

Dear Parent,

*At VTech®, we know that every child has a unique set of strengths and interests. That's why we created the **Artificial Intelligence Learning™ Series** - a sophisticated set of learning tools that track your child's activity and respond by tailoring the learning experience specifically to your child's needs.*

*Every product in the **Artificial Intelligence Learning™ Series** actually keeps a record of your child's performance, and adjusts the subjects and skill levels accordingly. The programs will accelerate the skill level in a strong subject, and focus on subject areas that require more work. All the while, your child is learning through engaging, arcade-style games in which fun and learning are seamlessly joined.*

*All the **Artificial Intelligence Learning™ Series** products feature hi-tech, ergonomic designs, stereo sound, large LCD screens and a plug-in mouse or touch screen - features that add a new level of sophistication to your child's learning experience. Also, all the products were designed with portability in mind, so that kids can bring the learning fun anywhere, anytime.*

At VTech®, we are committed to creating fun learning toys that foster a child's intellectual and social development. We thank you for trusting VTech® with the important job of helping your child learn and succeed!

Sincerely,

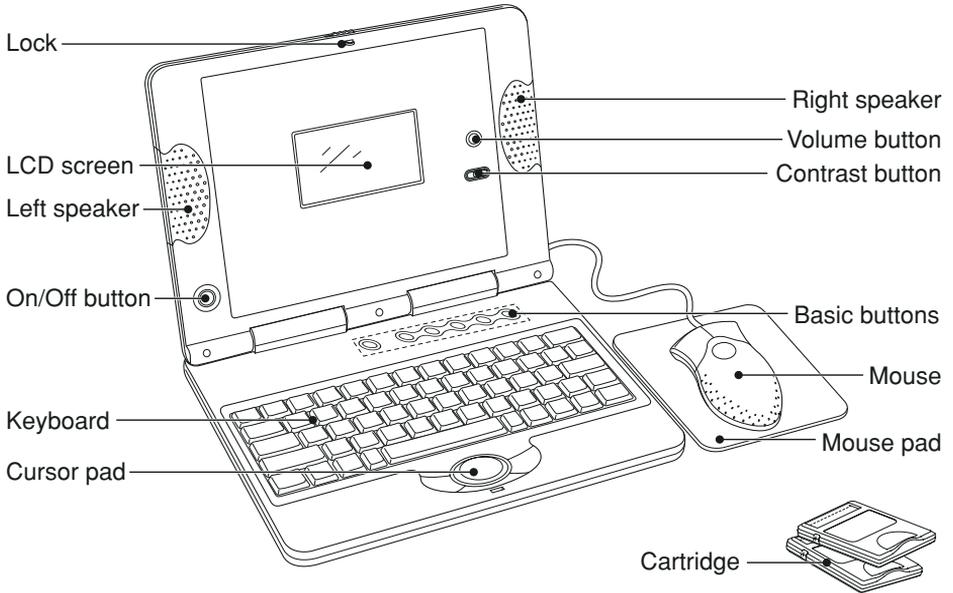
Your Friends at VTech®

*To learn more about the **Artificial Intelligence Learning™ Series** and other VTech® toys, visit www.vtechkids.com*

INTRODUCTION

Thank you for buying the **VTech® Artificial Intelligence Learning™ Compact Notebook**.

The **VTech® Compact Notebook** is your child's fun, sophisticated entry into the world of hi-tech learning. With its engaging, arcade-style games, your child will be entertained while getting a head start on subjects such as English, math, and science. Plus, our unique **Artificial Intelligence Learning™** system keeps track of your child's progress, and tailors the learning specifically to his or her needs.



INSTRUCTIONS & ACTIVITIES

INCLUDED IN THIS PACKAGE

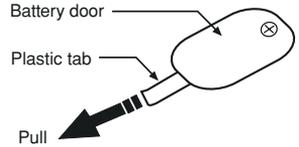
- **Compact Notebook** learning unit
- Bonus cartridge 1 - Which Sign?
- Bonus cartridge 2 - Music Mixer
- **VTech®** roller ball mouse
- Mouse pad
- Instruction manual

WARNING:

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

GETTING STARTED

Please remove the protective strip from the backup battery cover by pulling on the plastic tab to avoid losing saved information. The backup battery cover is located on the bottom of the **Compact Notebook**.

