

vtech[®]

User's Manual

Zip Zap[™]



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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™** and other VTech® toys, visit*

www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Zip Zap™** learning toy!

Zip Zap™ uses wireless communication technology to provide cool games that can be played with up to 4 people at the same time. You can pick your own icon and screen name, make and send e-cards and messages, and play cool games in single player or multi-player modes. Connect with your friends and enjoy hours of fun wherever you are.



INCLUDED IN THIS PACKAGE

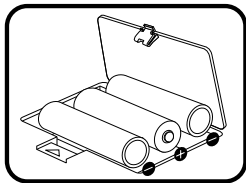
- A pair of VTech® Zip Zap™ learning toys with writing styluses
- One instruction manual

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

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Install 3 new “AAA” (UM-3/LR6) batteries into the compartment as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
5. Replace 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 unit 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.

REMOVE DEMO TAG

The demo tag is connected between the 2 products. This should be removed immediately when the products are taken out of the packaging. If the demo tag is still in position when you begin play, please remove it to activate normal play mode.

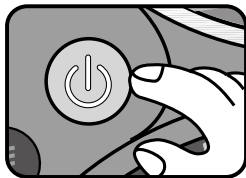
Special Note for playing Zip-Zap with 2 or more players

- **VTech® Zip Zap™** is a typical Radio Frequency device, and care has been taken to minimize interference from other Radio Frequency devices. However, in some cases interference may still occur, so we suggest not to play the **VTech® Zip Zap™** next to a cordless phone or other type of communication equipment.
- If the products are not functioning properly, please turn them Off and then On again.

PRODUCT FEATURES

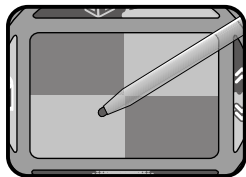
1. ON/OFF BUTTON

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



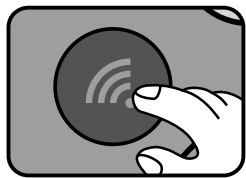
2. WRITING PAD & STYLUS

The stylus is the input device for making any drawing or input on the writing pad. In some activities, you need to press or move the stylus on the writing pad to confirm your answer. The writing pad area corresponds to the same area on the LCD screen, so for example, touching the lower left corner on the pad will show up as touching the lower left corner on the LCD.



3. STANDBY BUTTON

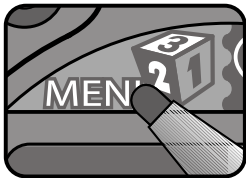
Pressing this button allows the unit to enter Standby Mode, where it can still receive e-cards and messages. The Standby light will flash to indicate this mode is active. You will hear a “receiving” sound with a flashing light when someone has sent you a message or e-card.



Reminder: Standby Mode does use battery power, so please turn the unit completely Off if not using.

4. MENU BUTTON

Press this button to enter the Main Menu and begin choosing from 14 different activities to play.



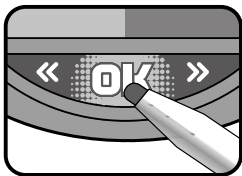
5. IN BOX BUTTON

Press this button to access messages/ e-cards sent to you, or to accept an invitation sent to you.



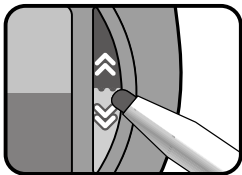
6. OK BUTTON

This button is used within some activities to confirm a choice.



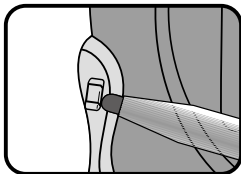
7. UP/DOWN/LEFT/RIGHT BUTTON

Press this button to select your choices in some activities, or scroll through activities when in the Main Menu screen.



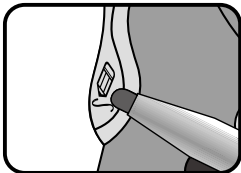
8. ERASE BUTTON

Hold this button and move the stylus on the writing pad to erase your drawing from the LCD screen when in **RealTime Drawing** or **E-card Express**.



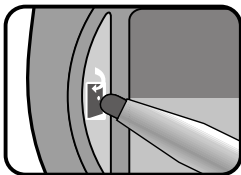
9. WRITE BUTTON

Hold this button and move the stylus on the writing pad to draw when in **Drawing Fun** or **E-card Express**.




10. EXIT BUTTON

Use the writing stylus to draw on the writing pad. In some activities, move your stylus on the writing pad to confirm your answer.



11. AUTOMATIC SHUT-OFF

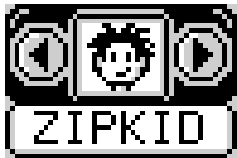
To preserve battery life, the **VTech® Zip Zap™** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

Also, when the “low battery” appears on the LCD screen, the unit will automatically turn off. Please replace the batteries .

Reminder: Turn the unit off when it is not in use; otherwise it will drain the batteries and affect the Radio Frequency function.

