



**LITTLE SMART
PC FUN™ PLUS
USER'S MANUAL**



© VTECH
Printed in China
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Dear Parent:

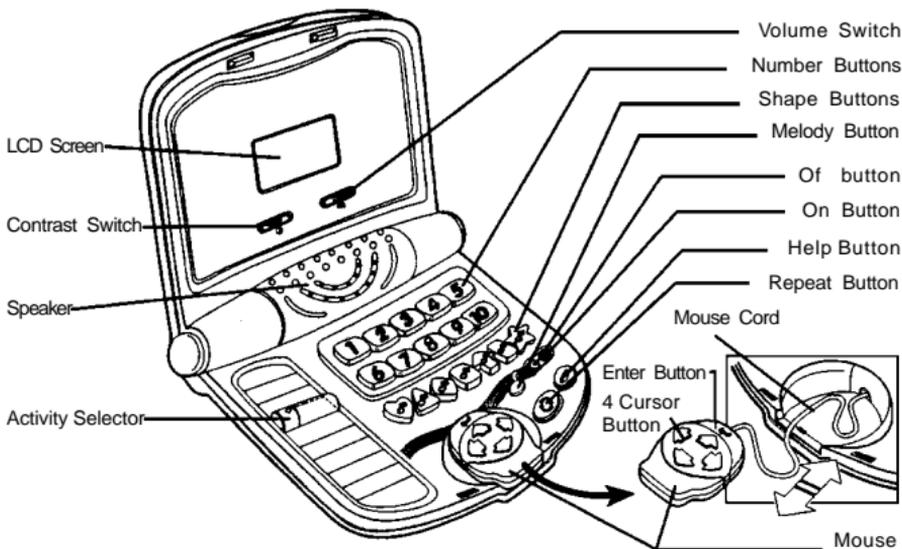
*At **VTech**[®] we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all **VTech**[®] learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.*

*When it comes to providing interactive products that enlighten, entertain and develop minds, at **VTech**[®] we see the potential in every child.*

INTRODUCTION

Thank you for purchasing the **VTECH® LITTLE SMART PC Fun™ Plus** learning toy! We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **VTECH® LITTLE SMART PC Fun™ Plus** learning toy is a fun, learning computer especially designed for preschoolers. It introduces important early curriculum such as object identification, missing letters, before and after, matching patterns, counting, shape identification, musical fun and more to help your preschooler prepare for school. Lively animations, sound effects and cheerful melodies add to hours of play while the laptop design provides fun role-play.



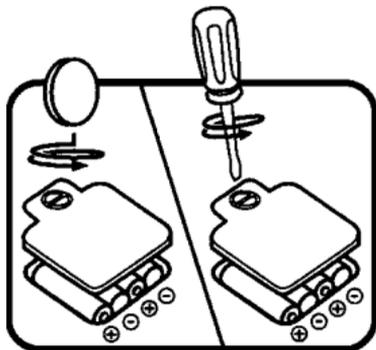
INCLUDED IN THIS PACKAGE

- One LITTLE SMART PC Fun™ Plus learning toy.
- 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.*

BATTERY INSTALLATION

1. Make sure the unit is Off.
2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to loosen the screw.
3. Install 4 new “AA” (UM-3/LR6) batteries following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity(+, -) signs to avoid leakage.
- Always replace a whole set of batteries at one time.

- Do not use batteries of different types.
- Remove exhausted or new batteries when 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.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

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

1. Please 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 on. The unit will now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

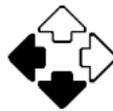
KEYBOARD FUNCTIONS:

1. To turn the **LITTLE SMART PC Fun™ Plus** on, press the **ON BUTTON** ().
2. To turn it off, press the **OFF BUTTON** ().
3. Press the **MOUSE CURSOR BUTTONS** to move the LCD screen cursor up, down, left or right and to input the numbers 1-10 in the Before and After, Counting and Addition/Subtraction activities.

Press the right or up cursor button to count from one to ten, and from A to Z.



Press the left or down cursor button to count from ten to one, and from Z to A.



