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 and other VTech® toys, visit www.vtechkids.com
Thank you for purchasing the VTech® Touch & Discover Alphabet Town™!

This fun-filled Touch & Discover Alphabet Town™ will keep your child entertained as they learn and discover around the town. The light-up letter buttons and moveable clock hand will encourage exploration as your child learns letters, phonics, numbers, telling time, basic vocabulary and much more! With realistic sound effects, fun phrases and cheerful melodies, touring the town has never been so much fun!

INCLUDED IN THIS PACKAGE

• One VTech® Touch & Discover Alphabet Town™
• 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. Use a coin or screwdriver to open the battery cover.
3. Install 3 new “AA” (UM3/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 and tighten the screw to secure.

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 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**
   To turn the unit **ON**, press the **ON/OFF BUTTON**.
   Press the **ON/OFF BUTTON** again to turn the unit **OFF**.

2. **ACTIVITY SELECTOR**
   Slide the **ACTIVITY SELECTOR** to select an activity to play.

3. **LIGHT-UP LETTER BUTTONS**
   Press the **26 LIGHT-UP LETTER BUTTONS** to learn letters and their sounds or to give a response/answer in the related activity.
4. **LIGHT-UP MUSIC BUTTON**

Press the **LIGHT-UP MUSIC BUTTON** to hear the song “The Wheels on the Bus”.

5. **MOVEABLE CLOCK HAND**

Move the clock hand to hear the corresponding time and a related phrase. In Clock Quiz, move the clock hand to answer the questions.

6. **AUTOMATIC SHUT-OFF**

To preserve battery life, the VTech® Touch & Discover Alphabet Town™ will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

**ACTIVITIES**

1. **Phonics Fun**

   Slide the **ACTIVITY SELECTOR** to the first position to enter this activity.

   Press the **LETTER BUTTONS** to hear the letter and its sound, followed by a related word, fun phrase and sound effect.
2. **Town Visit**

Slide the **ACTIVITY SELECTOR** to the second position to enter this activity.

Complete the tour and see where you end up! At the beginning of the tour, a light will flash to indicate the starting position. Wait and see where the next stop is and press the flashing button to carry on the tour. Listen and watch carefully!

3. **Find It**

Slide the **ACTIVITY SELECTOR** to the third position to enter this activity.

You will be given hints to find a certain object or place. Press the **LETTER BUTTONS** to answer.

4. **Spelling**

Slide the **ACTIVITY SELECTOR** to the fourth position to enter this activity.

You will hear a word and its spelling. Watch carefully as the lights light up in sequence. Press the **LETTER BUTTONS** in the correct order to spell the word. The lights will flash to indicate which letter should be pressed next.
5. **Counting**

Slide the **ACTIVITY SELECTOR** to the fifth position to enter this activity.

A number of buttons will light up. Press the lights to count them one by one. Keep pressing and counting until all the lights have gone out!

6. **Clock Quiz**

Slide the **ACTIVITY SELECTOR** to the sixth position to enter this activity.

You will be asked to set the clock to a specific time. Move the clock hand to the correct time to answer.

7. **Light-Up The Town**

Slide the **ACTIVITY SELECTOR** to the seventh position to enter this activity.

Press the lights as fast as you can to light up the town! Press each light as it flashes and keep going until your time is up. Watch carefully!

8. **Music**

Slide the **ACTIVITY SELECTOR** to the eighth position to enter this activity.

Press the **LETTER BUTTONS** to hear a melody. Watch as the lights dance with the music!
<table>
<thead>
<tr>
<th>MELODY LIST</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
</tr>
<tr>
<td>B</td>
</tr>
<tr>
<td>C</td>
</tr>
<tr>
<td>D</td>
</tr>
<tr>
<td>E</td>
</tr>
<tr>
<td>F</td>
</tr>
<tr>
<td>G</td>
</tr>
<tr>
<td>H</td>
</tr>
<tr>
<td>I</td>
</tr>
<tr>
<td>J</td>
</tr>
<tr>
<td>K</td>
</tr>
<tr>
<td>L</td>
</tr>
<tr>
<td>M</td>
</tr>
<tr>
<td>N</td>
</tr>
<tr>
<td>O</td>
</tr>
<tr>
<td>P</td>
</tr>
<tr>
<td>Q</td>
</tr>
<tr>
<td>R</td>
</tr>
<tr>
<td>S</td>
</tr>
<tr>
<td>T</td>
</tr>
<tr>
<td>U</td>
</tr>
<tr>
<td>V</td>
</tr>
<tr>
<td>W</td>
</tr>
<tr>
<td>X</td>
</tr>
<tr>
<td>Y</td>
</tr>
<tr>
<td>Z</td>
</tr>
</tbody>
</table>
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.

Note: The demo tag should be removed automatically when the product is taken out of the packaging. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

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