Animal Footprints
The penguin is learning about animals. Choose an animal picture to see its footprints. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.

3. Who Passed By?
Help the penguin identify the animal footprint. See the footprints and then choose the corresponding animal. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.

4. Who Makes the Sounds?
Help the penguin identify the animal sound. Listen to the animal sound and then choose the corresponding animal. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.
5. **Vegetables and Fruits**
The penguin wants to bring some food back to his home. There are 10 kinds of fruits and vegetables shown on the screen one by one. Help the penguin to choose the correct foods according to the instructions. A counter is shown at the bottom right to keep track of the number of correct foods collected. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.

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**Logic and Games Category**

1. **Fix the Wall**
The penguin wants to fix his igloo. One of the walls has a shaped hole in it. Choose the correct shape to repair the wall. Press the **Direction** keys up or down to choose and then press the **Enter** button to confirm.

2. **Fishing Journey**
Let’s go fishing with the penguin. Some fish are jumping out of the sea on the left or right side. Catch as many fish as possible in 30 seconds. Press the **Direction** keys left or right to catch them. Be careful to avoid the cans and bottles. When time is up, you will see the total number of fish you have caught.

3. **Cross the Sea**
Help the penguin cross the ice! Guide the penguin across the ice blocks to get to the other side within one minute. When an ice block appears, press the **Direction** keys up, down, left or right to make the penguin jump to the next ice block.
4. Odd One Out
There are four pieces of fruit and vegetables on the screen. Follow the instructions to pick the one that does not belong. Press the Direction keys up, down, left or right to select the one that does not match the others.

Music Time Category 🎵

1. Exploring Instruments
The penguin is learning about instruments. Choose a picture to learn the instrument name and hear its sound. Press the Direction keys to choose and then press the Enter button to confirm.

2. Music Quiz
There are four music notes on the screen. Each music note plays music from a different instrument. Listen carefully to each melody and follow the instructions to pick the correct answer. Press the Direction keys up, down, left or right to find the correct music note within 30 seconds.

3. Music Party
Choose a music style to start the party: Rock or Jazz. Press the Direction keys left or right and then press the Enter button to confirm a music style. Then press a Number button to select a melody to play. When the melody starts, the penguin will begin to dance. Press any Letter button to add fun sounds.
4. Music Festival

It’s time for a music festival, and your child can choose a music style: Country or Reggae. Press the Direction keys left or right and then press the Enter button to confirm a music style. Then press a Number button to select a melody to play. When the melody starts, the penguin will begin to dance. Press any Letter button to add fun sounds.

All About You

Your child can personalize the Play Smart Preschool Laptop™ by entering their name, age, preferred avatar, favorite food and more!

Name: Input your name and see it spelled. With most games, you can press the first letter of your name on the keyboard, and your name will show on the screen. Your name will also display when turning on your laptop.

Age: Input your age. Count it out loud with the penguin. With most games, you can press the number of your age on the keyboard to hear the age.

Avatar: Create your own avatar by changing the hair, eyes, nose and mouth.

Favorite food: Select your favorite food. With most games, you can press the first letter of your favorite food on the keyboard, and your food will show on the screen. The penguin will announce your favorite food.

Home screen wallpaper: Select your wallpaper and watch it display when turning on your laptop.

Opening tune: Select your opening tune and hear it play when turning on your laptop.
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 sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture or water.

TROUBLESHOOTING

If for some reason the program or activity stops working or malfunctions, 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 be ready to play again.
5. If the product 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link. 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.

Supplier’s Declaration of Conformity

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<th>Trade Name:</th>
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<tr>
<td>Model:</td>
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<tr>
<td>Responsible Party:</td>
<td>VTech Electronics North America, LLC</td>
</tr>
<tr>
<td>Address:</td>
<td>1156 W. Shure Drive, Suite 200, Arlington Heights, IL 60004</td>
</tr>
<tr>
<td>Website:</td>
<td>vtechkids.com</td>
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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 UNDESIRED OPERATION.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.
Visit our website for more information about our products, downloads, resources and more.

vtechkids.com

Read our complete warranty policy online at vtechkids.com/warranty