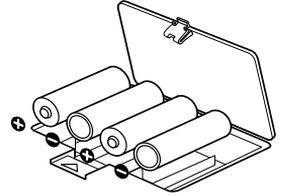


BATTERY INSTALLATION

1. Make sure the **Compact Notebook** is turned **OFF**.
2. Locate the battery cover on the bottom of the **Compact Notebook** and open it.
3. Insert 4 “AA” size batteries as illustrated.

WE DO NOT RECOMMEND USING RECHARGEABLE BATTERIES IN THIS UNIT.

4. Close the battery cover.



NOTE: The use of new, alkaline batteries is recommended for maximum performance.

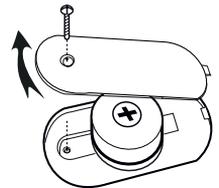
IMPORTANT!!!

When replacing the 4 “AA” size batteries, make sure the backup battery is in place, or the **Compact Notebook** is plugged into the wall outlet with a 9V adaptor. Otherwise, you will lose all the information stored in the following applications: Phone Book, Music Composer, Personal Profile, and Progress Report.

BACKUP BATTERY INSTALLATION

Your **Compact Notebook** comes installed with a backup battery. To avoid damage to the **Compact Notebook** from leaky batteries, replace the backup battery at least once a year. To replace the backup batteries:

1. Make sure your **Compact Notebook** is turned **OFF**.
2. Locate the backup battery cover on the bottom of your **Compact Notebook**.
3. Use a screwdriver to unscrew the cover and open it.
4. Insert 1 CR-2032 battery as illustrated, following the plus (+) and minus (-) signs.
5. Replace the battery cover and screw it back on.



NOTE: While replacing the backup battery, the 4 “AA” size batteries must be kept in the unit, or the **Compact Notebook** should be plugged into the wall outlet with a 9V adaptor. Otherwise, you will lose all the information stored in the following applications: Phone Book, Music Composer, Personal Profile, and Progress Report.

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 batteries from equipment when the unit will not be in use for a long 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 or equivalent type as recommended are to be used.

AC ADAPTOR

Use the **VTech**[®] adaptor or any standard adaptor complying with 9V  300mA AC center-positive - adaptor.

CONNECTING THE ADAPTOR

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the back of the unit.
3. Insert the adaptor plug into the unit's adaptor jack.
4. Plug the adaptor into a wall outlet.
5. Turn the unit **ON**.

NOTE: When the toy is not in use for long periods of time, unplug the adaptor.

STANDARD FOR ADAPTORS

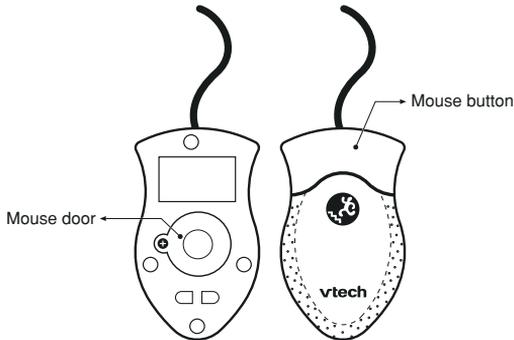
- The adaptor is not intended for use by children under 3 years old.
- Only use the recommended adaptor with the toy.
- The adaptor is not a toy.
- Never clean a plugged-in toy with liquid.
- Never use more than 1 adaptor.
- Do not leave the toy plugged in for extended periods of time.

NOTICE TO PARENTS

Regularly examine the adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it.

IN THE U.S.A. : Many retailers carry this type of adaptor. However, if you are unable to find one locally, the **VTech**[®] AC adaptor is perfectly suited to operate your **VTech**[®] **Compact Notebook**. For information on how to purchase a **VTech**[®] AC adaptor, call our Consumer Services Department at 800-521-2010 in the U.S., or 1-800-267-7377 in Canada.