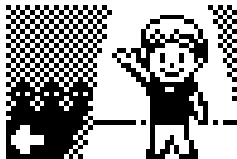
START TO PLAY

- 1) Press the **ON/OFF BUTTON** to start.
- 2) If this is your first time logging in, you can pick your icon and change the default name to your own name. Press the **Erase** button to erase the default name one letter at a time. Press the **Write** button to input a selected letter until you've spelled the name you want. When you're done, press **OK** to confirm, and you will see a summary screen of your selected icon and your inputted name.
- 3) You will then enter the Main Menu. Press the **left/right** arrows to choose and activity, then press the **OK** or **Write** button to confirm your choice.



MULTIPLAYER MODE FOR THE GAMES

- After selecting an activity, the screen will first present the choice of Single Player mode. Press the **OK** button to play in single player mode.
- If you wish to play in Multi-player mode, use the **Left/Right** arrows to select Multiplayer. Then press the **OK** button to confirm.



- When in Multi-player mode, the product will search for any online friends. Once detected, their names will be displayed, and you can invite up to 3 friends to play. Use the writing stylus to select the friends from the list, then press the **OK** button to send an invitation to the invitees. The unit will exit multi-player mode if no other online friend is found or no one replies to your invitation.

Note: You can only send invitation to friends who are in Single Player mode on their units.

- Invitees who are in single-player mode or main menu will see an invitation icon flash at the top-right corner of the screen for several seconds. Press the **Inbox** button to accept the invitation before the icon disappears.



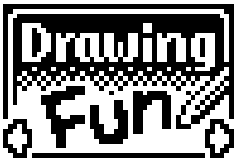
- Once invitations are accepted, the connected units can then play the game together. If one unit quits the game, or checks messages/e-cards by pressing the **Inbox** button, all the other units will auto quit the game and return back to the main menu.
- If the Radio Frequency signal is weak, it will auto quit the game and return back to main menu.

ACTIVITIES

Activity 1 – Drawing Fun

In single player mode, draw anything you like on the pad and it will appear on the LCD screen.

In Multi-player mode, you can draw or invite other players to create drawings together. Only one player can draw at a time.

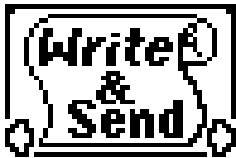


When one player is holding down the **Write** button and drawing on the pad, it will appear on the other players' LCD screens. During this time, the on screen cursor of the other players will disappear indicating they are not able to draw. Once the player who is drawing releases the **Write** button, then the other players will have a chance to draw, and the cursor will re-appear on their screens.

Hold the **Erase** button and the cursor will change to an eraser icon, then move the stylus on the writing pad to erase the drawing. If you'd like to erase the drawing all at once, hold the **Erase** button and press the **OK** button. Other players will also see the drawing being erased from their screen at the same time. Other players will not be able to erase until the first player releases the **Erase** button and the cursor re-appears on their screens.

Activity 2 – Write & Send

You can create, send or receive messages in this activity. When entering this activity, you have a choice on the screen: **Write** or **Read**. To read old or new messages, press the **Read** icon.



To write a new message, press the **Write** icon. You will see a blank screen with letters at the bottom. Press the **Up/Down/Left/Right** arrows to display more letters and icons. Then press the **Write** button to select a letter/icon, or the **Erase** button to remove a letter/icon.

You can also choose from a list of built-in messages by pressing the icon that appears on the right side of the screen. A list of built-in message will be displayed; use the **Up/Down** arrows to select and press the **OK** button to confirm.

Press the **OK** button when you have completed your message. You can then select the receiver's name, and press the **OK** button to send.

The receivers will see an envelope icon appear on the top right of their screens. Pressing the **Inbox** button can quickly access this new message.

Note: The **Zip Zap** can save up to 5 saved messages. Any message received after the 5th message will automatically replace one of the existing messages in the save memory.

Activity 3 – E-card Express

You can make and send e-cards to others, or read received e-cards in this activity. When entering this activity, you will be given 2 choices: **Make** or **Read**. To read old or new e-cards, press the **Read** icon.

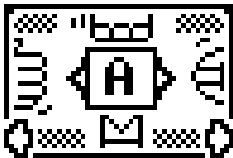
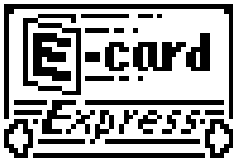
To make a new e-card, press the **Make** icon and you can select one of the 12 fun themed cards. Then add a drawing that will appear in the e-card by holding the **Write** button and writing/drawing on the pad. When you've finished making the e-card, press the **OK** button to send the card to your selected friends.

The receivers will see an envelope icon appear on the top right of their screens. Pressing the **Inbox** button can quickly access this new e-card.

Note: The Zip Zap can save up to 3 e-cards. Any e-card received after the 3rd e-card will automatically replace one of the existing e-cards in the save memory.

Activity 4 – Fast Hit

A word with a missing letter is shown, then some letters will appear in the middle one by one and disappear quickly. When the correct letter that completes the word appears, use the stylus and press on the writing pad or press the **OK** button to confirm your answer.



