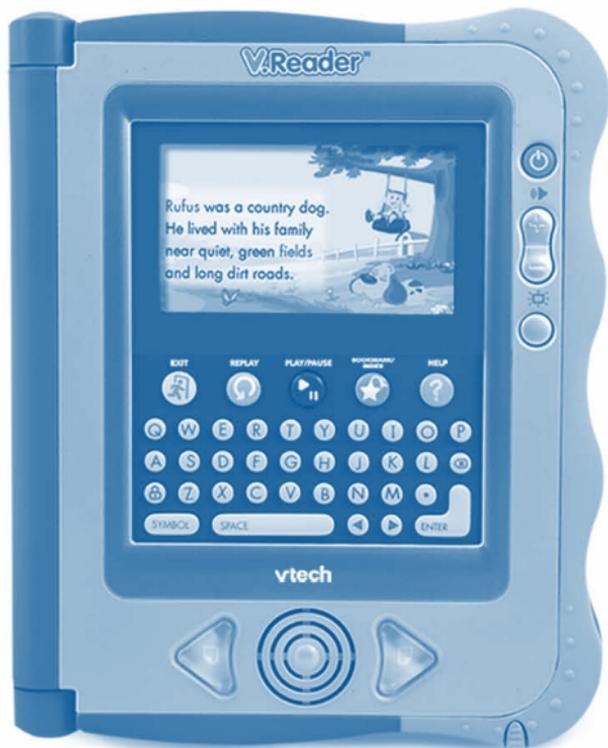


vtech®

INTERACTIVE E-READING SYSTEM

V.Reader®



User's Manual

Dear Parent,

At **VTech**[®], we know how important reading is for your child's development. We want to introduce children to reading in a dynamic, engaging way that will make them readers for life. That's why we created **V.Reader**[®], where reading comes alive with animated storytelling!

In these animated books, stories come to life through colorful scenes, voices, sounds and music. **V.Reader**[®] creates a magical world that keeps children interested in the story while they learn letters, words, comprehension, and more!

Watching their favorite characters in fun-loving stories engages children in play, as they gain the tools to grow from a pre-reader into a fluent and confident reader. As their reading skills grow, their self-esteem grows, and their appetite for reading will, too!

With a USB connection to a computer, you can even track your child's reading progress, and download and print awards for each completed story.

At **VTech**[®], we are dedicated to helping kids discover the magic of reading. We thank you for trusting **VTech**[®] with the job of helping your child learn and grow!

Sincerely,

Your friends at **VTech**[®]

To learn more about **V.Reader**[®] and other **VTech**[®] toys, visit
www.vtechkids.com



CONTENTS

INTRODUCTION	1
Included in This Package	1
PRODUCT FEATURES	2
GETTING STARTED	4
Battery Installation	4
Battery Notice	4
AC Adaptor	5
Standard Guidelines for Adaptor Toys.....	5
How to Play	6
• STEP 1: Turn the V.Reader [®] On	6
• STEP 2: Personalize Your V.Reader [®]	6
• STEP 3: System Menu	6
• STEP 4: Insert a Storybook Cartridge	7
ACTIVITIES	8
• Watch the Story	8
• Reading Games	9
• Story Dictionary	10
Using the V.Reader [®] Touch Screen	11
Cleaning the V.Reader [®] Touch Screen	11
Inserting an SD Card	11
Connecting to a Computer	12
VTech [®] Kidizoom [®] Photos and Videos	13
Computer Requirements	13
CARE & MAINTENANCE	14
TROUBLESHOOTING	15
TECHNICAL SUPPORT	16
Copyright Notices	16
Disclaimer and Limitation of Liability	16



INTRODUCTION

Thank you for purchasing the **VTech® V.Reader® Interactive E-Reading System!** **V.Reader®** is an animated storyteller that brings books to life in a durable, touch screen reading system for 3 - 7 year olds. With **V.Reader®**, your child will discover the joy of reading while watching well-loved characters and stories in



V.Reader®
(including **V.Reader®** pen)



USB Cable



User's Manual

Included in This Package

- One **VTech® V.Reader® Interactive E-Reading System** (including **V.Reader®** pen)
- One USB Cable
- One User's Manual

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

Note: Please keep the user's manual as it contains important information.