MOUSE



Use the mouse only on a clean, flat surface, so that the roller ball is not damaged and the cursor moves freely across the screen. Use only a mouse that is compatible with **VTech®** products.

CONNECTING THE MOUSE

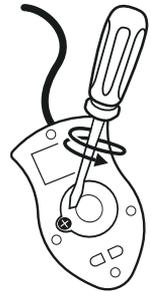
1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the back of the unit.
3. Plug the mouse into the mouse jack.

USING THE MOUSE

1. Move the mouse in the direction you want the cursor to move.
2. Click on the mouse button to make a selection.

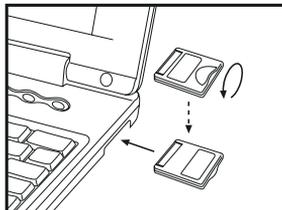
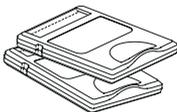
CLEANING THE MOUSE

1. Following the arrows, use a screwdriver to open the cover on the bottom of the mouse.
2. Take the ball out of the mouse and use a dry cloth to clean the mouse and the ball.
3. Place the ball back into the mouse, place the cover back onto the mouse and screw the cover closed.



CARTRIDGE

Make sure the unit is turned **OFF**. Insert the cartridge into the cartridge slot on the right side of the unit. Turn the unit **ON** and press the Cartridge button to begin play.



PRODUCT FEATURES

1. HOW THE INTELLI-SYSTEM WORKS

For all of our **Artificial Intelligence Learning™** Series units, we have created a unique Intelli-System, which aims to help you learn as much as possible, in a way that is best suited to you.

How does the system work? As you play, the Intelli-System is always running, and keeping track of how you do in each individual subject. After you've completed enough games, the Intelli-System has enough information to guide your learning: it knows when you should switch to another subject, which level of an activity is best for you, and which subjects you could use more work on. Simply put, the Intelli-System teaches you what you need to learn.

2. LEARNING MODES

In the **Compact Notebook**, you can choose from 3 different learning modes:

- Menu Mode
- Intelli-Challenge
- Adventure

MENU MODE - YOU CONTROL THE ACTION!

Pick the games and subjects you want to explore! How about Word games? Math games? Or would you like Social Studies or Science? Check out the Main Menu to get started.

INTELLI-CHALLENGE - WATCH THE INTELLI-SYSTEM WORK!

In this learning mode, the Intelli-System takes over and challenges you with all kinds of different subjects and questions. You can choose from Fun Mode and Challenge Mode.

FUN MODE

This mode is best when you want to relax and have some fun. The Intelli-System will choose questions for you on subjects you've done particularly well in, or from games that you have played often and enjoy most.

CHALLENGE MODE

Now you're in for a real challenge! The Intelli-System will test you with questions from a subject area that may not be as familiar to you, and in which you could use a little practice.

To access the Intelli-Challenge, press the  INTELLI-CHALLENGE key on the keyboard or select Intelli-Challenge from the Main Menu.

ADVENTURE - RESCUE ANIMALS IN A JUNGLE ADVENTURE!

All the jungle animals were living quite peacefully together, when one day, a hunter came along and trapped them! The animals need your help - please rescue them! But first, you must face the hunter's brain-twisting challenges.

To access the Adventure mode, press the  key on the keyboard, or select over the  icon from the Main Menu.

3. SUBJECTS AND CURRICULUM

All of our **Artificial Intelligence Learning™** units provide an extensive set of activities in many subjects and curriculum areas. The **Compact Notebook** contains over 70 activities, which cover 12 different curriculum areas.

Subject	Curriculum
English	Vocabulary Spelling Grammar
Math	Basic Math Logic Skills and Reasoning
Social Studies	U.S. History World History U.S. Geography World Geography
Science	Earth and Space Life Sciences Physical Sciences

4. KEYBOARD LAYOUT

BASIC BUTTONS





Press and hold this button to turn the **Compact Notebook ON**. Press this button again to turn the unit **OFF**.



