

# vtech<sup>®</sup>

# User's Manual

## Nitro Jams Notebook<sup>™</sup>



© 2006 VTech  
Printed in China  
91-02190-001-000 (美)

Dear Parent,

At **VTech®** we know that in order to effectively reach kids, today's learning tools have to be plugged into the fast-paced world around them. That's why we created the **Grade School Learning Series**: an engaging set of stylized, interactive computers specially designed to get grade-school kids up to speed with their fast-paced, tech-savvy world.

Every product in the **Grade School Learning Series** covers a wide range of school basics: math, language arts, social studies, logic, and even music composition. Activities are presented in a fast-paced, arcade-game style that kids will recognize and enjoy. Each learning machine is loaded with hi-tech features such as music mixers, sound recorders, plug-in accessories and progress reports. And of course, each laptop is designed to travel easily along with a busy grade-schooler.

With the **Grade School Learning Series**, kids can access a way to learn that closely matches the way they already live and play. We thank you for trusting **VTech®** with the important job of helping your child learn and succeed. We hope to help your child discover that "It's Cool to Be Smart!"

Sincerely,

Your Friends at **VTech®**

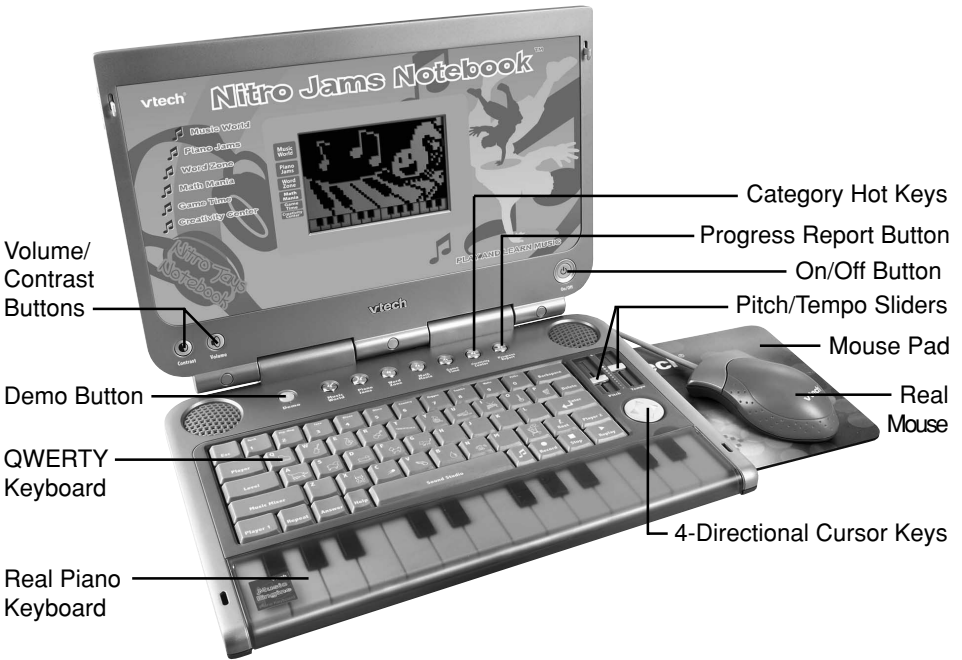
To learn more about the **Grade School Learning Series** and other **VTech®** toys, visit [www.vtechkids.com](http://www.vtechkids.com)

# INTRODUCTION

Thank you for purchasing the **VTech® Nitro Jams Notebook™** learning toy!

**Nitro Jams Notebook™** is an awesome way to explore the musical world! Your kids will get busy learning basic music notation, and get a groove on while creating and recording their own compositions. Plus, they can use music to get versed in other basics: spelling, vocabulary, math and more!

With **Nitro Jams Notebook™** features such as vivid sound, slick graphics, two cool slider tools to adjust tempo and pitch, a hi-tech keyboard and mouse, and a real piano keyboard, kids will be ready to take the music world by storm!



# INCLUDED IN THIS PACKAGE

- VTech® Nitro Jams Notebook™
- Real Mouse
- Mouse Pad
- User's Manual
- Music Note Stickers

## 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.

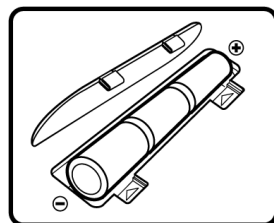
# GETTING STARTED

## POWER SOURCE

The Nitro Jams Notebook™ operates on 3 "AA" batteries (UM-3/LR6) or a VTech® 9V adaptor (sold separately).

## BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
  2. Locate the battery cover at the bottom of the unit and open it.
  3. Install 3 new "AA" batteries (UM-3/LR6) as illustrated.
- RECHARGEABLE BATTERIES ARE NOT RECOMMENDED.
4. Close the battery cover.





**NOTE:** For best performance, remove all factory-installed batteries and use new, alkaline batteries.

**IMPORTANT:** After removing old batteries, please replace them with new batteries within 15 seconds to avoid losing saved information.

## STANDARD FOR BATTERY TOYS

- 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.
- Different types of batteries or new and used batteries are not to be mixed.
- 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 recommended number of power supplies.
- Do not dispose of batteries in fire.

## AC-DC ADAPTOR

Use a **VTech®** adaptor or any other standard adaptor that complies with EN61558 AC-DC 9V  300 mA  center-positive.

### CONNECTING THE ADAPTOR

1. Make sure the unit is turned **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 an electrical outlet.
5. Turn the unit **ON**.

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

### STANDARD FOR TOYS WITH ADAPTORS

- The toy is not intended for use by children under 3 years old.
- Use only 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.

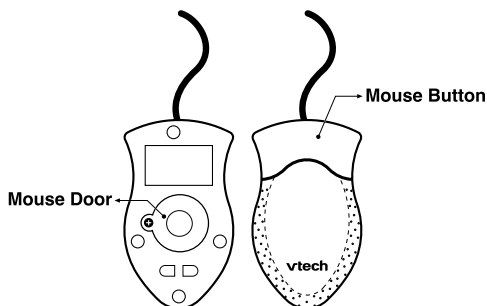
The demo tag should be removed automatically when the product is taken out of the packing. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

### REAL MOUSE

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

### CONNECTING THE MOUSE

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

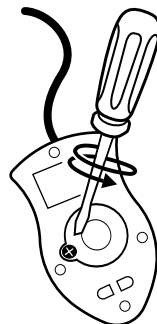


## USING THE MOUSE

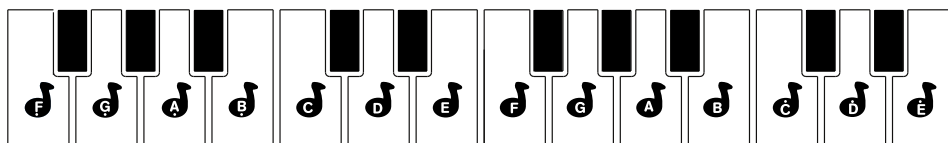
1. Move the mouse in the direction you want the cursor to move.
2. Click on the mouse button to make a selection.

## 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.



## MUSIC NOTE STICKERS



Music note stickers are included to help with learning note positions and names.

## APPLYING MUSIC NOTE STICKERS

1. Gently peel the entire rectangular sticker strip (including the music notes and surrounding sticker area) from the backing.
2. Carefully place the sticker strip across the keyboard so that each music note sticker is centered on a white piano key as shown in the keyboard illustration above.
3. Press down gently on each music note sticker to make sure it is completely adhered to its key.
4. Carefully peel off the surrounding sticker strip, leaving behind the music note stickers attached to the piano keys.
5. The music note stickers can be easily removed from the piano keys once the user is familiar with the note positions.

PLEASE NOTE: The stickers cannot be reapplied after they have been removed.

## PRODUCT FEATURES


### PLAY MODES

In the **Nitro Jams Notebook™** you can choose from 6 different categories of play and learning:

- Music World
- Piano Jams
- Word Zone

- Math Mania
- Game Time
- Creativity Center




## TURNING THE UNIT ON AND OFF

Pressing  will turn the unit ON. Pressing it again will turn the unit OFF.

## ACTIVITY SELECTION

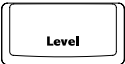
When the unit is turned **ON**, you will see a short opening scene followed by the main menu. Activities will cycle on and off the main menu screen automatically.

You can choose one of the 40 activities in one of these ways:

1. Press  when you see an activity you like.
2. Click the mouse button when you see an activity you like.
3. Use the up and down or left and right cursor keys to choose the activity you like and press  to select that activity.
4. Type the activity number and press .

If you press a category hot key, the menu will jump to the first activity of that category. An activity can be chosen using the methods previously described.

## LEVEL SELECTION

Press  to change the level of the current activity from level one to level two and then to level three. Press the Level key again to go back to level one. Level one is the default setting when starting a new activity. After a certain number of correct answers (3 rounds in total, getting 80-100 points each round), it will automatically change to a higher level. Alternatively, if the score is lower than 60 points each round, after 3 rounds, it will automatically change to a lower level.