PRODUCT FEATURES



FEATURES

ACTION

ON / OFF Button	Press and hold this button to turn the unit on or off. Always do this before removing a cartridge.
Volume Buttons	Press “+” or “-” to adjust the sound volume. You can set the volume to the lowest setting to mute the sound entirely.
Brightness Button	Press this button to adjust the screen brightness.
Touch Screen	Touch the screen with your finger or with the V.Reader ® pen to play.
USB Port	Plug the included USB cable into this USB port to connect to your computer. Please see pages 12 & 13 for more information.
Headphone Jack	Use this to connect headphones.
Adaptor Jack	Use this to connect an adaptor.
Pen & Pen Holder	Always replace the V.Reader ® pen into the pen holder after use.
Cover	Use this to protect V.Reader ®.

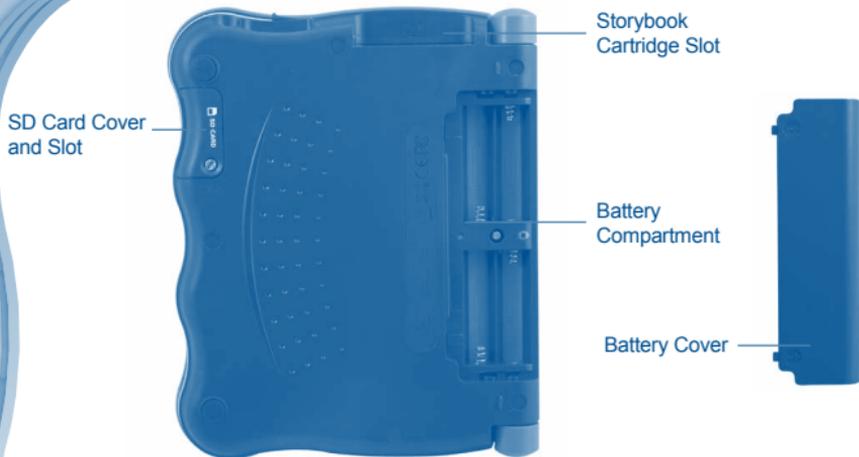
BUTTON**FUNCTION**

	Exit	Exit to the previous menu.
	Replay	Repeat the story narration of the current page in Watch the Story , or repeat the question in Reading Games .
	Play/Pause	Play or pause the story narration in Watch the Story .
	Bookmark / Index	Save a bookmark for the current page in Watch the Story . Or go to the index page (available in select titles) to choose a page to begin Watch the Story .
	Help	Replay instructions, or ask for a hint in Reading Games .
	Previous Page Arrow	Turn to the previous page.
	Next Page Arrow	Turn to the next page.

NOTE: The story pages can also be turned by flicking the touch screen.

**QWERTY KEYPAD**

Press the keys to type in your user name, write a welcome message, or enter answers for some reading game questions.



FEATURES

FUNCTION

Storybook Cartridge Slot	Insert a V.Reader [®] storybook cartridge (sold separately) into the slot to read and play.
SD Card Cover and Slot	Insert an SD card (not included). Please see pages 11 & 12 for more information.
Battery Compartment	Insert 4 "AA" batteries (not included). For battery installation instructions, please see the next section.

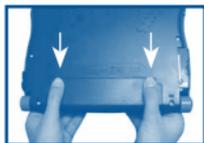


GETTING STARTED

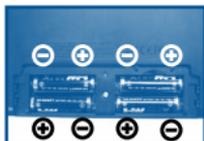
Battery Installation

- Make sure the unit is turned off.
- Locate the battery cover on the back of the unit and remove it as shown in image 1.
- Insert 4 "AA" batteries as shown in image 2.
- Make sure to replace the battery cover.

1



2



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 (Ni-MH).
- 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 use fire to dispose of batteries.

NOTE: When the **V.Reader**[®] is running on batteries, you may see this icon appear on the screen . This indicates that battery power is low, and you should replace the batteries soon. Battery time remaining once the icon first appears is approximately 10-30 minutes, depending on the type of batteries in use. After that, the **V.Reader**[®] will show the screen for 5 seconds, and then will turn off automatically.