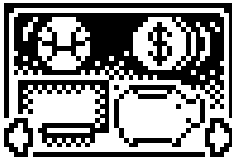
Activity 5 – Letter Hunt

An object and its word will be displayed on the screen and then disappear. The letters from this word are then hidden in the dark and it's up to you to find them and spell the word in the correct order. Move the stylus on the pad to search for the letters with the flashlight, then press **OK** when you've found a letter, but make sure you place them in the correct order.



Activity 6 – Counting Fun

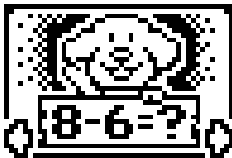
Coins are falling! Some will make it into the piggy bank, and others will miss. Watch carefully and count how many coins fall inside the piggy bank and then pick the correct answer. Use the stylus of arrows to select the answer, then press the **OK** button to confirm.



Another version of this game will use a basketball net in place of a piggy bank. Count the basketballs that go through the net and answer the question the same as above.

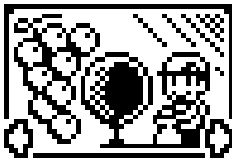
Activity 7 – Math Mania

It's up to you to solve addition and subtraction equations. You need to judge whether a given equation is correct or incorrect. If the equation is correct, draw a vertical line to nod the dog's head "yes," or draw a horizontal line to snake the dog's head "no" for an incorrect equation.



Activity 8 – Logic Time

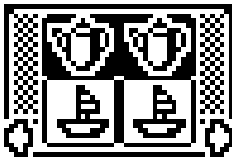
It's logic time. In this activity, you will take turns answering. Each time a player has to pick 1 to 3 grapes from the bunch. Move the hand to one of the grapes and press the **Write** button to take it off. The player who picks the last one will lose the game. You can press the **OK** button if you want to pass your turn to the next player (in Multi-player mode) or computer (in Single Player mode) after you've picked 1 or 2 grapes.



Another version of this game will ask you to pump up a balloon. Move the stylus on the writing pad up and down to pump the balloon one time. Each player can choose to pump the balloon up one, two, or three times each turn. Just don't be the person left with the last pump.

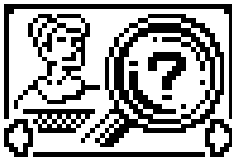
Activity 9 – Pair Up

Match up pairs of cards within the time limit. The cards will be shown first for several seconds, then they be covered up. To select a card, press the card via its corresponding position on the writing pad.



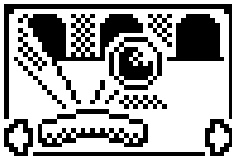
Activity 10 – Pair Up

Look closely! There are 4 patterns shown on the screen. Pick the one that's different within the limited time. Press the pattern via its corresponding position on the writing pad.



Activity 11 – Quick Bounce

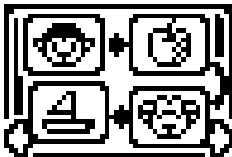
In Single Player mode, there are 3 holes at the top of the screen and a ball is moving. Move the stylus on the writing pad from left to right to control the line at the bottom of the screen, and bounce the ball back into the holes. If you miss and the ball gets past, you will lose a chance.



In Multi-player mode, if one player hits the ball into a hole, it will go to another player's screen. The receiving player then has the task of trying to hit more than one ball at the same time.

Activity 12 – Crazy Sounds

Remember the sequence and repeat it back, then add one more sound into the sequence. In single player mode, the computer will start by randomly playing a sound. Repeat the sequence and add one more by pressing the objects on the screen.

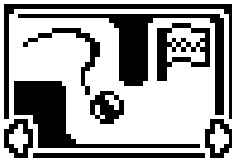


In Multi-player mode, the first player will start with an object. Then the next player will repeat the sequence of the previous player and then add one more object, and so on. The one who fails to follow the correct sequence will be out. The one who remains to the end will be the winner.

Activity 13 – Maze

You're given a maze with Start and Exit points. Move the cursor to the Start point and it will become a flashing ball. Trace the path from Start to Exit within the time limit, and avoid touching the edges. If you touch one of the edges before you reach the Exit, you'll have to start from the beginning.

In Multi-player mode, the one who finishes the path first wins the game.



Activity 14 – My Setting

In this activity, kids can change their icon and edit their name. They can also adjust the volume to mute/low/high, or turn the background music on or off.



CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Drawing directly on the board is not recommended. If it gets crayon on it, wipe it with a tissue or damp cloth. Do not scrub the surface as it could cause damage.
3. Do not use sharp-ended objects to write on the surface of the board.
4. Avoid using excess pressure on the board.
5. Keep the unit out of direct sunlight and away from any direct heat sources.
6. Remove the batteries when the unit is not in use for an extended period of time.

7. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the program/activity stops working, then please follow these steps:

1. 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 back ON. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new 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.

IMPORTANT NOTE:

Creating and developing **Preschool Learning™** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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