INTELLI-CHALLENGE

Press this button to let the Intelli-System pick the curriculum that best fits you. Pick Fun Mode to play your favorite games, or Challenge Mode to play some more challenging games.



MAIN MENU

Press this button to display the Main Menu.



ADVENTURE

Press this button to play the Jungle Adventure, where you can learn and play on a journey to save a group of animals.



UTILITIES

Press this button to access different tools.



PROGRESS
REPORT

Press this button to review your score in different curriculum areas. You can also use this utility to start a new game.



CARTRIDGE

Press this button to play a cartridge-based activity.



Press the Volume button to change the sound level of the speaker. Use the mouse or arrow keys to set a volume level on the control panel.



Use the Contrast button to change the darkness/lightness of the screen.



Reset

To reset your unit if it stops or freezes up, use the tip of a paper clip, or a similar object without a sharp tip to gently press the Reset button.

KEYBOARD

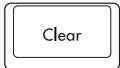
The **VTech® Compact Notebook** has a full alphanumeric keyboard with a music keyboard function, as well as these special keys:



FUNCTION KEYS



Press this key to exit an activity. Press the Esc key a few times to go back to the Main Menu.



Press this key to clear any typing off the screen.



Press this key to make your typed text appear in capital letters. Press once to turn Caps Lock on; press again to turn it off.



Press this key together with a letter key to capitalize the letter. You can also use this key to access the alternate letters/symbols above some keys.



Press this key to repeat a question or its curriculum area.



Press the Answer key to see the correct answer to a question. You will not receive points if you use this key.



Press this key to access the symbol menu. Use the arrow keys to go to a symbol, then press the Enter key or click the mouse button to select it.



When typing, use this key to insert a space between words or numbers. The Space bar has special functions in some activities, e.g. toggling the highlighted area in Number Search.



Press this key to delete characters in some activities.



Press this key after choosing your answer, to enter your choice.



Press this key to set an activity's level of difficulty from easy to medium to hard. The Intelli-System will normally choose the best level for you, but you may use this key to set the level yourself.



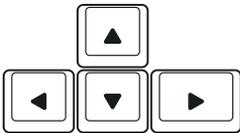
Press this key to change between one-player and two-player mode, in the games Balloon Blow Out and Dots and Boxes.



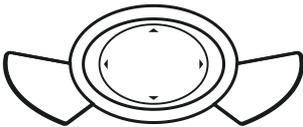
At any time, press this key to get information about the activity and question, without losing a chance to answer.



Press this key to get some help answering a question. But remember, each time you press it, you lose a chance to answer. This key can be used 2 or 3 times per question, depending on the activity.



Use these four keys to move the cursor up, down, left and right.



The Cursor pad functions a lot like the mouse. Press the pad with your finger to make the cursor move around the screen. Press the left cursor button to enter a selection. Press the right cursor button to exit the current screen and go back to the previous screen.

5. AUTOMATIC SHUT-OFF

To save power, the **Compact Notebook** automatically shuts down if it does not receive any input after several minutes. Press the On/Off button to wake your unit. We recommend that you turn off the unit when you are finished playing. Remove the batteries and unplug the adaptor if the **Compact Notebook** will not be used for an extended period of time.

ACTIVITIES

WORD GAMES

ALPHABET RACER

Three words are shown on the screen, with one highlighted. Use the arrow keys to find the word that comes next alphabetically, and press the Enter key to choose it. You can also use the mouse to click on the answer.

COUNTDOWN

You will be shown a set of questions that you must match to answers, using the clue you just read. Use the left and right arrow keys to pick an answer, and press the Enter key to select it. You can also use the mouse to click on the answer you want.

SNAKE

Use the arrow keys to guide the snake to eat the correct missing letter. The snake grows each time it eats a correct answer. If the snake touches the wall or itself, or eats a wrong answer, you lose a chance to answer. You have three chances to get as many correct answers as you can.