To preserve battery life, the **V.Reader**[®] will automatically turn off after several minutes without input. The **V.Reader**[®] can be turned on again by pressing the **ON/OFF** button.

AC Adaptor

- Use a standard $\begin{matrix} \text{DC7.5V} & \text{===} & 400\text{mA} \\ \text{DC9.0V} & \text{===} & 300\text{mA} \end{matrix}$  AC/DC adaptor. We recommend the use of a **VTech**[®] 9V AC/DC adaptor.
- Make sure the unit is turned off.
- Plug the adaptor into the Adaptor Jack on the top of the **V.Reader**[®].
- Plug the adaptor into a wall socket.

NOTE: The use of an adaptor will override the batteries. When the toy is not going to be in use for an extended period of time, unplug the adaptor.

Standard Guidelines for Adaptor Toys

- The toy is not intended for use by children under 3 years old.
- Only use the recommended adaptor with the toy.
- The transformer is not a toy.
- Never clean a plugged-in toy with liquid.
- Never use more than one adaptor.
- Do not leave the toy plugged in for extended periods of time.

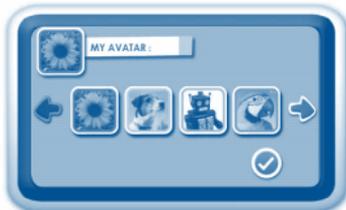
How to Play

STEP 1: Turn the V.Reader® On

Turn the **V.Reader®** on by holding down the **ON/OFF** button for a few seconds.

STEP 2: Personalize Your V.Reader®

The first time you power on the **V.Reader®**, you will see My Name and My Avatar screens. These allow you to personalize your **V.Reader®** by adding your name and a picture for your avatar. Use the keyboard to type in your name, and touch the green checkmark when you're done. Use the blue arrows to scroll through the avatar choices, and touch one to choose. Touch the green checkmark when you're done.



STEP 3: System Menu

In the System Menu, there are two tabs - **BOOKSHELF** and **PLAYROOM**.

BOOKSHELF:



Storybook Cartridge

If a **V.Reader®** storybook cartridge (sold separately) has been inserted properly, you will see it displayed as a book icon in the **BOOKSHELF** menu. Touch the book icon to read the story and play Reading Games.

Backpack

Touch the Backpack icon to see what you have saved on your **V.Reader®**. The stored items will be listed on the screen. Please see page 12 for details on how to download items to your **V.Reader®**.

Writing

Use the writing activity to practice writing letters, words, and numbers by tracing the letter strokes onscreen. It is recommended to use the **V.Reader®** pen for this activity for best performance.

Certificates

Touch the Certificates icon to see any certificates earned by reading storybooks or playing Reading Games.

Setup

Touch the Setup icon to change your personal information, including name, avatar, welcome message, and music on/off.

My Name: Type in your name.

My Avatar: Choose an avatar.

Welcome Message: Type in a welcome message.

Music ON/OFF: Touch to turn the music on or off.

PLAYROOM:



What's That Noise: Touch this book icon to read the built-in storybook, "What's That Noise?", and play Reading Games.

Coloring Book: Touch the Coloring Book icon to play the fill color game.

Art Studio: Touch the Art Studio icon to draw a picture, or edit a picture that you have saved.

Photo Album: Touch the Photo Album icon to view any photos or videos that you have saved to your **V.Reader®**.

NOTE: The files saved in the **Coloring Book** and **Art Studio** activities can be saved or deleted while your **V.Reader®** is connected to Learning Lodge Navigator™ via a computer. For more information, please refer to the section "Connecting to a Computer" on Page 12.

STEP 4: Insert a Storybook Cartridge

Make sure the unit is turned off. Insert a **V.Reader®** storybook cartridge firmly down into the cartridge slot located on the back of the unit and push until it clicks into place. See image 3 below for reference.

NOTE: The **V.Reader®** storybook cartridges are sold separately.





