



User's Manual

Soar & Learn Plane™



vtech®

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at www.disney.com

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Dear Parent,

At VTech®, we know how important the first day of school is for your child. To help prepare preschoolers for this important event, VTech® has developed the **Preschool Learning™** series of interactive toys.

Preschool Learning™ features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With **Preschool Learning™**, learning is fun from day one!

At VTech®, we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting VTech® with the important job of helping your child learn and grow!

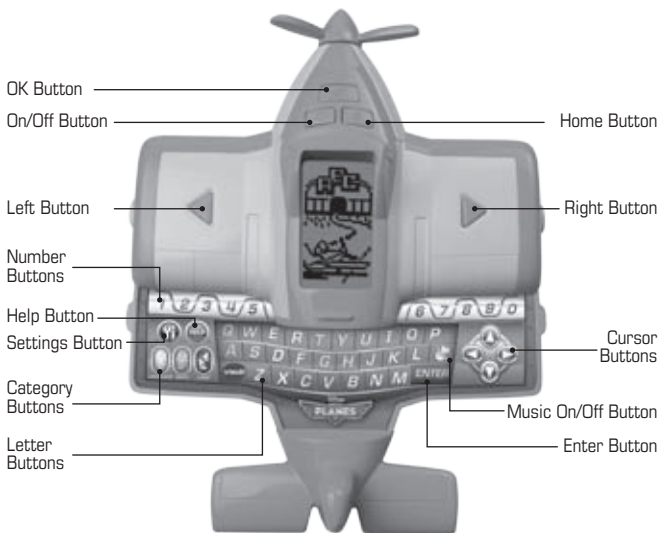
Sincerely,

Your friends at VTech®

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

INTRODUCTION

Thank you for purchasing the **VTech® Soar & Learn Plane™**. Explore letters, numbers, and games when the keyboard is open, and experience a fun racing game and photo album when the keyboard is closed. Join the adventure with Dusty and his friends in 14 activities that will fly high with learning!



INCLUDED IN THIS PACKAGE

- One VTech® Soar & Learn Plane™
- One instruction manual
- Two wheel attachments

WARNING:

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

ATTENTION

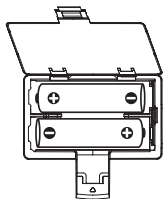
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

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

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 2 new "AA" (AM-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

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.

- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

ATTACH THE WHEELS

To prevent damage to the product, the wheels are packed separately. Before you play with the **VTech® Soar & Learn Plane™**, attach the wheels to the bottom of it. Refer to the picture to see how to attach these separate pieces.



PRODUCT FEATURES

The **Soar & Learn Plane™** features two switchable modes of play.

Vertical: Racing and Album Mode

With the keyboard closed, enjoy a racing game and an album of Dusty's friends.

Horizontal: Learning Mode

Slide the keyboard open to explore 12 learning activities in three categories: Language, Math, and Logic.

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. HOME BUTTON

Press this button to return to the Main Menu.

3. OK BUTTON

Press this button to confirm a selection.

4. LEFT & RIGHT BUTTONS

Press these buttons to select and press the Enter Button or the OK Button to confirm your choice.

5. CATEGORIES BUTTONS



Press a category button to see the games in that category.

6. LETTER BUTTONS

Press the **Letter Buttons** to learn letters or to answer letter-related questions.



7. NUMBER BUTTONS

Press the **Number Buttons** to learn numbers or to answer number-related questions.



8. SETTING BUTTON



Press this button to adjust screen contrast and volume. Use the left arrow button to change to a lower volume or lighter contrast. Or, use the right arrow button to change to a higher volume or darker contrast. Press the Enter Button to confirm.

9. HELP BUTTON



Press this button to repeat the current question or instruction or get help in some activities.

10. MUSIC ON/OFF BUTTON



Press this button to turn the background music on or off.

11. CURSOR BUTTONS

Press these buttons to select an option and press the Enter Button to confirm your choice.



12. ENTER BUTTON

Press this button to confirm a selection.