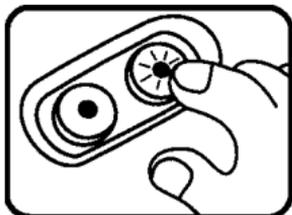
4. Press the **ENTER BUTTON** () after using the **MOUSE CURSOR BUTTONS** to input your answer for most of the activities.
5. Press the **NUMBER BUTTONS** to hear numbers or melodies, or to input your answer in the Addition/Subtraction and Counting Activities.
6. Press the **SHAPE BUTTONS** to hear the shapes identified or musical notes.
7. Press the **MELODY BUTTON** () to hear one of the 10 different melodies randomly.
8. Press the **REPEAT BUTTON** () to hear the last question or response repeated.
9. Press the **HELP BUTTON** () to repeat the question and/or give the answer to a question. For activities without questions, you will hear an invalid sound.
10. The **ACTIVITY SELECTOR** has a magnifying lens for quick identification of the following eight activities:
 - * Learn the Words
 - * Find the Missing Letter
 - * Before and After
 - * Match the Patterns

- * Counting
- * Shape Sequencing
- * Addition/Subtraction
- * Music and Sound

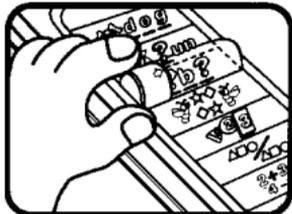
TO BEGING PLAY

1. To begin play, press the **ON BUTTON**

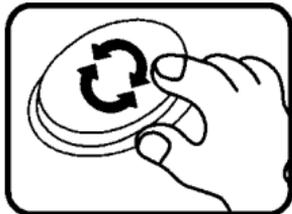
(). You will hear a melody followed by “ Hello! Let’s play.”



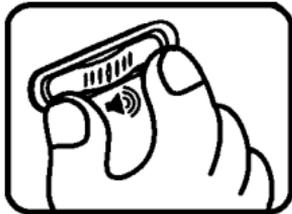
2. Slide the **ACTIVITY SELECTOR** up or down to select one of the eight activities. When you have chosen an activity, the friendly voice will guide you through the activity.



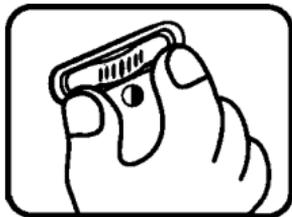
3. Press the **REPEAT BUTTON** to repeat the previous phrase or question.



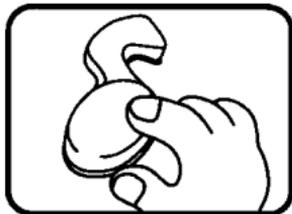
4. To adjust the volume, slide the **VOLUME SWITCH** () located below the LCD screen to the right for the high volume position or to the left for the low volume position.



5. To adjust the contrast of the LCD screen, slide the **CONTRAST SWITCH** () located below the LCD screen to the right for the high contrast position or to the left for the low contrast position.



6. Press the **MELODY BUTTON** () to hear one of the ten different melodies randomly.



7. Press the **HELP BUTTON** () one or two times to have the question repeated or to give a hint. Press the button three times and the unit will show the answer to the question. For activities that do not ask questions, you will hear a short sound.



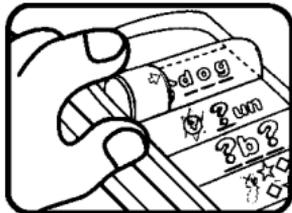
8. To turn the unit off, press the **OFF BUTON** (). You will hear a melody followed by "Bye-bye!"



ACTIVITIES

A. Learn the Words

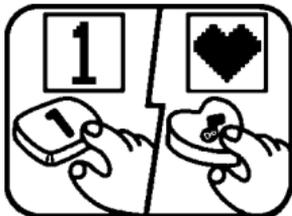
1. Slide the **ACTIVITY SELECTOR** to the first position and you will hear a melody followed by "Let's learn the words!"



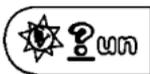
2. Use the **MOUSE CURSOR BUTTONS** to select the letters. Press the right or up cursor button to select the letters from A-Z. Press the left or down cursor button to select the letters from Z-A.



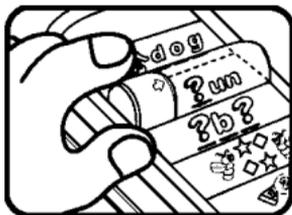
3. When any **NUMBER** or **SHAPE BUTTON** is pressed, the number or shape will be displayed on the LCD screen and will be identified.



B. Find the Missing Letter



1. Slide the **ACTIVITY SELECTOR** to the second position. You will hear a melody followed by "Let's find the missing letter!"



