

vtech[®]

User's Manual

AlphaBert's Pen Pal Phonics™



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

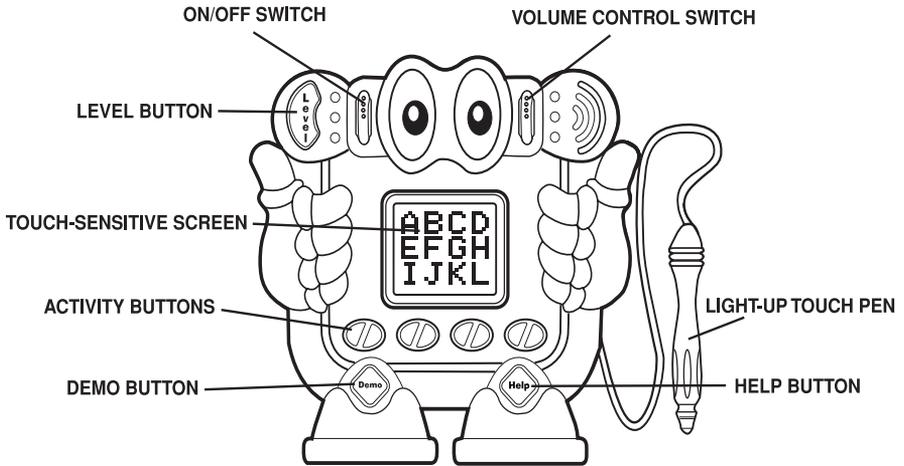


AlphaBerto



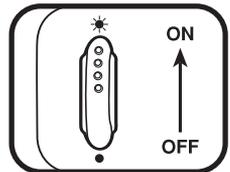
To learn more about **AlphaBert's Learn-to-Read System**[™] and other **VTech**[®] toys, visit www.vtechkids.com

AlphaBert's Pen Pal Phonics™



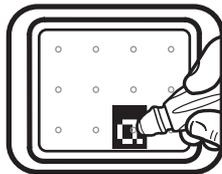
TO BEGIN PLAY

1. To begin play, slide the **ON/OFF SWITCH** to the **ON** position. You will hear an opening tune, followed by, "I'm AlphaBert, want to be my pen pal? Grab my pen and press an activity."



2. Select one of the eight activities by pressing the activity name with your pen when it appears on the touch-sensitive screen or by pressing one of the activity buttons. AlphaBert will guide you through each of the following activities:
 1. Magic Match
 2. Letter Lingo
 3. Spell-A-Thon
 4. Rhyming
 5. Write Right
 6. Word Search
 7. Word Scramble
 8. Word Crank

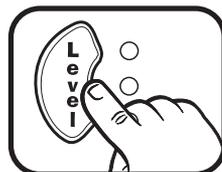
3. To select your answer, press the small dot closest to your answer on the touch-sensitive screen with the touch pen or with your finger.



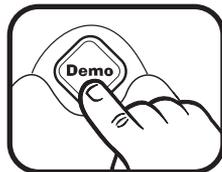
4. Press the **HELP BUTTON** to receive the answers to the questions.



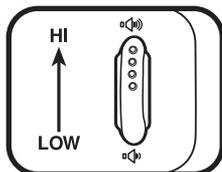
5. Each activity has two levels. You can change levels within the activities by pressing the **LEVEL BUTTON**. When you are in level 1 and answer 10 consecutive questions correctly, you will automatically be moved up to level 2. When you are in level 2 and answer 10 consecutive questions incorrectly, you will automatically move back to level 1.



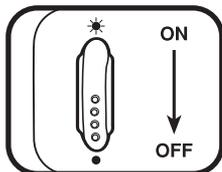
6. The **DEMO BUTTON** is intended to provide a brief demonstration of the product features while on the store shelf. This button is invalid when the product is turned on.



7. To adjust the volume, slide the **VOLUME CONTROL SWITCH** up for high volume or down for low volume.



8. To turn the unit **OFF**, slide the **ON/OFF SWITCH** to the **OFF** position. You will hear “Keep in touch, pall!” followed by a closing tune.

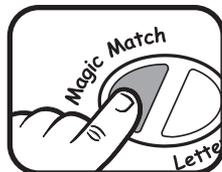


AlphaBert's Pen Pal Phonics™ -ACTIVITIES

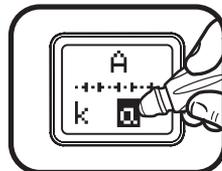
ACTIVITY 1 - MAGIC MATCH

ACTIVITY INSTRUCTIONS:

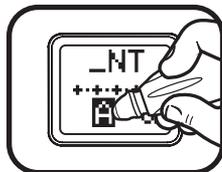
1. Select the activity **Magic Match** by touching the activity name with your pen when it appears on the touch-sensitive screen or by pressing the activity button. You will hear "Use your magic touch to match the uppercase and lowercase letters."