ACTIVITIES

Once you have entered the built-in storybook by selecting the book icon in the **PLAYROOM** tab, there are three ways to play: Watch the Story, Reading Games, and Story Dictionary. Touch an icon to choose.

Watch the Story: Read or listen to the whole story while watching the animations.

Reading Games: Play 8 story-related reading games.

Story Dictionary: Learn the definitions of vocabulary words in the story.

Settings: Touch the Settings icon to turn the background music and vocabulary highlight feature on or off.

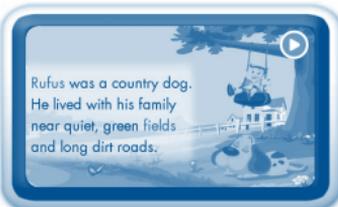
Watch the Story

There are two ways to start **Watch the Story**. You can choose a story page to start reading the story on any page you choose, or touch **Bookmark** to go right to your bookmarked page. If you have not saved a bookmarked page, the Bookmark icon will not be active. You can also touch **How to Play** to learn more about the operation in **Watch the Story**.

You can press  to pause the story narration. To continue the story narration, press  again. Touch anywhere on the screen to interrupt the story narration and enter **Free Play**. When the story narration of each book page has finished, you will enter **Free Play** automatically.

Free Play

To stop the automatic story narration and enter **Free Play**, touch anywhere on the screen. In **Free Play**, you can touch the words one by one to read the story at your own pace, touch highlighted vocabulary words to hear their definitions, or touch images in the art to see animations and hear fun voices and sounds. If you don't touch the screen for a while, the story narration will automatically continue to the next page.



- Touch any word in the story text to hear the word read aloud.
- Touch pictures to see animations and hear fun voices and sounds.
- Press  or  to move to the next or previous page.

NOTE: You can also turn the page by flicking the touch screen.

- Press  to listen to the current page's story narration.
- Press  to save a bookmark for the current page, or to go back to the index page.
- Press  or the onscreen arrow icon to restart the automatic story narration.

Reading Games

Play 8 reading games to have fun with the story while developing your reading skills. The reading comprehension game "What Happened?" is included in every storybook cartridge to reinforce your understanding of the stories you read.

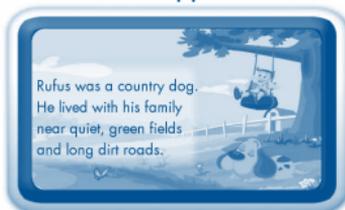
The other 7 games teach a variety of age-appropriate reading skills. Choose the game you wish to play from the **Reading Games** menu. Simply touch the arrow button on the screen to see your game choices, then touch the icon to enter into the game.



Listen to the instructions and questions carefully. Then touch a word in the story text, a picture in the art, or a key on the keypad to answer the question as directed.

The following are some examples of the **Reading Games**.

What Happened?



Opposites Attract



Rhyme Time



Reading Game Curriculum - *What's That Noise?*

Reading Game Title	Reading Game Curriculum
What Happened?	Reading Comprehension
Same Sounds	Onomatopoeia
In the Beginning	Beginning Sounds/Beginning Letters
Silly Syllables	Syllables
Capital Idea	Capital & Lowercase Letters
Hello! ¡Hola! Bonjour!	Foreign Languages
Opposites Attract	Antonyms
Rhyme Time	Rhyming

Story Dictionary

Story Dictionary provides an alphabetical list of the vocabulary words from the story and their definitions, along with fun animations, sounds, and voices. Touch any word in the **Story Dictionary** menu to hear its definition.



To deepen your understanding, some definitions have follow-up questions that relate to the definition you just read.



Using the V.Reader® Touch Screen

V.Reader® has a touch-sensitive screen that you can interact with by either using your finger or the included pen. Lightly touch the screen with your finger or the pen. In Watch the Story mode, flick the screen to turn the page forward or back.



NOTE:

- Use only enough pressure to operate the game. Too much pressure may damage the touch screen.
- Do not use the pen if it is broken.
- Do not use any other pens on the touch screen other than the V.Reader® pen.
- Put the pen back in the pen holder when not in use.

Cleaning the V.Reader® Touch Screen

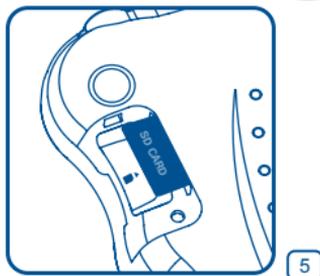
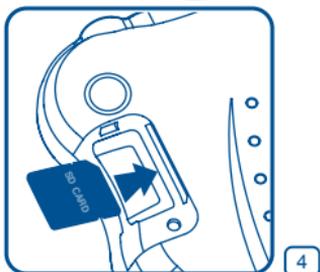
If the screen on your V.Reader® has visible smudges, fingerprints, or other material on it, you can clean it with a soft, lint-free cloth.

1. Slightly dampen the cloth with a little water and wipe the screen to loosen dirt.
2. Using a clean and dry cloth, wipe the screen dry. Repeat these two steps as needed.

Inserting an SD Card

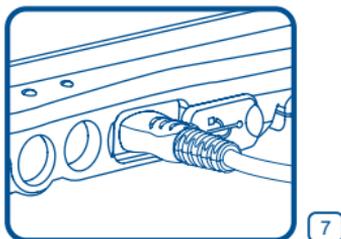
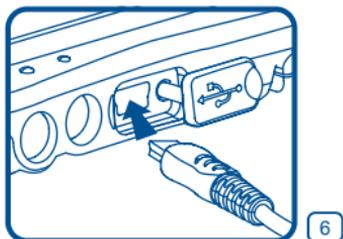
You can insert an SD card (not included) into your V.Reader®, to store downloaded content.

- Make sure the unit is turned off.
- Locate the SD card slot on the back of V.Reader®.
- Open the SD card cover with a screwdriver, coin, or other household tool.
- Insert the SD card, as shown in image 4 & 5 (on the next page).
- Make sure to replace the SD card cover.



Connecting to a Computer

- Download the setup program for Learning Lodge Navigator™ from www.vtechkids.com/download for US or www.vtechcanada.com/toysdownload for Canada and install it onto your computer.
- Insert an SD card into your **V.Reader**®, as shown above.
- Turn on your **V.Reader**®.
- Locate the USB port on the upper right-hand side of your **V.Reader**® and open the rubber port cover.
- Insert the smaller end of the included USB cable into the USB port on your **V.Reader**®.
- Insert the larger end of the USB cable into a USB port on your computer. The USB port is usually marked with the symbol that appears on the USB port cover of your **V.Reader**®. Please refer to images 6 & 7 below.



- After connecting to your computer with the USB cable, your **V.Reader**® screen will show a USB Connected screen (image 8). For help using the Download Center refer to the Help section of the Learning Lodge Navigator™.



- Use your free V.Coins to download free e-books from Learning Lodge Navigator™. Enjoy!

VTech® Kidizoom® Photos and Videos

All photos and videos captured with a **VTech® Kidizoom Camera™** can be transferred without conversion for viewing on **V.Reader®**. Files can be transferred using an SD card (not supplied) or via USB cable from a computer.

V.Reader® supports MJPEG formatted video playback only. Other video formats can be converted to work with **V.Reader®** using third party software (not supplied). For further information on video file conversion, enter "media format converter" into an internet search engine.

There may be legal restrictions associated with the use of commercial video files, movies, programs and other content for which VTech accepts no responsibility or liability. Users should take responsibility for observing relevant copyright law in their country for this type of media.

Recommended format settings required for video playback compatibility with **V.Reader®**:

File Type	AVI
Video Encoder	MJPEG
Display size	480 x 272
Frame rate	15fps
Bitrate	2400kbps
Audio Encoder	PCM
Audio Channel	Mono
Sampling Rate	22.05kHz

NOTE : Do not disconnect **V.Reader®** or the computer while files are downloading. After you have finished, turn off the unit to save power.

When not connected to a computer, please close the USB port cover on the **V.Reader®**, for safety.