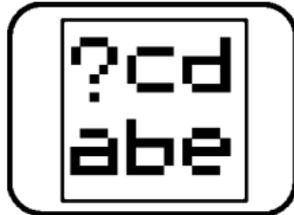
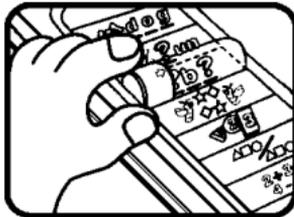
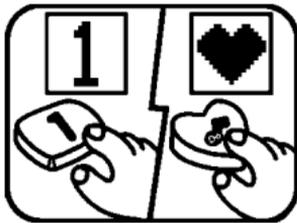
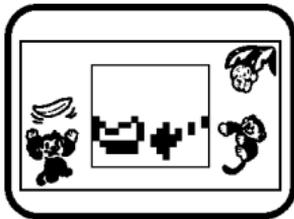
2. The friendly voice will ask a random question such as "Which letter is missing in the word ant?" A word with one missing letter will appear on the LCD screen with three possible choices.



3. Use the **MOUSE CURSOR BUTTONS** to select the correct answer. Press the **ENTER BUTTON** to confirm the answer.



- If the answer is correct, the LCD screen will show a monkey catching a banana. If the answer is incorrect, the monkey will not catch the banana.
- You have two chances to answer each question in this activity. Each question corresponds to a banana, shown on the left side of the LCD screen.
- After three questions, if the monkey does not receive any bananas or one banana, a negative animation will be shown. If the monkey receives two or three bananas, a positive animation will be shown.
- When any **NUMBER** or **SHAPE BUTTON** is pressed, the number or shape will be displayed on the LCD screen and will be identified.

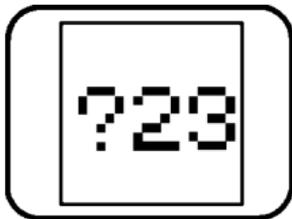


C Before and After

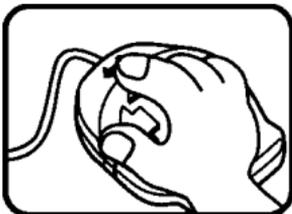
?b?

- Slide the **ACTIVITY SELECTOR** to the third position. You will hear a melody followed by “Let’s learn before and after!”
- The friendly voice will ask a question such as “Which letter comes before the letter C?” The LCD screen will show the question and the answer choices.

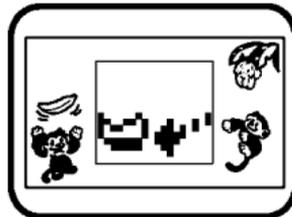
3. Or, the friendly voice will ask a question such as “Which number comes before the number 2?” The LCD screen will show the question without answer choices.



4. Use the **NUMBER BUTTONS** to select the correct answer for any number questions. You may also use the **MOUSE CURSOR BUTTONS** to select the correct answer. Press the **ENTER BUTTON** to confirm the answer.



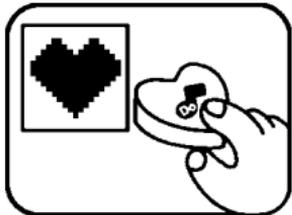
5. If the answer is correct, the LCD screen will show the monkey catching a banana. If the answer is incorrect, the monkey will not catch the banana.



6. You have two chances to answer each question in this activity.

7. After three questions, if the monkey does not receive any bananas or one banana, a negative animation will be shown. If the monkey receives two or three bananas, a positive animation will be shown.

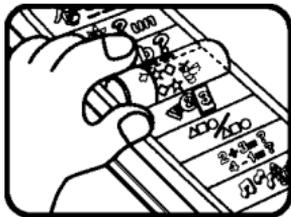
8. When any **SHAPE BUTTON** is pressed, the shape will be displayed on the LCD screen and will be identified.



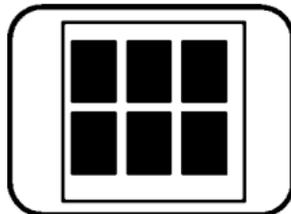
D. Match the Patterns



- 1 Slide the **ACTIVITYSELECTOR** to the fourth position. You will hear a melody followed by "Let's match the patterns."



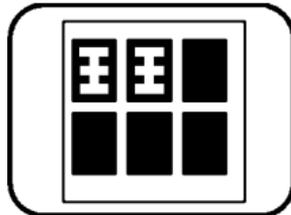
2. When this activity is selected, six cards will appear on the screen.



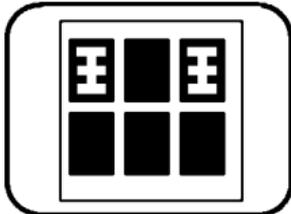
3. Use the **MOUSE CURSOR BUTTONS** to select any two cards to match a pair of patterns.