## ANSWERS

In most activities, the answer will be provided after a certain number of tries.

**CONTRAST CONTROL BUTTON** 

Contrast

Press this button to adjust the screen contrast.

## VOLUME CONTROL BUTTON



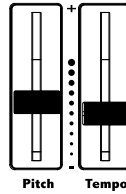
Press this button to adjust the volume.

## 4-DIRECTIONAL CURSOR KEYS



Press these direction keys to move the cursor up, down, left and right.

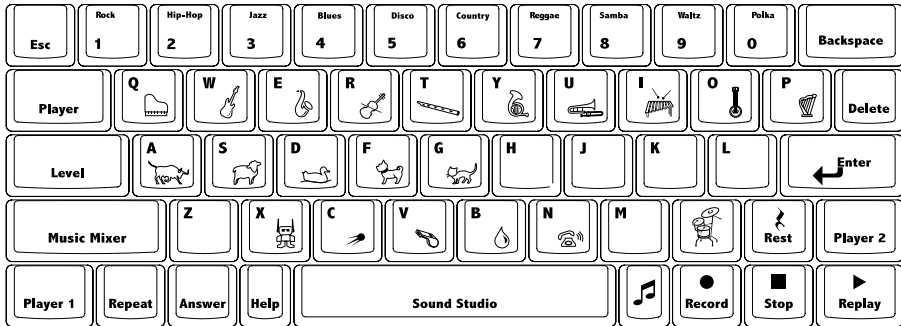
## PITCH AND TEMPO SLIDERS



Move these sliders up and down to adjust the pitch and tempo of any background music and the melodies in the following activities: Music Mixer, Music World, Remix Circus, Music Box and Sound Studio.

## KEYBOARD LAYOUT

Your **Nitro Jams Notebook™** has a full QWERTY keyboard as well as 24 piano-style keys. It also features the following function keys.



## FUNCTION KEYS



**Demo Button:** Press this button to see a short demonstration of your **Nitro Jams Notebook™**.



**Progress Report Button:** Press this button to see how you are doing in most activities.





**Music World**



**Piano Jams**



**Word Zone**



**Math Mania**



**Game Time**



**Creativity Center**

**Category Hot Keys:** Press one of these buttons above to jump to the first activity of the chosen category.

**Number/Music Style Keys:** Press these keys to input numbers or select music styles in related activities.

**Letter/Instrument Keys:** Press these keys to input letters or select instruments in related activities.

**Esc:** Press this key to exit an activity.

**Level:** Press this key to change the level of difficulty.

**Music Mixer:** Press this key to directly enter the Music Mixer activity.

**Player:** Press this key to switch from one-player mode to two-player mode and vice versa.

**Player 1/Player 2:** Press these keys to get the chance to answer the question in the competition mode of related activities.

**Repeat:** Press this key to repeat an instruction or question.

**Answer:** Press this key to see the correct answer or selection.

**Help:** Press this key to hear the instruction repeated in most of the activities.

**Sound Studio:** Press this bar to directly enter the Sound Studio activity.



:

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



:

Press this key to change the drum style or stop the drum rhythm in Sound Studio.

**Backspace:** Press this key to erase the character to the left of the cursor.

**Delete:** Press this key to delete the current letter in the Spelling Show activity or delete all notes in the music-related activities.

**Enter:** Press this key to confirm an answer.

**Rest:** Press this key to enter a rest when you compose in Sound Studio.

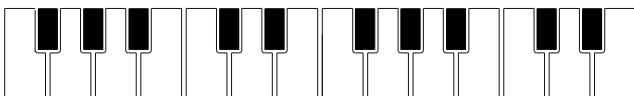
**Record:** Press this key to start recording in Sound Studio.

**Stop:** Press this key to stop recording in Sound Studio.

**Replay:** Press this key to play the recorded music or movie in Sound Studio, Learn and Play, and Puppet Movie.

## REAL PIANO KEYBOARD

Your **Nitro Jams Notebook™** has a real piano keyboard for music-related activities.



## FREE PLAY

You can play any keys of the piano keyboard freely during the automatic main menu scrolling.

## PROGRESSIVE LEARNING FEATURE

If several questions are answered incorrectly during the first round, a few of those questions will be asked again in subsequent rounds of most activities. This feature is designed to reinforce learning.

