

vtech®

USER'S MANUAL

Tote & Go Laptop™



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Thank you for purchasing the **VTech® Tote & Go Laptop™** learning toy. **Tote & Go Laptop™** is a powerful high-tech learning device with a compact design for children aged 3 & up who have begun preschool, and enjoy playing and learning no matter where they go!

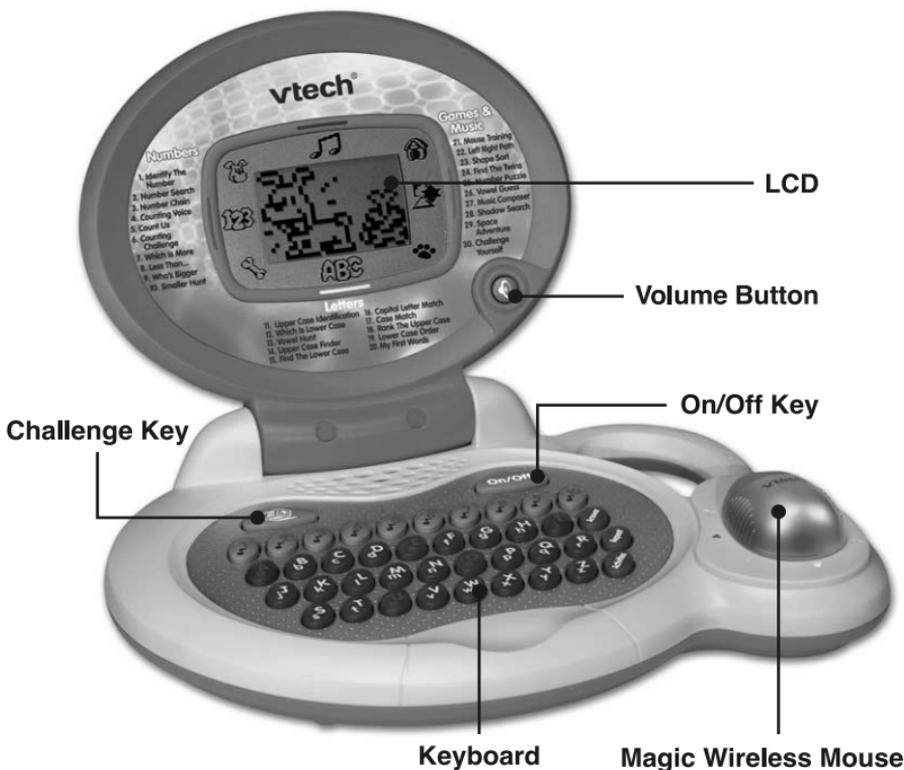
There are 30 learning activities presented in an engaging game-like environment. **Tote & Go Laptop™** gives kids a competitive edge in school and builds computer literacy - while providing hours of rewarding fun!

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.

INTRODUCTION

Tote & Go Laptop™ is designed with 30 fun-filled activities and features a special Magic Wireless Mouse.

The Learning Progress System re-asks questions that were answered incorrectly to help develop children's memory and ensure their learning progresses. The product is hosted by Crumb, the playful puppy who interacts with your child in many of the games. We know your child will enjoy **Tote & Go Laptop™**.



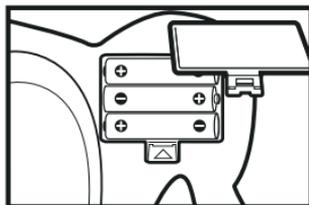
PREPARATION

POWER SOURCE

VTech® Tote & Go Laptop™ operates on 3 “AA” size batteries (UM-3/LR6).

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Open the battery cover on the back of the unit.
3. Insert 3 “AA” batteries (UM-3/LR6) as illustrated. (The use of alkaline batteries is recommended for maximum performance.)
4. Close the battery cover.



RECHARGEABLE BATTERIES ARE NOT RECOMMENDED.

BATTERY NOTICE

- Do not try to recharge non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix different types of batteries. Do not mix new and used batteries.
- Only use batteries of the recommended or equivalent type.
- Always insert batteries properly matching the plus (+) and minus (-) signs.
- Batteries that have run out of energy must be removed from the toy.
- Do not short circuit the supply terminals.
- Remove batteries from toy if it will not be used for an extended period of time.

AUTOMATIC SHUT-OFF

To save power, the unit will automatically shut off if not used for approximately one minute. Once the unit shuts off, press the **On/Off** key to turn it back on. We recommend that you turn the unit **OFF** when not playing with it.

TURNING THE UNIT ON/OFF

On/Off

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

ADJUSTING THE VOLUME & BACKGROUND MUSIC



Press the **Volume** button then move the mouse to the left or right to adjust the volume, you can also press the volume button directly to adjust the volume. Crumb will bark to help you set the volume.

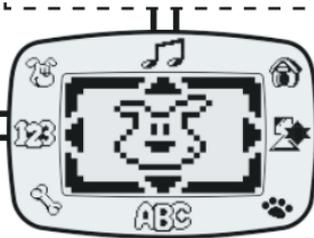


Press the **Volume** button then move the mouse down to adjust the background music on or off.

MAGIC WIRELESS MOUSE

Move the Magic Wireless Mouse forward to enter the Music Composer activity.

Move the Magic Wireless Mouse to the left to enter the Number category.



Move the Magic Wireless Mouse to the right to enter the Game & Music category.

Move the Magic Wireless Mouse back to enter the Letter category.

Move the Magic Wireless Mouse to the four corners of the screen and press the mouse button for some surprises!

Note: When you are in an activity, you have to press the Magic Wireless Mouse button to enter 8 directions.