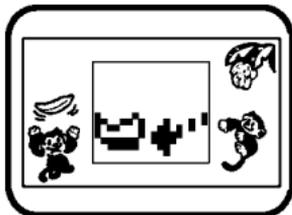
4. If you choose two cards that are the same, a reward animation will appear and the monkey will catch a banana.



5. If you choose two cards that are different, the cards will turn over and the monkey will not catch the banana. You can continue to choose any two cards to match a pair of patterns.

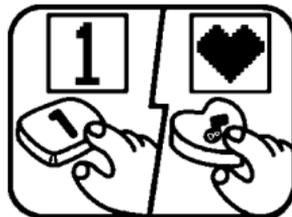


6. If after two times you cannot match any pairs, all of the cards will turn over to reveal the matching pairs and a negative animation will play.



7. A banana represents a matching pair and after 3 correct matching pairs, a positive animation will play.

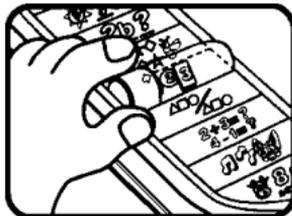
8. When any **NUMBER** or **SHAPE BUTTON** is pressed, the shape or number will be displayed on the LCD screen and will be identified.



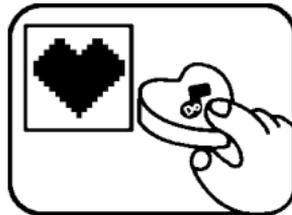
E. Counting



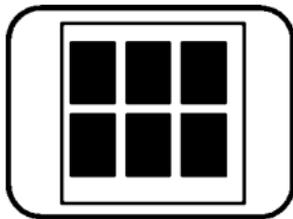
1. Slide the **ACTIVITY SELECTOR** to the fifth position. You will hear a melody followed by "Let's count the shapes."



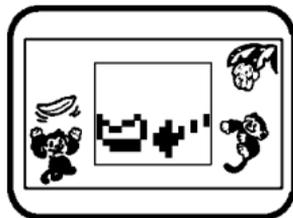
2. When any **SHAPE BUTTON** is pressed, the shape will be displayed on the LCD screen and will be identified.



3. The friendly voice will ask you to count the number of shapes that appear on the LCD screen. For example, “How many shapes are there?”



4. Press the **NUMBER BUTTONS** to select the correct answer. You may also use the **MOUSE CURSOR BUTTONS** to select the correct answer. Press the **ENTER BUTTON** to confirm the answer.



5. If the answer is correct, the LCD screen will show the monkey catching a banana. If the answer is incorrect, the monkey will not catch the banana.

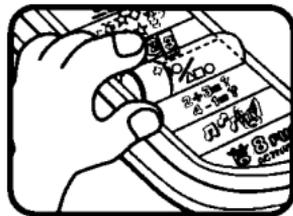
6. You have three chances to answer each question in this activity.

7. After three questions, if the monkey does not receive any bananas or one banana, a negative animation will be shown. If the monkey receives two or three bananas, a positive animation will be shown.

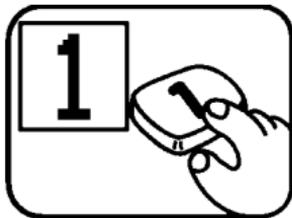
F. Shape Sequencing



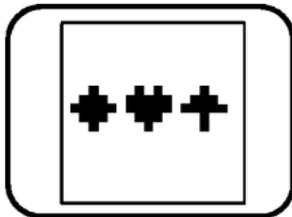
1. Slide the **ACTIVITY SELECTOR** to the sixth position. You will hear a melody followed by “Remember the shapes!”



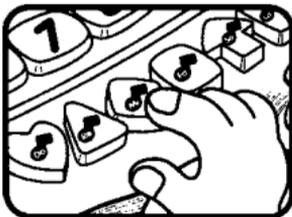
2. When any **NUMBER BUTTON** is pressed, the number will be displayed on the LCD screen and will be identified.



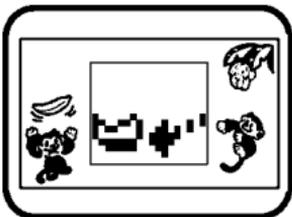
3. The friendly voice will say “Press the shapes in order.” The screen will show three shapes in order. Remember the shapes as you saw them appear. Then they will disappear.