## AUTO POWER OFF

To preserve battery power, the **Nitro Jams Notebook™** will automatically shut off after several minutes without input. The unit can be turned on again by pressing the **On/Off** button.

## ACTIVITIES

Your **Nitro Jams Notebook™** offers a total of 40 activities in 6 categories. Most of activities have "Two Player" mode for two players to play.

Activity Number	Activity Name	Two-Player Mode
01	Music Mixer	N/A
02	Music World	Competition
03	Instrument Memory	Competition
04	Odd Tune Out	Competition
05	Remix Circus	N/A
06	Hit It!	Competition
07	Move and Groove	N/A
08	Catch the Bug	Competition
09	Get the Beat	Competition
10	What's that Instrument?	Competition
11	Music Box	N/A
12	Sound Studio	N/A
13	Follow Me	Competition
14	Piano Playoff	Take turns
15	Animal Opera	Competition
16	Crazy Notes	Take turns
17	High or Low?	Competition
18	Learn and Play	N/A

19	Sing-Along Scales	N/A
20	Play-Along Songs	Competition
21	Alphabet Catch	Take turns
22	Capital and Small	Take turns
23	Alphabet Order	Take turns
24	Word Vision	N/A
25	Letter Dart	Competition
26	Spelling Show	Competition
27	Counting Beats	Competition
28	Number Blaster	Take turns
29	Pattern Sequence	Competition
30	Number Balance	Competition
31	Jumping Addition	Competition
32	Math Jukebox	Take turns
33	Out-of-Tuners	Take turns
34	Musical Maze	Take turns
35	Follow the Beat	Take turns
36	Note Quest	Take turns
37	Rock Superstar	N/A
38	Puppet Movie	N/A
39	Drummer Fun	N/A
40	Jazz It Up	N/A

## MUSIC WORLD

### Activity 01: Music Mixer

Come to our music studio for an exciting mixing session!

Choose the musical style you like on the screen or select directly with the number keys. Then choose the instruments by clicking the instrument icon on the screen or pressing the piano keys to jam in different tunes into the melody.

## Activity 02: Music World

Take a hot air balloon journey to enjoy different styles of music from all over the world! Two modes are included in this activity:



**Exploring Mode:** Select your favorite place and listen to its tune.



**Adventure Mode:** You will hear a tune and then the unit will ask you to find the place it belongs to.

## Activity 03: Instrument Memory

You will hear some tunes with different instruments playing alternately. Select the instruments in the correct order that they played in.

## Activity 04: Odd Tune Out

You will hear three short rhythms played one by one, two are identical and one is different. Select the one that is different.

## Activity 05: Remix Circus

Welcome to the circus show! Choose a song, then add silly sounds to it by pressing the piano keys or by clicking the mouse. Listen to your remix by pressing the Enter or Replay keys, or by clicking the Replay icon on the screen.

### Melody List:

- 1 Maple Leaf Rag
- 2 Pop Goes the Weasel
- 3 She'll Be Coming Round the Mountain
- 4 When the Saints Go Marching In
- 5 Sugar Plum Fairy
- 6 The Entertainer
- 7 Turkish March
- 8 William Tell Overture
- 9 Badinerie
- 0 Cancan

## Activity 06: Hit It!

Do you dream of being a drummer? Here's your chance! Press the piano keys to follow the beat sequence! One, two, three, hit it! Two characters will be shown on the screen, the left represents white piano keys and the right represents black piano keys. Follow the rhythm by pressing the white or black piano keys, or by clicking the mouse!

## Activity 07: Move and Groove

Let's move and groove! Follow the character on screen and clap your hands, stomp your feet, and tap your shoulders to have some rhythmic exercise fun!

### Activity 08: Catch the Bug

Listen! Which notes do not belong in the song? Click the wrong note with the mouse to get rid of it.

### Activity 09: Get the Beat

Check out the frog drummers' show! Two frog drummers will play some beats. Listen carefully and find the one whose rhythm is faster or slower using the mouse, or direction keys and the Enter button.

Ooh, don't miss this: Press the piano keys and watch the frog drummers' comical performance.

### Activity 10: What's that Instrument?

A silhouette of a musical instrument will be shown on screen. Then you'll hear a tune played with that instrument. Can you guess which instrument it is?

### Activity 11: Music Box

There are 10 popular songs in this activity. Each song can be played in three styles: rock, hip-hop and samba. Select your favorite song and style to enjoy.

#### Melody List:

- 1 Maple Leaf Rag
- 2 Pop Goes the Weasel
- 3 She'll Be Coming Round the Mountain
- 4 When the Saints Go Marching In
- 5 Sugar Plum Fairy
- 6 The Entertainer
- 7 Turkish March
- 8 William Tell Overture
- 9 Badinerie
- 0 Cancan

## PIANO JAMS

### Activity 12: Sound Studio

Use your Sound Studio to create and record your own melody! First, press the Enter or Record key or click the Record icon on the screen to start the recording. Then select an instrument or a sound and play the piano. You can press the Drum key to change the rhythm as an accompaniment to your melody. During your composition, you can press the Rest key to add a rest. After your song is finished, press the Enter or Stop key, or click the Stop icon on the screen to stop the recording. Lastly, you can press the Enter or Replay key, or click the Replay icon on the screen to listen to and enjoy your own song!

**Note:** The recorded song can be saved after turning the unit off. When changing batteries, replace the old batteries with new batteries within 15 seconds, and the tune saved in memory can be kept.

**Activity 13: Follow Me!**

Wow, the crab can sing! Listen and follow it to play the piano! Funky!

**Activity 14: Piano Playoff**

Wanna be a star? Come and take part in our Piano Playoff! On the screen, a music note will appear above a keyboard key icon. Hit the corresponding key on your keyboard. Follow the highlighted notes to play the piano. Once you've found all the notes, you can enjoy the entire song.

**Melody List:**

- 1 Twinkle, Twinkle, Little Star
- 2 London Bridge
- 3 Row, Row, Row Your Boat
- 4 Frere Jacques
- 5 Old MacDonald Had a Farm
- 6 The Wheels on the Bus
- 7 Mary Had a Little Lamb
- 8 The Farmer in the Dell
- 9 Clementine
- 0 Ring Around a Rosy

**Activity 15: Animal Opera**

Ladies and gentlemen, welcome to our Animal Opera!

You'll see three animals appear on the stage and sing a song one by one. Listen and find the two animals singing the same song!

**Activity 16: Crazy Notes**

Several music notes keep jumping out of their holes and singing a note. Catch them as fast as you can before they drop back into their holes.


**Activity 17: High or Low?**

Are you ready to be "all ears"? Two birds will stand on the screen and sing a note in turn. Listen carefully and find the one who sings higher or lower using the direction keys and the Enter button or by using the mouse.

**Activity 18: Learn and Play**




This is an activity for learning and playing notes. There are 2 modes as follows:






**Exploring Mode:** Choose a note by pressing the direction keys and the Enter button or by clicking the notes directly to learn the C major scale in different note lengths! Click the Replay icon  or press the Replay key to hear it one more time!



**Adventure Mode:** Try to create your own melody using musical notation. Select the note duration and then click on the music staff or play the piano to input the melody. If you compose with the mouse, you can click the Page Up/Down

icon to move to the next page to continue your work. Click  or press the Backspace key to delete the notes one by one. Click  or press the Delete key to delete all the notes and start a new composition. Click  or press the Enter or Replay key to hear your melody again!

### **Activity 19: Sing-Along Scale**

Here's your chance to learn and play a song with singing notes! Just play the piano or click the mouse to create your own song! If you compose with the mouse, you can click the Page Up/Down icon to move to the next page and continue your work. Click  or press the Backspace key to delete the notes one by one. Click  or press the Delete key to delete all the notes and start a new composition. Click  or press Enter or Replay to hear your melody again!

### **Activity 20: Play-Along Songs**

A song will be played and shown on the music stave. Meanwhile the corresponding piano icons will be highlighted at the bottom of the screen. Follow along and duplicate the song.

## **WORD ZONE**

### **Activity 21: Alphabet Catch**

On screen you will see clams opening and closing their shells. When the shells open, catch the letters inside as fast as you can by clicking them with the mouse or pressing those letters on the keyboard. In levels 2 and 3, you will be told which specific letters to look for and catch.

### **Activity 22: Capital and Small**

Match the capital and small letters by clicking the answer on the screen as fast as you can before time is up.

### **Activity 23: Alphabet Order**

Several balloons with letters on them will float on screen. Catch the one that completes the alphabet sequence!

### **Activity 24: Word Vision**

Would you like to watch a word movie? In Word Vision watch word movies and learn spelling.

### **Activity 25: Letter Dart**

Come along for a Letter Dart game! Click on the letter that does not belong in the word by pressing that letter on the keyboard or by clicking it with your mouse.