It is also possible to select activities with numbers, press the number key from main menu to activate this function.

You can answer many of the problems using your Magic Wireless Mouse. Move the mouse left, right, up and down to select your answer, then press the mouse button to confirm the answer.

DESCRIPTION OF KEYBOARD

Tote & Go Laptop™ has a keyboard with special function keys described below.



Press this key to activate the Challenge feature, which randomly generates an educational game.



Press this key to turn the unit **On** or **Off**.



Press the **Answer** key to get the answer.



Press the **Repeat** key to replay the question or instructions.



Press the **Activities** key to return to the main menu.

DESCRIPTION OF ACTIVITIES

NUMBERS

1. IDENTIFY THE NUMBER

Pick the number among a selection of objects on the screen. Type the answer on the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

2. NUMBER SEARCH

Crumb's buried a number. When the number pops out of the hole, identify it by typing the same number on the keyboard. Once you select the correct answer, count up to that number with Crumb.

3. NUMBER CHAIN

Two apples with numbers fall to the ground from an apple tree and you must pick the numbered apple from the tree that goes between them. Type the answer on the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

4. COUNTING VOICE

Count the number of bones Crumb throws into his house. Select the correct

answer from two choices (A or B) by typing in your answer on the keyboard or using the mouse to move Crumb's bone next to your answer.

5. COUNT US

Count the number of objects that appear in Crumb's dream. Use the keyboard to enter your answer.

6. COUNTING CHALLENGE

Crumb dreams about two different objects and you must count one of those objects as instructed. Use the keyboard to enter your answer.

7. WHICH IS MORE

Crumb barks into two different holes and objects fly out. Count the objects as they fly out, then use the mouse to pick which group has more objects.

8. LESS THAN...

Help Crumb count objects coming out of two holes and identify which group has less objects. Use the mouse to enter your answer.

9. WHO'S BIGGER

Two objects pop out of the holes and you must select the bigger one using the mouse.

10. SMALLER HUNT

Compare two objects and pick the smaller one using your mouse.

LETTERS

11. UPPER CASE IDENTIFICATION

Pick the upper case letter among a selection of objects on the screen. Type the answer on the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

12. WHICH IS LOWER CASE

A lower case letter is mixed in with three other graphic images on the screen. Pick the lower case letter by typing the same keyboard letter or use the mouse to select the letter and click the mouse to enter your answer.

13. VOWEL HUNT

Select the vowel from the four letters on the screen. Enter your answer using the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

14. UPPER CASE FINDER

An animated capital letter appears on screen and you must identify the letter on the keyboard.

15. FIND THE LOWER CASE

A lower case letter appears on screen. Type the correct letter from the keyboard.

16. CAPITAL LETTER MATCH

It's time to bowl with Crumb! A capital letter appears and you must select the bowling ball with the same letter. Choose the right answer and Crumb gets a strike. Pick the wrong answer and Crumb rolls a gutter ball. Enter your answer using the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

17. CASE MATCH

Same game as above, except you must match lower case letter.

18. RANK THE UPPER CASE

Two apples with capital letters fall to the ground from an apple tree and you must select the capital letter from the tree that goes between them. Type the answer on the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

19. LOWER CASE ORDER

Two apples with lowercase letters fall to the ground. Pick the lettered apples that goes between them from the tree. You can type the letter from the keyboard or select the letter by using the mouse, then press the mouse button to enter your answer.

20. MY FIRST WORDS

A simple word appears on screen, then the first letter disappears and you must type in the missing letter from the keyboard.

GAMES & MUSIC

21. MOUSE TRAINING

Use the mouse to guide Crumb's mouse pal through the water tunnel and to the puppy's house in time for lunch.

22. LEFT RIGHT PATH

Crumb the puppy wants to go home. Use the mouse to make him jump left or right depending on the instructions. Be careful not to fall into the water.

23. SHAPE SORT

Four shapes appear on the screen. Pick the one that is different using the mouse.

24. FIND THE TWINS

One dog with a fur pattern appears on screen. Other dogs appear and disappear and you must press your mouse button when you see a dog with the same pattern.

25. NUMBER PUZZLE

Try to guess the card Crumb is thinking about. You only get three chances to pick the correct number from the keyboard.

26. VOWEL GUESS

This time, the puppy randomly selects a vowel card for you to guess. Use the keyboard to make your guess. You have three chances!

27. MUSIC COMPOSER

Pick a number on your keyboard and Crumb will play a melody on the piano. Keep pressing numbers to change the melody.

28. SHADOW SEARCH

Match the object with its shadow using the mouse.

29. SPACE ADVENTURE

Use the mouse to guide Crumb's space ship through a planet cave. But you have to do it quickly before another ship comes and rescues him.

30. CHALLENGE YOURSELF

Press the Challenge key and one of the games randomly plays.

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 direct sources of heat.
3. Remove batteries when the unit will not be in use for a long period of time.

4. Do not drop the unit on hard surfaces or try to dismantle it.
5. Do not immerse the unit in water or get the unit wet.

IMPORTANT NOTE:

Creating and developing electronic learning aids 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 can sometimes 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. Our service representative will be happy to help you.

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, enclosure or other parts, and that, in the event of such damage, the toy must not be used until damage has been properly removed.

WARNING: All packing materials such as tape, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

FCC NOTICE:

This equipment generates and uses radio frequency energy. It must be installed and used properly, in accordance with the manufacturer's instructions. Otherwise, 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 Subpart 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 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 the receiving antenna.
- Relocate this product with respect to the receiver.
- Move this product away from the receiver.