

vtech®

User's Manual

Search 'n Discover™ Book: The Detectives



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Dear Parent:

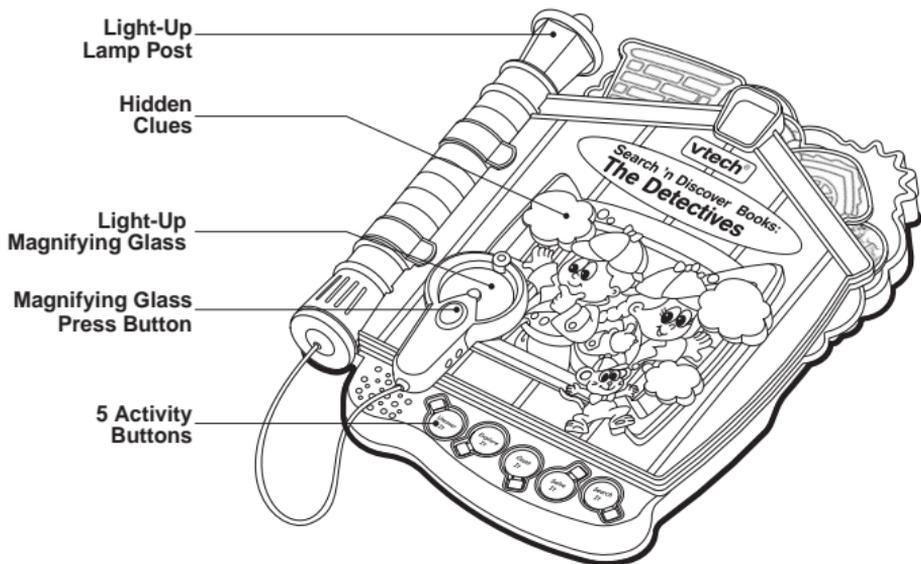
At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop children's minds and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain, and develop minds, at VTech® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **VTech® Search 'n Discover™ Book: The Detectives** learning toy. 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.

The **VTech® Search 'n Discover™ Book: The Detectives** learning toy is a fun interactive book filled with numerous learning activities for the beginning preschooler. Join Dee Tective, Casey Solver and Sneak on their learning adventures through the attic, playroom, museum, zoo, picnic and beach. Use the magnifying glass to activate the sensors and hidden images throughout each page. Five fun-filled activities, including object recognition, counting, sequencing, sound recognition, and size/shape relationships will entertain and educate your preschooler. Dee Tective, Casey Solver, and Sneak will keep your preschooler searching for the clues!



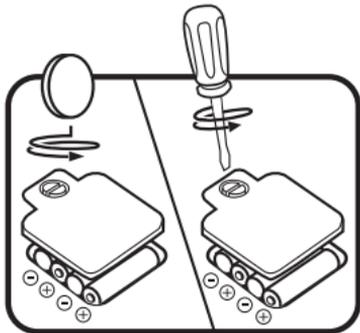
INCLUDED IN THIS PACKAGE

- One VTech® Search 'n Discover™ Book: The Detectives learning toy.
- One instruction manual.
- One demonstration tag.

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.

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to open the battery cover.
3. Install 4 new “AAA” (UM4/LR03) 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 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 equipment when the unit will not be used for an extended period of time.

- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

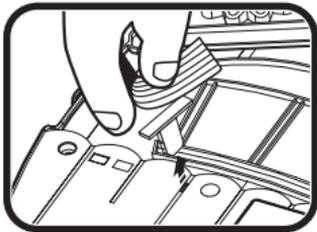
NOTE: If for some reason the product or an activity stops working, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for three minutes, then replace the batteries.
4. Turn the unit **ON**. The unit will 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. or 1-800-267-7377 in Canada and a service representative will be happy to help you.

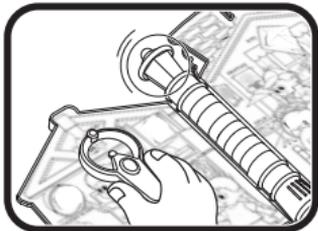
Try-Me Package

After removing the **VTech® Search 'n Discover™ Book: The Detectives** learning toy from the package, please remove the demonstration tag from the product. This tag is not intended for permanent use. It is designed specifically for demonstration purposes only. Please discard this for your child's safety.