### **Activity 26: Spelling Show**

Would you like to charm a snake? Look at the picture and read the word. Then spell the word by typing the correct letters, or by clicking on the correct letters as they appear on screen. Enjoy the show!

## MATH MANIA

### Activity 27: Counting Beats

Listen and count how many beats the drummer plays!

### Activity 28: Number Blaster

Are you ready to be a "Number Blaster"? Look at the number sequence. Find the number that does not belong and blast it by clicking it with your mouse or by using the direction keys and hitting the Enter button.

### Activity 29: Pattern Sequence

Complete the pattern sequence by using your mouse or by using the direction keys and the Enter button.

### Activity 30: Number Balance

Make the scales balance by adding to one side or the other. Choose the side you want to add to and hit that drum by clicking your mouse or by pressing the left or right direction keys and the Enter button.

### Activity 31: Jumping Addition

Watch closely when the character jumps on the piano! Count how many steps the character jumps and select your answer.

### Activity 32: Math Jukebox

Select the numbers that complete the equations and earn enough cash to play the jukebox!

## GAME TIME

### Activity 33: Out-of-Tuners

Watch out! Some Out-of-Tuners have arrived in the forest! When they appear, the corresponding piano icon at the bottom of the screen will be highlighted. Play the piano to help stop them before they reach the bottom.

### Activity 34: Musical Maze

Come and explore our musical maze! On the way you will encounter some musical note barriers. Move them by pressing the corresponding piano keys.

### Activity 35: Follow the Beat

Listen to the melody's rhythm and catch the notes when they reach the box by pressing the piano keys!

### Activity 36: Note Quest

The music notes will move from left to right in a line on the screen. Use your mouse to match up the same types of notes to make them disappear. Click on two notes to swap their positions.



# CREATIVITY CENTER

## Activity 37: Rock Superstar

Wanna be a superstar?! Pick a background and a star and the show will begin! Press the piano keys to help the star perform stunts! Wow, what a rock star!

## Activity 38: Puppet Movie

A puppet will be shown on the screen. Press the piano keys to activate the puppet and create your own puppet movie! Press the Enter or Replay button to watch it again!

## Activity 39: Drummer Fun

Pick a song by pressing the direction keys and the Enter button or the number keys and the Enter button, or by clicking the mouse. Tap the white piano keys or black piano keys to add percussion to the song.

### Melody List:

- 1 Maple Leaf Rag
- 2 Pop Goes the Weasel
- 3 She'll Be Coming Round the Mountain
- 4 When the Saints Go Marching In
- 5 Sugar Plum Fairy
- 6 The Entertainer
- 7 Turkish March
- 8 William Tell Overture
- 9 Badinerie
- 0 Cancan

## Activity 40: Jazz It Up

Pick a song and then select an instrument and play the piano keys to accompany the song.

### Melody List:

- 1 Twinkle, Twinkle, Little Star
- 2 London Bridge
- 3 Row, Row, Row Your Boat
- 4 Frere Jacques
- 5 Old MacDonald Had a Farm
- 6 The Wheels on the Bus
- 7 Mary Had a Little Lamb
- 8 The Farmer in the Dell
- 9 Clementine
- 0 Ring Around a Rosy

## CARE & MAINTENANCE

- Keep the unit clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
- Keep the unit out of direct sunlight and away from direct sources of heat.
- Remove the batteries when not using the unit for an extended period of time.
- Avoid dropping the unit. NEVER try to dismantle it.
- Always keep the unit away from water.

## TROUBLESHOOTING

### 1. If your Nitro Jams Notebook™ stops working or does not turn on:

- Check your batteries. Make sure the batteries are fresh and properly installed.
- If you are still having problems, visit our website at [www.vtechkids.com](http://www.vtechkids.com) for troubleshooting tips.

### 2. If nothing happens when you press the On/Off button:

- Make sure your unit is plugged in.
- If you are using batteries, check to see that they are aligned correctly.

### 3. If you turn the unit on, but cannot see anything on the screen:

- Use the Contrast button to adjust the darkness of the screen.

### 4. If you cannot hear any sound:

- Use the Volume button to adjust the sound level of the speaker.

## 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 experiencing.
- The actions you took right before the error message or problem occurred.

**Internet:** [www.vtechkids.com](http://www.vtechkids.com)

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

## OTHER INFO

**VTech®** Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. **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.

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

**ADDRESS:** 1155 W. Dundee Road, Suite 130, Arlington Heights, IL 60004, USA

**TEL NO.:** (847) 400-3600

## 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.



Not suitable for children under 36 months due to small parts, small ball and long cord.