2. In level 1, the unit will show an uppercase letter on the top of the screen, then three lowercase letter options will scroll across the bottom of the screen. You must choose the lowercase letter that matches the uppercase letter on the top of the screen. To select your answer, touch the letter with your pen.



3. In level 2, the unit will show a word in uppercase or lowercase letters on the top of the screen, but one of the letters will be missing. Two letters will scroll across the bottom of the screen. You must select the uppercase or lowercase letter that fits in the word on the top of the screen. To select your answer, touch the letter with your pen.



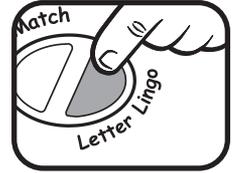
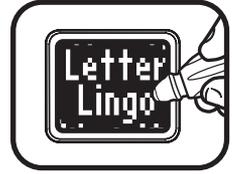
4. When the correct answer is selected, you will hear a positive sound effect and phrase such as "You've got the right touch!" and the correct letter will be identified. Your pen will light up and you will see a rewarding animation on the screen.

5. If an incorrect answer is selected, you will hear a sound effect and an encouraging phrase such as "Are you losing your magic touch? Try again! Use your magic touch to match the uppercase and lowercase letters." If an incorrect answer continues to be selected, you will hear a sound effect followed by an animation. Then you will hear "Here's a pointer" and the correct answer will be identified.

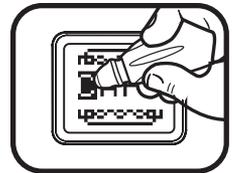
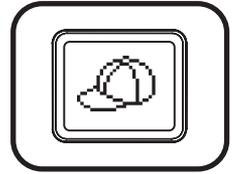
ACTIVITY 2 - LETTER LINGO

ACTIVITY INSTRUCTIONS:

1. Select the activity **Letter Lingo** by touching the activity name with your pen when it appears on the touch-sensitive screen or by pressing the activity button. You will hear “Let’s match letter sounds.”



2. The unit will first show a word animation and it will then spell out the word. You will be asked to find specific letter sounds within the word. To select your answer, touch the letter with your pen.



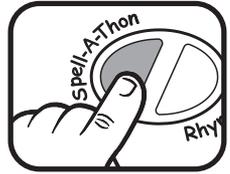
3. When the correct answer is selected, you will hear a positive sound effect and phrase such as “Right on!” and the correct letter sound will be identified. Your pen will light up and you will see a rewarding animation on the screen.

4. If an incorrect answer is selected, you will hear a sound effect and an encouraging phrase such as “Uh-oh! Try again! Touch the kuh sound in the word cap.” If an incorrect answer continues to be selected, you will hear a sound effect followed by an animation. Then you will hear “Here’s a pointer” and the correct answer will be identified.

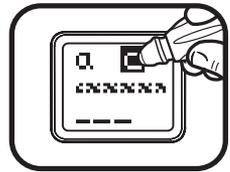
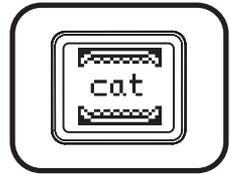
ACTIVITY 3 - SPELL-A-THON

ACTIVITY INSTRUCTIONS:

1. Select the activity **Spell-A-Thon** by touching the activity name with your pen when it appears on the touch-sensitive screen or by pressing the activity button. You will hear “Hey pal, gear up for spelling. Catch the right letter.”



2. The unit will first show a word animation, then the correct spelling of the word. Several blank spaces will appear on the bottom of the screen and several letter options will scroll across the top of the screen. Spell the word by touching the letters as they scroll across the top of the screen. In level 1, you will have the opportunity to spell 3 letter words. In level 2, you will need to spell 4 letter words.



3. When the correct answer is selected, you will hear a positive sound effect and phrase such as “Right on!” Your pen will light up and you will see a rewarding animation on the screen.

4. If an incorrect answer is selected, you will hear a sound effect and phrase such as “Are you losing your magic touch? Try again! Catch the right letter.” After three attempts if an incorrect answer is selected, you will hear “Here’s a pointer.” The correct spelling of the word will be identified.

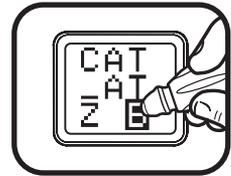
ACTIVITY 4 - RHYMING

ACTIVITY INSTRUCTIONS:

1. Select the activity **Rhyming** by touching the activity name with your pen when it appears on the touch-sensitive screen or by pressing the activity button. You will hear “Hey pal, let’s rhyme!”



2. You will see two different animations on the screen, then two words will appear. In level 1, the beginning letter of one word will be missing. Several letter options will scroll across the bottom of the screen. Select the missing letter by touching the letter as it scrolls across the bottom of the screen. In level 2, two or three letters will be missing. Select the missing letters as they scroll across the bottom of the screen.



3. When the correct answer is selected, you will hear a positive sound effect and animation followed by a phrase such as “You’ve got the right touch!” Your pen will light up and you will see a rewarding animation on the screen.

4. If an incorrect answer is selected, you will hear a sound effect and an encouraging phrase such as “Are you losing your magic touch? Try again! Touch the missing letter to make a rhyme.” If an incorrect answer continues to be selected, you will hear a sound effect followed by an animation. Then you will hear “Here’s a pointer” and the correct letter will be identified.

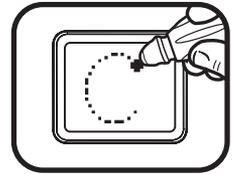
ACTIVITY 5 - WRITE RIGHT

ACTIVITY INSTRUCTIONS:

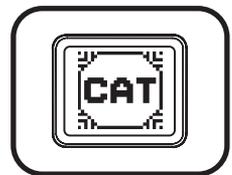
1. Select the activity **Write Right** by touching the activity name with your pen when it appears on the touch-sensitive screen or by pressing the activity button. In level 1, you will hear “Let’s write letters.” In level 2, you will hear “Gear up and write a word.”



2. In level 1, you will learn to write letters. A letter will appear on the screen, then the unit will show you how each stroke is written. You are then asked to write the letter. The screen will flash where to start each stroke. Touch the flashing area and follow the dotted line with your pen. After each correct stroke, you will hear an encouraging phrase until the letter is complete. When you have completed the letter correctly, your pen will light up and you will see a rewarding animation on the screen.



3. In level 2, you will learn to write words. You will be asked to write a specific word, one letter at a time. The unit will show you how each letter is written. You will be asked to write the letter. The screen will flash where to start each stroke. Touch the flashing area and follow the dotted line with your pen. After each correct stroke, you will hear an encouraging phrase until the letter is complete. When you have completed the last letter in the word, the entire word will appear on the screen and the letters will be identified. Your pen will light up and you will see a rewarding animation on the screen.

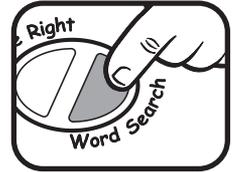


4. If an incorrect stroke is entered, you will hear a phrase such as “Uh-oh, try again!” After three attempts if an incorrect stroke continues to be entered, you will hear “Uh-oh” and an animation followed by “Here’s a pointer.” The correct stroke order will be identified.

ACTIVITY 6 - WORD SEARCH

ACTIVITY INSTRUCTIONS:

1. Select the activity **Word Search** by touching the activity name with your pen when it appears on the touch-sensitive screen or by pressing the activity button. In level 1, you will hear "Use your magic touch to find two hidden words." In level 2, you will hear "Use your magic touch to find three hidden words."



2. A grid of letters will appear on the screen. You need to find the hidden three letter words in the grid. Once you have found a word, touch the letters with your pen. Once a letter has been selected it will be highlighted on the grid. To cancel your selection, touch the highlighted letter again. Please note the words run from top to bottom or left to right only.



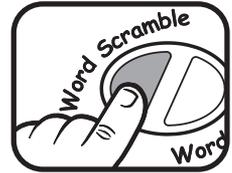
3. When a correct answer is selected, you will hear "You've got the right touch!" Your pen will light up and you will see a rewarding animation on the screen. You will then be encouraged to find another three letter word.

4. If an incorrect answer is selected, you will hear a phrase such as "Are you losing your magic touch? Try again!" After four attempts if an incorrect answer is selected, you will hear a sound effect and animation followed by "Here's a pointer." One of the missing words will flash on the screen, and then the unit will move along to the next puzzle.

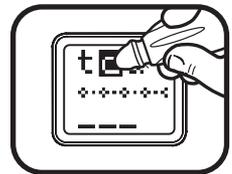
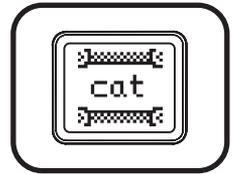
ACTIVITY 7 - WORD SCRAMBLE

ACTIVITY INSTRUCTIONS:

1. Select the activity **Word Scramble** by touching the activity name with your pen when it appears on the touch-sensitive screen or by pressing the activity button. You will hear “Hey pal! Keep rolling to unscramble these letters.”



2. The unit will first show a word animation, then the correct spelling of the word. The scrambled letters of the word will appear on the top of the screen and blank spaces on the bottom of the screen. Touch the letters in the correct order with your pen to spell the word.



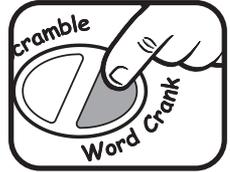
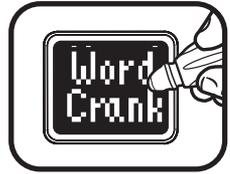
3. When a correct answer is selected, you will see the word highlighted on the screen. Then you will hear “You’ve got the right touch!” Your pen will light up and you will see a rewarding animation on the screen.

4. If an incorrect answer is selected, you will hear a phrase such as “Are you losing your magic touch? Try again!” The word animation will be shown again. After three attempts if an incorrect answer is selected, you will hear “Uh-oh” followed by a sound effect and animation. The correct spelling of the word will be identified.

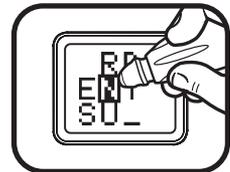
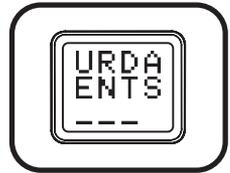
ACTIVITY 8 - WORD CRANK

ACTIVITY INSTRUCTIONS:

1. Select the activity **Word Crank** by touching the activity name with your pen when it appears on the touch-sensitive screen or by pressing the activity button. In level 1, you will hear “Let’s make a 3 letter word.” In level 2, you will hear “Gear up and make a 4 letter word.”



2. The unit will show eight scrambled letters across the top of the screen and three or four blank spaces below. Touch any of the letters with your pen to form a word.



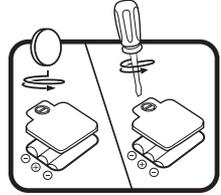
3. When a correct answer is selected, you will hear a positive sound effect followed by “Keep rollin!” You will be encouraged to find another three or four letter word.

4. If an incorrect answer is selected, you will hear an encouraging phrase such as “Uh-oh, try again!” After three attempts if an incorrect answer is selected, you will hear a sound effect and animation followed by “Here’s a pointer.” Three or four possible words will be identified.

AlphaBert's Pen Pal Phonics™ - BATTERIES

BATTERY INSTALLATION

1. Make sure the unit 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 “AAA” (UM-4/ LR03) batteries following the diagram inside the battery box.
4. Replace the battery cover and tighten the screw to secure the battery cover.



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.
- Do not short circuit the supply terminals.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

AUTOMATIC SHUT-OFF

To preserve battery life, the **AlphaBert's Pen Pal Phonics™** learning toy will turn off automatically after 3 minutes without input. Slide the **ON/OFF SWITCH** to the **OFF** position, then slide it back to the **ON** position to turn the unit on again.

IMPORTANT NOTE:

THIS UNIT SHOULD NOT BE USED UNDER EXCESSIVE AMOUNTS OF LIGHT AS IT MAY CAUSE THE UNIT TO MALFUNCTION.

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

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.

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.

AlphaBert's Pen Pal Phonics™ -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 or try to dismantle it.
5. Do not expose the unit to moisture or water.

IMPORTANT NOTE:

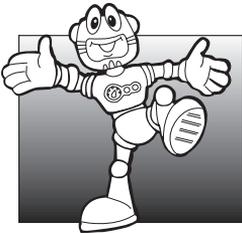
Creating and developing the **AlphaBert's Learn-to-Read System™** product line is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is 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., 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:

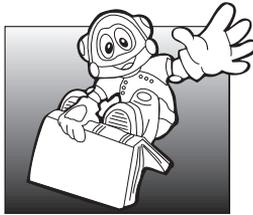
This equipment generates and uses radio frequency energy and if not installed and used properly—that is, in strict accordance with the manufacturer's instructions—it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specification 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 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:

1. Reorient the receiving antenna.
2. Relocate this product with respect to the receiver.
3. Move this product away from the receiver.

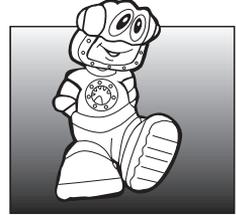
Look for more great products
in AlphaBert's Learn-to-Read System™ ...coming soon!



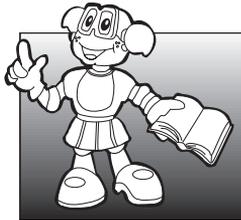
AlphaBert



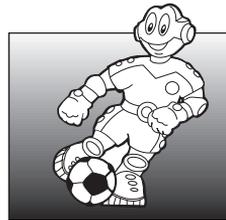
Sprocket



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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