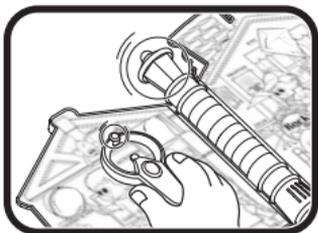


Magnifying Glass Operation Method

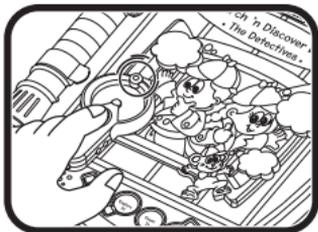
1. Place the magnifying glass on the surface of the pages, as shown.



2. The red light on the magnifying glass will flash when one of the sensors are detected on the page.



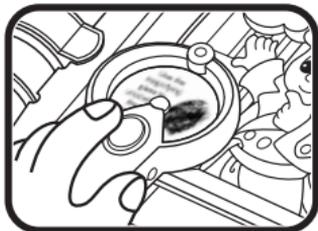
3. Press the button on the magnifying glass when the red light flashes to activate the phrases and sounds.



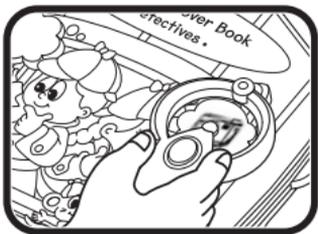
Demo Feature

The **Search 'n Discover™ Book: The Detectives** cover demonstrates the product's main features.

1. Press the button on the magnifying glass when the book is closed. You will hear, "Use the magnifying glass to uncover the clues!"



2. Place the magnifying glass over one of the text bubbles on the book cover. You will see the hidden images on the 3 text bubbles through the transparent red magnifying glass. Once the red light flashes, press the button on the magnifying glass. A phrase will be activated according to the text bubble.



3. Hold the magnifying glass over the text bubble near the boy on the book cover. You will uncover the hidden image of the binoculars. Once the red light flashes, press the button on the magnifying glass. You will hear "Casey Solver here!", "You're on the case!", and a trumpet sound effect.



4. Hold the magnifying glass over the text bubble near the girl on the book cover. You will uncover the hidden image of the camera. Once the red light flashes, press the button on the magnifying glass. You will hear "I'm Dee Tective!", "Let's find the clues!", and a camera sound effect.

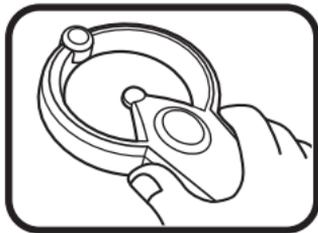


5. Hold the magnifying glass over the text bubble near the mouse on the book cover. You will uncover the hidden image of the piece of cheese. Once the red light flashes, press the button on the magnifying glass. You will hear "I'm Sneak!", "Squeak, Squeak!", "Search on!"



TO BEGIN PLAY

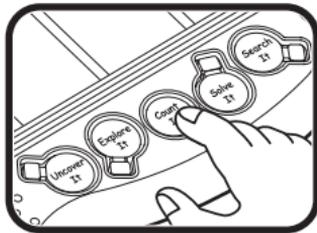
1. Hold the magnifying glass as shown.



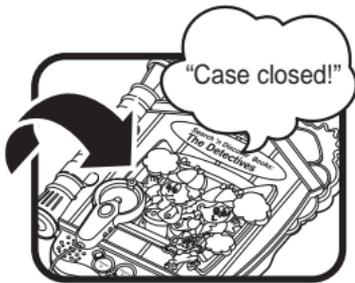
2. Open the book to begin play. You will hear an opening sound effect, "I'm Dee Tective!", "Casey Solver here!", "You're on the case!", and a short tune.



3. The “Uncover it” mode will be automatically activated when the book is opened. You will hear “Use the magnifying glass!”, “Touch the objects to uncover the words!”
4. Press the **ACTIVITY BUTTONS** to choose from one of the five activities that are featured on each page.



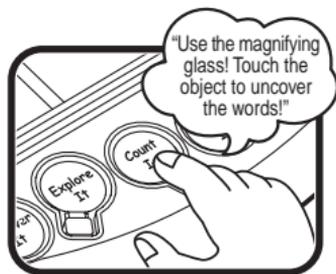
- A. **Uncover It:** This mode identifies each object on every page. For example, “Notebook.”
- B. **Explore It:** This mode asks the child to find certain objects. For example, “Find the notebook.”
- C. **Count It:** This mode teaches counting and objects. For example, “Touch 3 objects.”
- D. **Solve It:** This mode teaches numerous activities including order, sounds, and a guessing game. For example, “Touch the notebook, then the camera, then the hat.”
- E. **Search It:** This mode teaches shape and size relationships. For example, “Find the big circle.”
5. Close the book to turn the unit **OFF**. You will hear a sound effect, “Case closed!” and short tune. If the book is closed, and there is no input for 2 minutes, the unit will automatically turn off.



ACTIVITIES

A. Uncover it

1. Open the book and press the “Uncover it” button. You will hear a short tune, “Use the magnifying glass! Touch the object to uncover the words!”



2. Use the magnifying glass to explore each page. When the red light on the magnifying glass flashes, press the button on the magnifying glass to identify the object. You will hear the object identified. For example, “Notebook.”

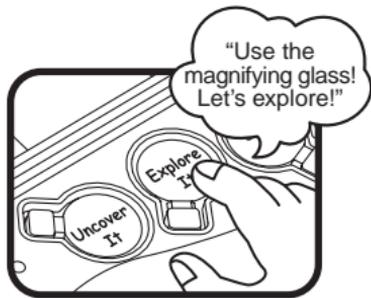


3. After every third question is completed, the book will respond with “You’re a smart solver!, a trumpet sound effect, “Search on!”, and “Squeak, Squeak.”

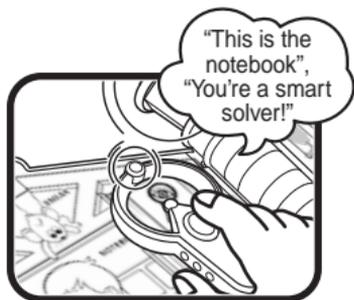


B. Explore it

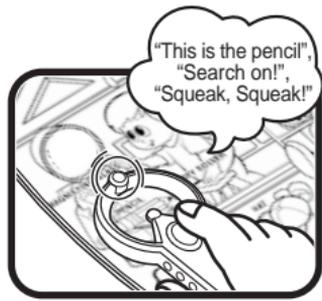
1. Open the book and press the “Explore it” button. You will hear a short tune, “Use the magnifying glass!”, “Let’s explore!”



2. You will be asked to find certain objects on the page. For example, “Find the notebook.” Place the magnifying glass over the notebook. Once the red light flashes, press the button on the magnifying glass. If you answer the question correctly, you will hear “This is the notebook”, “You’re a smart solver!”, and a trumpet sound effect.

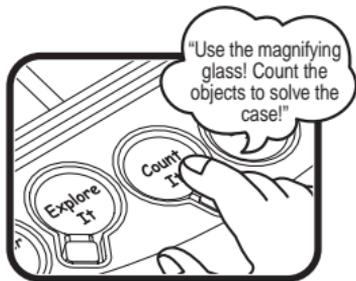


3. If you answer the question incorrectly, you will hear an incorrect sound effect, “This is the pencil”, “Search on!”, and “Squeak, Squeak!” After three incorrect answers, you will be asked a new question.



C. Count It

1. Open the book and press the “Count it” button. You will hear a short tune, “Use the magnifying glass! Count the objects to solve the case!”



2. You will be asked to count certain objects that are located on the selected pages. For example, “Touch 3 animals.” Place the magnifying glass over one of the animals. Once the red light flashes, press the button on the magnifying glass. If you answer the question correctly, you will hear “Grrr”, “You found three animals”, “You’re a smart solver!”



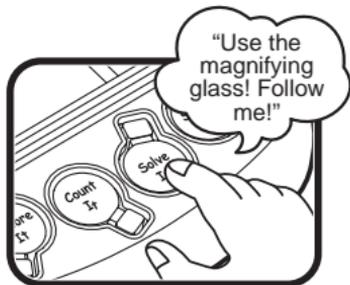
3. If you answer the question incorrectly, you will hear an incorrect sound effect, “Search on!”, “Squeak, Squeak!”, “You found one animal.” After three incorrect answers, you will be asked a new question.



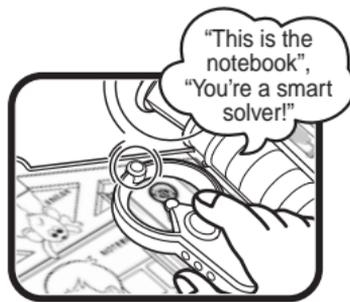
D. Solve It

(1) “Following Order”

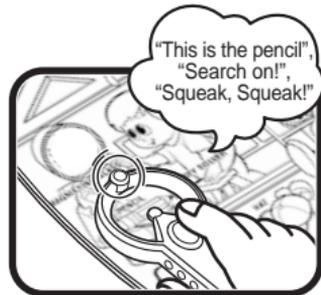
1. To play an order game, turn to page 1 & 2, and press the “Solve it” button. You will hear a short tune, “Use the magnifying glass!”, “Follow me!”



2. You will be asked to count certain objects in a certain sequence. For example, “Touch the notebook, then the camera.” Place the magnifying glass over the notebook. Once the red light flashes, press the button on the magnifying glass. If you answer the question correctly, you will hear “This is the notebook”, “You’re a smart solver!”, and a trumpet sound effect.

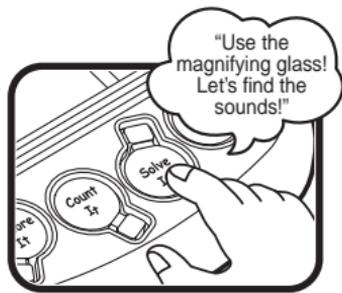


3. If you answer the question incorrectly, you will hear an incorrect sound effect, “This is the pencil”, “Search on!”, and “Squeak, Squeak!” After three incorrect answers, you will be asked a new question.



(2) “Sound”

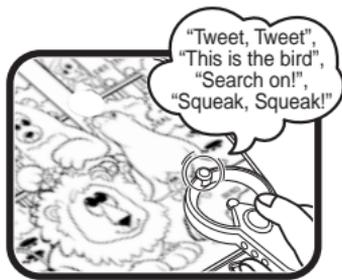
1. To play a sound game, turn to page 3 & 4, and press the “Solve it” button. You will hear a short tune, “Use the magnifying glass!”, “Let’s find the sounds!”



2. You will be asked to find the animal that makes a particular sound. For example, “Find the animal that makes this sound”, “Grrr.” Place the magnifying glass over animal that makes the particular sound. Once the red light flashes, press the button on the magnifying glass. If you answer the question correctly, you will hear “Grrr”, “The bear makes this sound”, “You’re a smart solver!”

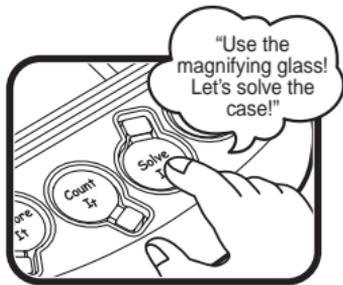


3. If you answer the question incorrectly, you will hear “Tweet, Tweet”, “This is the bird”, an incorrect sound effect, “Search on!”, and “Squeak, Squeak!” After three incorrect answers, you will be asked a new question.



(3) “Guessing the Clues”

1. To play a “Guessing the Clues” game, turn to page 5 &6, and press the “Solve it” button. You will hear a short tune, “Use the magnifying glass!”, “Let’s solve the case!”



2. You will be asked to find who ate a particular object. For example, “Find who ate the cookies.” Use the magnifying glass to uncover the hidden images within the pages to discover who ate what object. Once the red light flashes, press the button on the magnifying glass. If you answer the question correctly, you will hear “You’re a smart solver!”, a trumpet sound effect, “Daddy ate the cookies.”



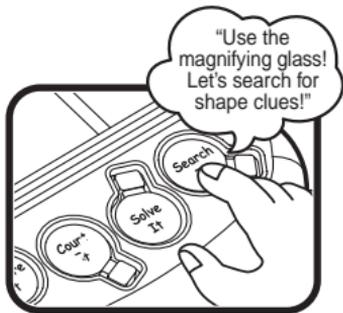
3. If you answer the question incorrectly, you will hear an incorrect sound effect, “Dee Tective ate the banana”, “Search on!”, and “Squeak, Squeak!” After three incorrect answers, you will be asked a new question.



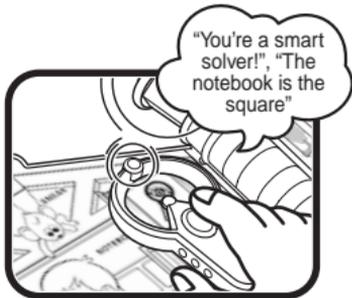
E. Search It

(1) “Shape”

1. To play a shape game, turn to page 1 & 2, and press the “Search it” button. You will hear a short tune, “Use the magnifying glass!”, “Let’s search for shape clues!”



2. You will be asked to find the shapes. For example, “Find the circle.” Place the magnifying glass over the object that represents the shape. Once the red light flashes, press the button on the magnifying glass. If you answer the question correctly, you will hear “You’re a smart solver!”, a trumpet sound effect, “The notebook is the square.”

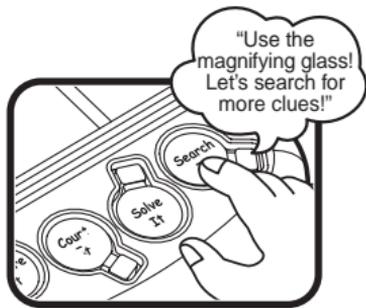


3. If you answer the question incorrectly, you will hear an incorrect sound effect, “The magnifying glass is the circle”, “Search on!”, and “Squeak, Squeak!” After three incorrect answers, you will be asked a new question.

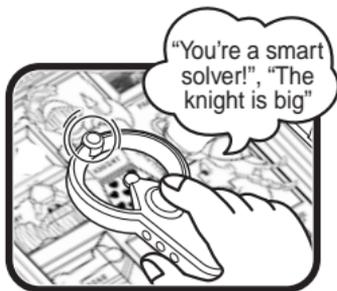


(2) “Big & Small”

1. To play a size game, turn to page 3 & 4, and press the “Search it” button. You will hear a short tune, “Use the magnifying glass”, “Let’s search for more clues!”



2. You will be asked to find different sizes of objects. For example, “Find something big.” Place the magnifying glass over the object that represents the size. Once the red light flashes, press the button on the magnifying glass. If you answer the question correctly, you will hear “You’re a smart solver!” a trumpet sound effect, “The knight is big.”

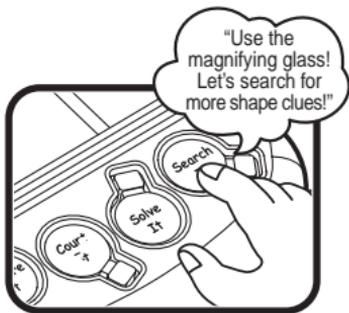


3. If you answer the question incorrectly, you will hear an incorrect sound effect, “The diamond is small”, “Search on!”, and “Squeak, Squeak!” After three incorrect answers, you will be asked a new question.



(3) “Size & Shape”

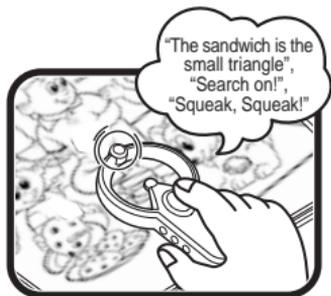
1. To play a size/shape game, turn to page 5 & 6, and press the “Search it” button. You will hear a short tune, “Use the magnifying glass”, “Let’s search for more shape clues!”



2. You will be asked to find different sizes and shapes. For example, “Find the big diamond.” Place the magnifying glass over the object that represents the size and shape. Once the red light flashes, press the button on the magnifying glass. If you answer the question correctly, you will hear “You’re a smart solver!”, a trumpet sound effect, “The kite is the big diamond.”



3. If you answer the question incorrectly, you will hear an incorrect sound effect, “The sandwich is the small triangle”, “Search on!”, and “Squeak, Squeak!” After three incorrect answers, you will be asked a new question.



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 and do not expose the unit to moisture or water.

IMPORTANT NOTE:

Creating and developing preschool 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 1-800-267-7377 in Canada 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 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