13. AUTOMATIC SHUT-OFF

To preserve battery life, the **Soar & Learn Plane™** will automatically turn off after several minutes of inactivity. The unit can be turned on again by pressing the **On/Off** button.

The unit will also automatically turn off when the batteries are very low. A warning will be displayed on screen as a reminder to change the batteries.

TO BEGIN PLAY

When the keyboard is closed, press the **On/Off** button to turn the unit on.

1. The screen will display a short animation then it will enter the Racing and Album Mode activity menu automatically.
2. Use the cursor buttons to select an activity and press the Enter Button to confirm your choice and start the game.
3. Slide out the keyboard to switch from Racing and Album Mode to Learning Mode.

When the keyboard is open, press the **On/Off** button to turn the unit on.

1. The screen will display a short animation then it will enter the Learning Mode activity menu automatically.
2. Use the cursor buttons to select an activity in the main menu and press the Enter Button to confirm your choice. Or, press a category button to see games in that category.
3. Slide in the keyboard to switch from Learning Mode to Racing and Album Mode.

ACTIVITIES

The **VTech® Soar & Learn Plane™** offers a total of 14 activities to play.

SLIDE OUT MODE

Category 1: LANGUAGE

01: Vocabulary

Welcome to Propwash Junction! Press any letter button to learn about letters, objects, and Dusty's friends.

02: Flight School

Press any letter button to learn the capital and lowercase letters.

03: Pick a Prop

Dottie wants to upgrade Dusty's propeller to help him fly. Three propellers with letters on them will be shown on the screen. Pick a suitable propeller for Dusty. Use the cursor buttons or letter buttons to select and then press the Enter Button to confirm.

04: Flying By

Dusty is being trained by his friends. He needs to find the required objects and fly by them to test his agility and accuracy. Use the cursor buttons to select the object, then press the Enter Button to confirm.

05: Super Fuel

Dusty needs to fill up his fuel tank so he can continue the race. Match the lowercase letter with the capital letter to help Dusty choose the premium fuel. Use the cursor or letter buttons to answer and then press the Enter Button to confirm.

Category 2: Math

06: Numbers

Dottie fixes Dusty up with brand new parts that make him faster than ever before. Press a number button and the corresponding number of parts will be shown one by one.



07: Fuel Pump Numbers

Dusty needs to fill up his fuel tank so he can continue with the race. Choose the fuel with the correct number to improve his performance. Use the cursor buttons or number keys to answer then press the Enter Button to confirm.



08: Bigger and Smaller

Dusty goes to the maintenance area to get checked out before racing. Choose the bigger or smaller part according to the instruction. Use the cursor buttons to answer then press the Enter Button to confirm.



09: Count the Bolts

Dottie fixes Dusty up with brand new parts that make him faster than ever before. A number of parts are given. Count them and press the number or cursor buttons to answer, and then press the Enter Button to confirm.



Category 3: LOGIC

10: Relaxing Sounds

Dusty is terrified of heights. Before racing, Dusty likes to listen to some music to help him relax. Listen to a short melody, then select the melody that matches the one you heard. Use the cursor buttons to play then press the Enter Button to confirm.



11: Shadow Match

Skipper thinks that Dusty needs to sharpen up his eyes for racing and has some special training to help him. Choose a picture to match the shadows. Use the cursor buttons to play then press the Enter Button to confirm.



12: Top Tricks

A trick is separated into 4 puzzle pieces. Rearrange the puzzle pieces into the correct order to complete the trick successfully. Choose one of the pieces and press the Enter Button to confirm, then choose another piece to switch with the first one by pressing the Enter Button again. Repeat this process until the trick is completed successfully.



SLIDE IN MODE

13: Air Race

Help Dusty in the Wings Around the Globe Rally! Guide Dusty to the finish line by using the cursor buttons to avoid the other racers.



14: Dusty's Album

Turn Dusty on his side to see an album of his friends. Use the cursor buttons to select a friend and press the Enter Button to confirm.



CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. 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 on 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.

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 started.

Internet: www.vtechkids.com

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

IMPORTANT NOTE:

Creating and developing **VTech® 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.

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