

User's Manual



Princess Fantasy Notebook



4-7
Years

vtech[®]

© Disney

Visit the Disney website at DisneyPrincess.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,

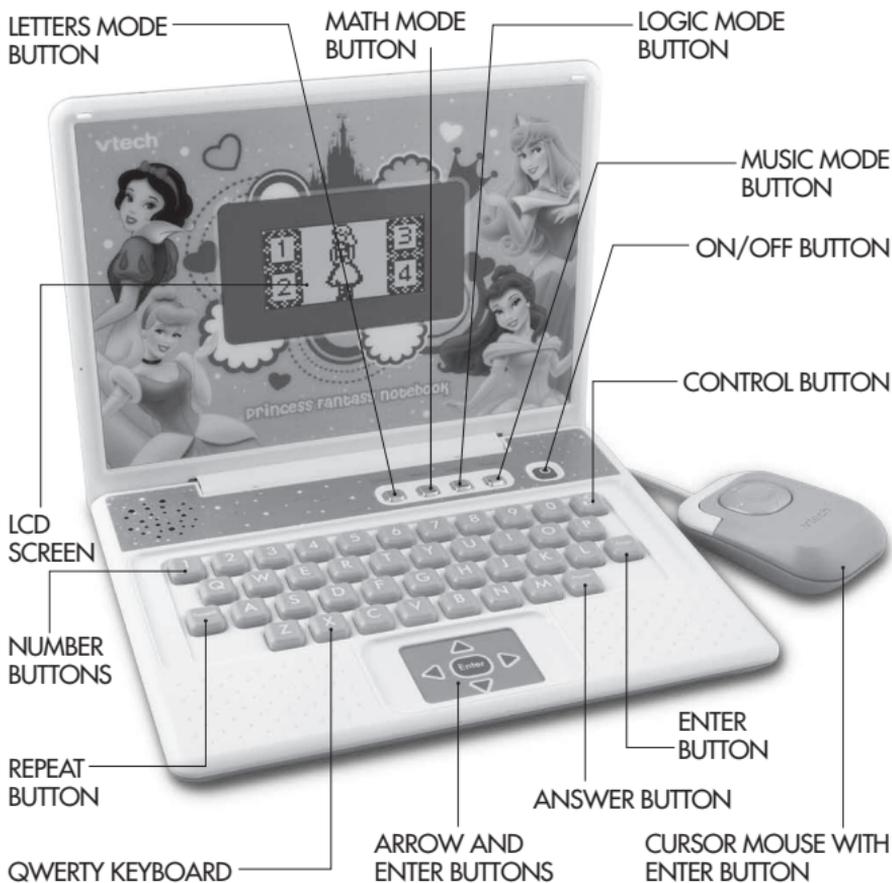
Your friends at **VTech**®

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

INTRODUCTION

Thank you for purchasing the **VTech® Princess Fantasy Notebook**.

Go on a magical learning journey with Cinderella, Belle, Snow White and Aurora. Twenty interesting activities introduce essential preschool curriculum including letters, math and logic skills in a fun and engaging way. Magical sounds and classical-sounding melodies add to the enjoyment.



INCLUDED IN THIS PACKAGE

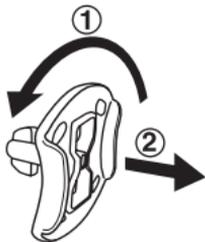
- One VTech® Princess Fantasy Notebook
- One User's Manual

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

ATTENTION : Pour la s curit de votre enfant, d barrassez-vous de tous les produits d'emballage tels que rubans adh ifs, feuilles de plastique, attaches et tiquettes. Ils ne font pas partie du jouet.

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

Unlock the packaging locks:

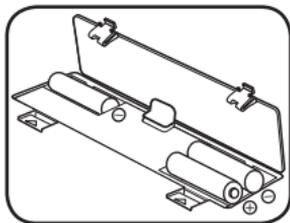


- ① Rotate the packaging lock counter-clockwise for 90 degrees.
- ② Pull out the packaging locks.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is OFF.
2. Locate the battery cover at the bottom of the unit.
3. Install 3 new 'AA' (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.



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

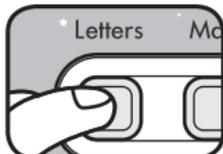
1. ON/OFF BUTTON

When the laptop is open, press the **ON/OFF BUTTON** to turn the laptop **ON** or **OFF**.



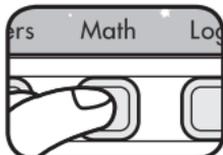
2. LETTERS MODE BUTTON

Press the **LETTERS MODE BUTTON** to play letter games with Snow White.



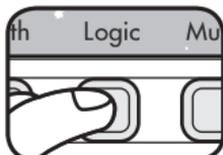
3. MATH MODE BUTTON

Press the **MATH MODE BUTTON** to play number games with Belle.



4. LOGIC MODE BUTTON

Press the **LOGIC MODE BUTTON** to play logic games with Aurora.



5. MUSIC MODE BUTTON

Press the **MUSIC MODE BUTTON** to play music games with Cinderella.



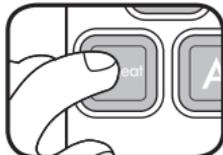
6. QWERTY KEYBOARD

Use the **QWERTY KEYBOARD** to learn letters and numbers and to answer questions in related activities.



7. REPEAT BUTTON

Press the **REPEAT BUTTON** to hear an instruction or question repeated.

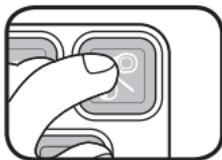


8. CONTROL BUTTON

Press the **CONTROL BUTTON** to adjust the volume level, screen contrast, or to turn the background music on or off.

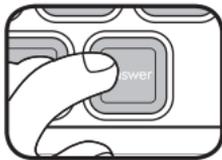
There are three settings for the volume level and screen contrast.

Use the **ARROW BUTTONS** or the **CURSOR MOUSE** to change the settings.



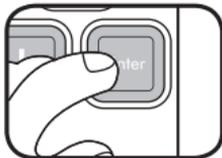
9. ANSWER BUTTON

Press the **ANSWER BUTTON** to see the correct answer in most activities.



10. ENTER BUTTON

Press the **ENTER BUTTON** to confirm your selection.



11. CURSOR MOUSE

Move the **CURSOR MOUSE** and press the **ENTER BUTTON** to choose an activity or to select an answer in an activity.



12. ARROW BUTTONS

Use the **ARROW BUTTONS** to choose an activity or to select an answer in an activity.



13. AUTOMATIC SHUT-OFF

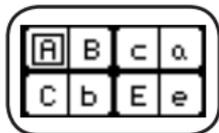
To preserve battery life, the **VTech® Princess Fantasy Notebook** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

ACTIVITIES

MODE 1: EXPLORE LETTERS (Snow White)

01. Letter Match

Snow White needs your help to match the capital and lowercase letters. Use the arrow buttons or computer mouse to make your choice, and then press the Enter button to answer.



02. Letters Order

Several letters appear on the screen, but one is missing. Press the correct key to replace the missing letter.



03. Word Match

Match the word with the picture for Snow White. Use the arrow buttons or the computer mouse to make your choice, and then press the Enter button to answer.



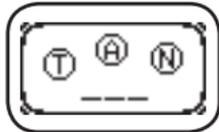
04. Beginning Letter

Find the beginning letter for Snow White. Press a letter button to answer.



05. Spelling

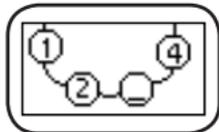
Press the letter buttons to spell the word.



MODE 2: MAGIC MATH (Belle)

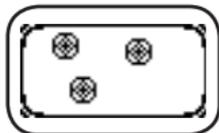
06. Number Order

Help Belle find the missing number. Press a number button to answer.



07. Gem Count

Count the gems for Belle. Press a number button to answer.



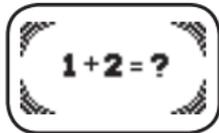
08. Shape Bridge

Find a certain shape to help Chip cross the lake. Use the arrow buttons or mouse to make your choice, and then press the Enter button to confirm.



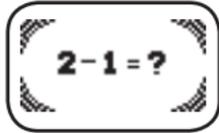
09. Addition

Help Belle add. Press a number button to answer.



10. Subtraction

Help Belle subtract. Press a number button to answer.



MODE 3: LOGIC CHALLENGE (Aurora)

11. Odd One Out

Help Aurora find the plate that is different. Use the arrow buttons or computer mouse to make your choice, and then press the Enter button to confirm.



12. Pretty Pairs

Help Aurora find the matching shoe. Use the arrow buttons or computer mouse to make your choice, and then press the Enter button to confirm.



13. Puzzle Box

Help Aurora return her things to the correct places. Use the arrow buttons or computer mouse to make your choice, and then press the Enter button to confirm.



14. Invitations

Find the hidden pairs. Use the arrow buttons or computer mouse to make your choice, and then press the Enter button to confirm.



15. Picture Puzzle

Help Aurora complete the puzzle. Use the arrow buttons or computer mouse to make your choice, and then press the Enter button to confirm.



MODE 4: MAGIC MUSIC (Cinderella)

16. Magical Music

Cinderella is dancing with the Prince! Press a number button to choose a song.



17. Dance Rehearsal

Cinderella is practicing for the ball. Use the arrow buttons or computer mouse to follow Cinderella's dance steps.



18. Dress Up

Cinderella is getting ready for a party. Use the arrow buttons or computer mouse to choose what Cinderella will wear, and then press the Enter button to confirm.



19. Pick a Dance

Help Cinderella pick a dance. Use the arrow buttons or computer mouse to make your choice, and then press the Enter button to confirm.



20. Which Instrument?

Help Cinderella identify which instrument makes the sound. Use the arrow buttons or computer mouse to make your choice, and then press the Enter 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 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.

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.