Computer Requirements

PC Hardware Requirements:

CPU: Pentium® 4, 1 GHz or above

Memory: 256MB

Video Adaptor: Graphic card with 1024 x 768 at 16 or 32 bit color

Monitor Resolution: 1024 x 768

USB 1.1 or higher

100MB Hard disk space

Windows® compatible sound card and speakers

PC Software Requirements:

Microsoft® Windows® XP, Windows Vista®, or Windows® 7 Operating System

Internet Explorer® version 6 or above

Adobe® Flash® Player 10 – Other Browsers Version (To acquire the latest version of Flash player, please visit www.adobe.com)

Macintosh Hardware Requirements:

Macintosh Computer with an Intel (1GHz or faster) processor
256 MB RAM (512 MB recommended)
100 MB Hard disk space
USB Port required

Macintosh Software Requirements:

Mac OS X version 10.5 or 10.6
Safari Internet Browser version 3.0 or later
Adobe® Flash® Player 10 – Other Browsers Version (To acquire the latest version of Flash player, please visit www.adobe.com)

*Internet connection required for Internet enabled functions on both PC and Macintosh computers.

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CARE & MAINTENANCE

1. Keep your **V.Reader®** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep your **V.Reader®** away from water.
6. Please examine the toy transformer periodically for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the output cord, blades, housing, or other parts) and that, in an event of such conditions, the transformer should not be used until properly repaired.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the **V.Reader® Interactive E-Reading System** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

Please note that focusing on an LCD screen at close range for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.



TROUBLESHOOTING

Problem	Possible Reason	Solution
Screen displays with no sound	Volume is turned down	Adjust the volume control.
	Headphones are connected	Unplug headphones from the headphone jack.
Screen turns on, then immediately off	Battery power low	Replace the battery.
No picture (or incorrect picture) on screen, and pressing the ON/OFF button has no effect.	Program needs to be reset	Disconnect all power supplies (batteries and adaptor), then reconnect all power supplies.
		Press the ON/OFF button.
		Remove the storybook cartridge, clean it if necessary, then re-insert it into the V.Reader [®] .
No screen display after pressing ON/OFF button	Battery power low	Replace the battery.
	Incomplete battery installation	Make sure batteries are installed in both battery compartments.
	No AC adaptor power	Securely connect the AC adaptor or car adaptor to both the V.Reader [®] and the power source.
"Please insert a cartridge" icon displays	Poor storybook cartridge connection	Remove the storybook cartridge, clean it if necessary, then re-insert it into the V.Reader [®] .
USB connection window does not pop up after connecting to computer	Poor USB cable	Securely connect the USB cable to the V.Reader [®] and the computer.
	Connection is running through USB hub	Connect the V.Reader [®] directly to the computer, without using a hub.

If your **V.Reader**[®] does not respond to an inserted storybook cartridge, please carefully try the following:

- Remove all batteries and unplug all wiring.
- Use a cotton swab dipped in rubbing alcohol or an alcohol-based window cleaner to gently clean the contact area of the cartridge slot.
- If necessary, dry all the clean contact areas with a soft, lint-free cloth.
- Please make sure that all parts are completely dry before restoring electricity.

Static electricity may cause the **V.Reader**[®] to malfunction. In some cases, the game play score stored in the console memory may be lost. In cases where **V.Reader**[®] is malfunctioning due to static electricity, reset the console by removing and reinstalling the batteries, or by unplugging and replugging the AC adaptor. Or, if the static electricity malfunction occurred during the downloading process, disconnect the USB cable, delete the corrupted file, and reset the console as described above. Then reconnect the USB cable and restart the download process.



TECHNICAL SUPPORT

- If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you. Before requesting support, please be ready to provide or include the information below:
- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- The actions you took right before the problem occurred.

Internet : www.vtechkids.com

Phone : 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

Copyright Notices

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IMPORTANT NOTE:

Creating and developing the **V.Reader**® Interactive E-Reading System 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 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.

Disclaimer and Limitation of Liability

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Company: **VTech**® Electronics North America, L.L.C.

Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

Phone : 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

Notice: 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.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This Class B digital apparatus complies with Canadian ices-003.

Cet appareil numérique de la classe b est conforme à la norme nmb-003 du Canada.

Caution : Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**CLASS 1
LED PRODUCT**