CATCH 'EM

A word appears on the bottom of the screen with a letter missing. Try to find the missing letter out of the falling letters. Use the left and right arrow keys to move the paddle, and catch the letter that fits the word. You have 3 lives in each round.

MEMORY CHALLENGE

Find as many matching pairs as you can, before time is up. Remember, you can only see two cards at a time. If you turn up two matching cards, they will disappear. If the two cards are not a match, they will turn face down again.

WHAT'S MISSING?

Some letters are missing from a trio of words. You must figure out what letters correctly fill in all three words.

WORD SCRAMBLE

Some letters appear on the screen after the clue is shown. Type the letters in the right order to unscramble the word. Unscramble as many words as you can before time is up.

MYSTERY WORD

A clue is given and a number of blanks appear on the screen. Try to guess the mystery word by typing letters on the keyboard. Press the Repeat key to see the clue again. You have 10 chances to answer each question.

WHACK-O!

A word appears on the top of the screen with a letter missing. Use the mouse to catch the missing letter on the bottom part of the screen. You have 60 seconds to complete as many words as you can.

SECRET WORD

A group of blanks is shown on the screen, and clues will appear one by one. Using the clues, type in the correct word before time runs out.

MATH AND LOGIC

NUMBER SEARCH

A number is shown on the screen, written out in word form. Try to find the number in the grid reading left to right or up and down. Change the direction of the highlight by pressing the Space bar.

WHAT'S NEXT?

A line of letters and/or numbers is shown onscreen, arranged in a special pattern. You must type in the letter or number that fills in the blank in the pattern.

JUMPER

A math problem appears at the top of the screen. Use the mouse or arrow keys to make the frog jump to the lily pad with the correct answer.

SNAKE

Use the arrow keys to guide the snake to eat the correct number. If the snake touches the wall or itself, or eats a wrong answer, you lose a chance to answer. You have three chances to get as many correct answers as you can.

CATCH 'EM

A math problem appears at the bottom of the screen. Try to find the answer to the problem from the falling numbers. Use the left and right arrow keys to move the paddle to catch the correct number. You have 3 lives in each round.

MEMORY CHALLENGE

Find as many matching pairs as you can, before time is up (you will have to solve a math problem to make a match). Remember, you can only see two cards at a time. If you turn up two matching cards, they will disappear. If the two cards are not a match, they will turn face down again.

BALLOON BLOW OUT

This is a two-player game. You will take turns popping 1 to 4 balloons. Click on the 'NEXT' icon  or press the Space bar to pass the turn to another player. The one who pops the last balloon loses the game!

DOTS AND BOXES

This is a two-player game. Place a line between two dots by using the mouse, or the arrow keys and the Space bar. If you complete the fourth side of a box, you get an extra turn. Whoever completes the most boxes is the winner!

WHACK-O!

A math problem appears on the top of the screen. Use the mouse to catch the correct answer. You have about 60 seconds to solve as many problems as you can.

SUM SQUARES

A grid of numbers is shown, with a target sum shown on the right side of the screen. Click on a chain of numbers that adds up to the target number. Remember, the numbers you choose must be next to each other, and the total must be equal to the target sum. The longer the chain, the more points you get.

WHICH SIGN?

This is a cartridge game. When playing for the first time, please insert the “WHICH SIGN?” cartridge properly into the cartridge slot and download the program to the **Compact Notebook**.

On the first level of this game, you must pick the number that is greater. In higher levels, a problem with a missing sign is shown on the screen. Find the sign that makes the problem correct. Use the mouse or arrow keys to choose the correct sign.

SOCIAL STUDIES

In this category, there are 4 different curriculum areas. They are U.S. History, World History, U.S. Geography and World Geography.

COUNTDOWN

Make as many correct matches as you can before the time is up. Use the left or right arrow keys to select the correct answer, or use the mouse to click on it.

WORD SCRAMBLE

Some letters appear on the screen after the clue is shown. You must type the letters in the correct order to unscramble the word. You have about 1 minute to unscramble as many words as you can.

MYSTERY WORD

A clue is given and a number of blanks appear on the screen. Try to guess the mystery word by typing letters on the keyboard. Press the Repeat key to see the clue again.

SECRET WORD

A group of blanks is shown on the screen, and clues will appear one by one. Using the clues, type in the correct word before time runs out.

SCIENCE

In this category, there are 3 curriculum areas. They are Life Sciences, Physical Sciences and Earth and Space.

COUNTDOWN

A question appears at the top of the screen. Use the left or right arrow keys to select the correct answer, or use the mouse to click on it.

WORD SCRAMBLE

Some letters appear on the screen after the clue is shown. You must type the letters in the correct order to unscramble the word. You have about 1 minute to unscramble as many words as you can.

MYSTERY WORD

Try to guess the mystery word by typing letters on the keyboard. Press the Repeat key to see the clue again. You have 10 chances to answer each question.

SECRET WORD

A group of blanks is shown on the screen, and clues will appear one by one. Using the clues, type in the correct word before time runs out.

QUIZ SHOW

SOUNDALIKE

You will hear some sounds one by one. Try to repeat the sequence of the sounds by using the mouse.

GUESS THE NUMBER

This game has two modes. If you choose the YOU-guess mode, the computer will think of a number between 1 and 99, and you will have to guess it. The fewer tries you use, the better you will do. If you choose the COMPUTER-guess mode, you will need to think of a number between 1 and 99, and let the computer guess it.

TYPING TUTOR

In this game, letters or words are falling quickly from the top of the screen. Type the letter or word as fast as possible. Type as many as you can before time runs out.

COUNTDOWN

The questions in this game are a mix from the Word, Social Studies and Science categories. When the game starts, a question appears at the top of the screen. Use the left or right arrow keys to select the correct answer, or use the mouse to click on it.

WORD SCRAMBLE

The questions in this game are a mix from the Word, Social Studies and Science categories. Some letters appear on the screen after the clue is shown. You must type the letters in the correct order to unscramble the word. You have about 1 minute to unscramble as many words as you can.

SECRET WORD

The questions in this game are a mix from the Word, Social Studies and Science categories. A series of blanks is shown on the screen, then some clues will appear one by one. Type the correct word within the time limit.

UTILITIES

BOOKTHING

This feature suggests a great book for you to read, based on categories of books that you choose yourself.

PROGRESS REPORT

This feature gives you a report of how well you're doing in each subject. Click on any curriculum area to play a game from that curriculum.

SAVING CALCULATOR

Calculate your savings! Type an amount you'd like to save, and how much you can save each day or week. The Saving Calculator will then tell you how long it will take to save the total amount.

CALCULATOR

This is a basic calculator for addition, subtraction, multiplication and division. Input numbers by clicking on them with the mouse.

MUSIC COMPOSER

This utility allows you to create and hear your own songs. Press the Play icon to hear your new song, or press the Clear icon to clear it.

PHONE BOOK

You can save info for up to 12 friends, including their names, phone numbers, birthdays and e-mail addresses. When you are finished entering the info, press Esc to save.

PERSONAL PROFILE

Save your personal information, such as your name, phone number, birthday and e-mail address. When you are finished, press Esc to save.

CARTRIDGE ACCESS

Two bonus cartridges are included with the **Compact Notebook**. To play a cartridge game, insert the cartridge into the unit, then press the Cartridge key to start the game. The system will download the game to the learning unit the first time you insert the cartridge, so that next time you play, you will not need to insert the cartridge again.

MUSIC MIXER

This is a cartridge game. When playing for the first time, please insert the "MUSIC MIXER" cartridge properly into the cartridge slot and download the program to the **Compact Notebook**.

You can play around with the built-in melodies and your own song created in Music Composer, by changing their instruments and tempos. First, select a melody by clicking the arrow keys on the first icon. Then click on the arrow buttons on the instrument icon and tempo icon to change their values. When you're done, use the mouse to click on the animation button on the bottom right-hand side. The melody will play with the instrument and tempo you chose, and you will see a fun animation.

ACTIVITY SAVING TABLE

The files/records from the following activities can be saved on the main unit.

1. Personal Profile
2. Phone Book
3. Music Composer
4. Progress Report
5. Intelli-System Scores

SCORING SYSTEM

GENERAL RULES

1. No points are given if the Answer key is pressed.
2. One point is taken away if the Hint key is pressed.
3. Two points are given for each question except in these cases:
 - 1 point for each question
 - Soundalike
 - Memory Challenge
 - 3 points for each question
 - What's Next?
 - Word Scramble
 - 4 points for each question
 - Secret Word
 - 10 points for each question
 - Mystery WordDepends on the length of the number chain
 - Sum Squares
4. The final score is a percentage that compares the score you got to the highest score you can get.
NOTE: At the end of a round, if your score is higher than 85, the game will automatically go up a level in difficulty. If your score is lower than 65, the game will go down a level.

The following games require you to answer as many questions as possible within the time limit. The more questions you answer, the more points you earn.

Category	Activity Name	Timer (minutes)
Word	Alphabet Racer	2
	Countdown	2
	Memory Challenge	1.5
	Word Scramble	1
	Whack-O!	1
Math and Logic	Secret Word	3
	Memory Challenge	1.5
	Whack-O!	1
Social Studies	Sum Squares	2
	Countdown	2
	Word Scramble	1
	Secret Word	3

Science	Countdown	2
	Word Scramble	1
	Secret Word	3
Quiz Show	Typing Tutor	1
	Countdown	2
	Word Scramble	1
	Secret Word	3
Cartridge	Which Sign?	1

The following games require you to answer as many questions as possible with the given number of chances. The more questions you answer, the higher your score.

Category	Activity Name	Chances
Word	Snake	3
	Catch 'Em	3
Math and Logic	Snake	3
	Catch 'Em	3

The following games require you to answer a question with the given number of chances.

Category	Activity Name	Chances
Word	Countdown	2
	Word Scramble	3
	Whack-O!	1
	What's Missing?	2
	Mystery Word	10
Math and Logic	Number Search	2
	What's Next?	3
	Jumper	2
Social Studies	Countdown	2
	Mystery Word	10
	Word Scramble	3
Science	Countdown	2
	Mystery Word	10

CARE & MAINTENANCE

1. Keep your **Compact Notebook** clean by wiping it with a SLIGHTLY damp cloth. Never use solvents or abrasives.
2. Keep your **Compact Notebook** out of direct sunlight and away from direct sources of heat.
3. Remove batteries when not using it for an extended period of time.
4. Avoid dropping your **Compact Notebook**. NEVER try to dismantle it.
5. Always keep your **Compact Notebook** away from water.

TROUBLESHOOTING

WHEN I PRESS THE POWER BUTTON, NOTHING HAPPENS...

Make sure the power button is turned on and your unit is plugged in. If you are using batteries, check to see that they are aligned correctly.

MY SCREEN FROZE AND IS NOT RESPONDING TO ANY INPUT...

Use the tip of a paper clip (or a similar object without a sharp tip) to gently press the Reset button.

MY SCREEN KEEPS ON FREEZING, AND IS NOT RESPONDING TO MY INPUT. OR THE SOUND BECOMES WEAK...

Turn the unit **OFF** for 15 seconds and then turn it on. If you are using an adaptor, unplug it for 15 seconds. Then plug the adaptor back in and turn the unit **ON**. If the problem persists, it may be the result of a low battery or faulty wiring in the adaptor. Replace the battery or use a different adaptor.

STILL HAVING PROBLEMS? / 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 error message or problem you are receiving.
- The actions you took right before the error message or problem.

Internet : www.vtechkids.com

Phone : 800-521-2010 in the U.S.

OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this notebook. **VTech® Electronics North America, L.L.C.** and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech® Electronics North America, L.L.C.** and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

FCC 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.

IMPORTANT NOTE:

Creating and developing **Artificial Intelligence 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 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.

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