4. Press the **SHAPE BUTTONS** in the correct order as they appeared on the LCD screen, and then press the **ENTER BUTTON** to confirm the answer. If you have entered an incorrect shape or would like to change your answer, use the left and right cursor buttons to move the position of the blinking shape or question mark on the LCD screen. Then follow the step above.



5. If you press the shapes in the correct order, the LCD screen will show the monkey catching a banana. If the answer is incorrect, the monkey will not catch the banana.

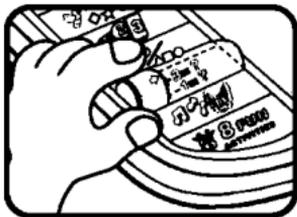


6. You have three chances to answer each question in this activity.
7. After three questions, if the monkey does not receive any bananas or one banana, a

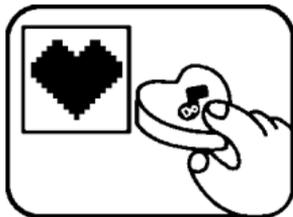
negative animation will be shown. If the monkey receives two or three bananas, a positive animation will be shown.

G. Addition/Subtraction

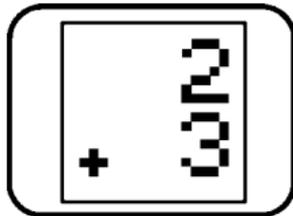
1. Slide the **ACTIVITY SELECTOR** to the seventh position, You will hear a melody followed by “Let’s learn addition and subtraction!”



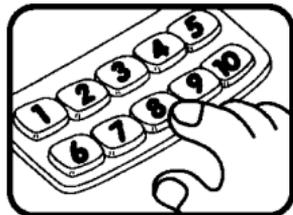
2. When any **SHAPE BUTTON** is pressed, the shape will be displayed on the LCD screen and will be identified.



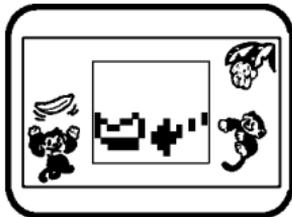
3. The friendly voice will ask you to solve an addition or subtraction question. The question will be displayed on the LCD screen as a numerical equation. For example, the screen will show $2+3$.



4. Press any **NUMBER BUTTON** to choose the correct answer for the question.



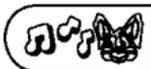
5. If the answer is correct, the LCD screen will show the monkey catching a banana. If the answer is incorrect, the monkey will not catch the banana.



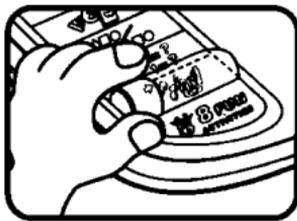
6. You have three chances to answer each question in this activity.

7. After three questions, if the monkey does not receive any bananas or one banana, a negative animation will be shown. If the monkey receives two or three bananas, a positive animation will be shown.

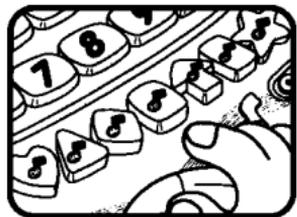
H. Music and Sound



1. Slide the **ACTIVITY SELECTOR** to the eighth position. You will hear a melody followed by “Let’s play!”



2. Press the **SHAPE BUTTONS** to play individual music notes. The shape buttons become a 7-note keyboard for musical discovery.



3. Press a **NUMBER BUTTON** to hear a cheerful melody. There are ten melodies.

Number 1 - The Alphabet Song

Number 2 - Farmer in the Dell

Number 3 - Hickory Dickory dock

Number 4 - London Bridge

Number 5 - The Mulberry Bush

Number 6 - Pop! Goes the Wease!

Number 7 - Sing a Song of Sixpence

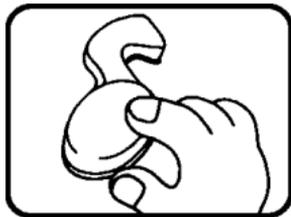
Number 8 - Jack and Jill

Number 9 - Humpty Dumpty

Number 10 - It's Raining! It's Pouring!



4. Press the **MELODY BUTTON** to hear one of the all ten melodies randomly.



AUTOMATIC SHUT-OFF

To preserve battery life, the **LITTLE SMART PC Fun™ Plus** learning toy will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON BUTTON**.

CARE AND 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 source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

IMPORTANT NOTE:

Creating and developing preschool 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 1-800-267-7377 in Canada with any problems and /or suggestions that you might have. A service representative will be happy to help you.

NOTE:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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 the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver