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.

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INTRODUCTION

Thank you for purchasing the **VTech® Alphabet Alien™** 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.

VOLUME SWITCH   **DANCE/MUSIC KEY**

FUN SOUND   **LCD SCREEN**
EFFECTS AND
DANCING   **ANSWER/DEMO**
                                                       FUNCTION

MOVABLE   **SPEAKER**
LEGS
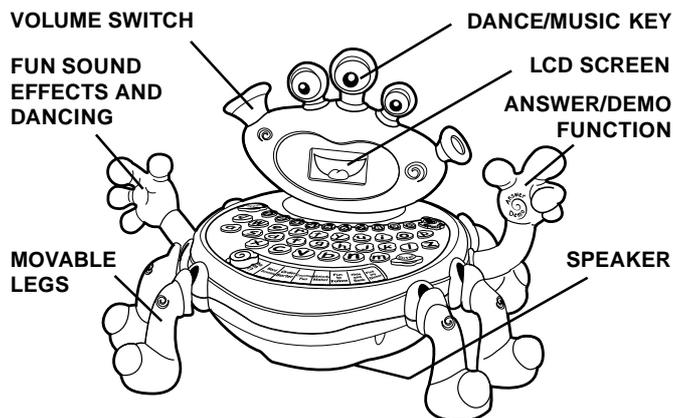
INCLUDED IN THIS PACKAGE

- One **VTech® Alphabet Alien™** 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.

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BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover at the back of the unit.
3. Install 3 "C "size alkaline batteries as illustrated.
4. Do not use rechargeable batteries.
5. Replace the battery cover.
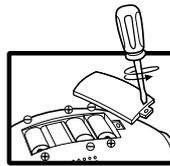
NOTE: The use of alkaline batteries is recommended for maximum performance.

BATTERY NOTICE

- 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 (if removable).
- 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 the recommended number of power supplies.

NOTE : If the unit suddenly stops working or the sound becomes weak, turn the unit off for 15 seconds, then turn it back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

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ON/OFF SWITCH

Turn **Alphabet Alien™ ON** by pressing the **ON/OFF** key. Alphabet Alien will welcome you with singing and dancing.
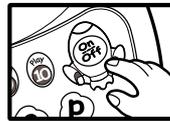
Turn **Alphabet Alien™ OFF** by pressing the **ON/OFF** key again.

If the screen is fuzzy or jagged, follow these steps to try and correct the problem:

1. Check to make sure the batteries are properly inserted.
2. Try inserting brand new batteries.

NOTE : If for some reason the unit stops working, please follow these steps below:

     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. A service representative will be happy to help you.

VOLUME SWITCH

To lower the volume, turn the right ear counter-clockwise.

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AUTOMATIC SHUT OFF

To preserve battery life, the **VTech® Alphabet Alien™** learning toy will automatically turn off after approximately a few minutes without input. It can be turned on again by pressing the **ON/OFF** button.

KEY DESCRIPTION AND FUNCTIONS

Alphabet Alien™ has a full alphanumeric typing keyboard.

LETTER KEYS
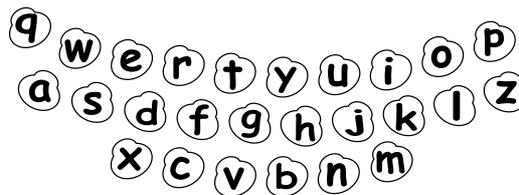
Use these letter keys when inputting answers in related activities.

NUMBER KEYS

1. **General :** Use these number keys when inputting answers in related activities.
2. **Special Function in Activity 5 Music Maker:** Use numbers 1-8 to compose your own melody. Press number 9 to **record** and number 10 to **playback** your melody.

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FUNCTION KEYS

Press the **ON/OFF** key to turn the unit **ON** and **OFF**.

Press the **ENTER** key to confirm your answer in these activities:
• Word Scramble
• Order Sorter
• Find My Dinner

Press the **REPEAT** key to repeat the question or instruction.

SPECIAL FUNCTIONS

LEFT HAND: Answer/Demo function
When the unit is **OFF**, pull the left hand down to activate a short demonstration of activities. When the unit is **ON**, pull the left hand down to reveal the correct answer. In the **Counting Fun** activity, pull it down repetitively to count numbers one to ten.
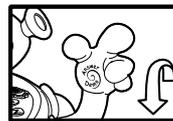
RIGHT HAND: Fun Sound Effects and Dancing
Pull down the right hand to hear Alphabet Alien's funny phrase and see how he dances!

MIDDLE EYE: Dance/Music key
Press down on the middle eye to make Alphabet Alien laugh and dance!

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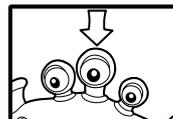
TO BEGIN PLAY

1. Turn the unit on by pressing the **ON/OFF** key.
2. Slide the mode selector to choose one of the 8 fun activities.

DESCRIPTION OF ACTIVITIES

WHO AM I?

Welcome to the show, here we go! Alphabet Alien will use his own body or some objects to imitate an uppercase letter or a number. Can you guess what it is? Press the corresponding lowercase letter key or number key to select your answer.

WORD SCRAMBLE

Alphabet Alien wants to help you learn to spell! A picture will appear followed by the corresponding word. The letters in the word will then be mixed up and reappear in an incorrect order. Your task is to spell out the word in the correct order.

ORDER SORTER

Three monsters will appear in a line on the screen. Each will have a number or letter on its front. If they are letters, they will appear in alphabetical order. If they are numbers, they will appear in numerical order. Alphabet Alien will sneak up behind them and they will run about in shock! When they line up again, they are not in the right order. Can

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you put them back in the correct order by pressing the appropriate letter or number keys?

COUNTING FUN

Let's count from one to ten! Press a number and Alphabet Alien will identify it. He will then count up to the number from one, using his body parts as a guide.

Pull the left hand too! Each time you pull his left hand down, he will count higher!

MELODY MAKER

Press the musical note keys (number keys 1-8) to compose your own melodies. Press the **RECORD** key (number 9 key) first, if you want to record your melody. Then after composing your melody, press the **PLAY** key (number 10 key) to playback the melody. If you want to create a new melody, then press the **RECORD** key to erase the previous melody and start afresh.

Alphabet Alien loves dancing, and has a lot of toe-tapping music! Press the alphabet keys to hear 26 different songs and see Alphabet Alien dance!

Melody List

Letter	Song Title
a	Billy Bailey
b	Sailing Sailing
c	Flight Of The Bumble Bee
d	Do Your Ears Hang Low?
e	Oh When The Saints Go Marching In
f	Fur Elise
g	A Bicycle Built For Two

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h	Camptown Races
i	This Old Man
j	Blue Danube Waltz
k	Come Out To Play
l	Frere Jacques
m	The Bear Went Over The Mountain
n	Heads Shoulders Knees And Toes
o	You Are My Sunshine
p	She'll Be Comin' Round The Mountain
q	The Alphabet Song
r	Bingo
s	Yankee Doodle
t	I've Been Working On The Railroad
u	Oh! Susanna
v	Oh My Darling Clementine
w	Take Me Out To The Ball Game
x	The Farmer In The Dell
y	The Animal Fair
z	The Wheels Of The Bus

FUN TO FOLLOW

Are you ready for action? Background music will play and you will be asked to find a series of 10 letters, numbers and body parts, one by one. You have only a few seconds to find each one! Can you do it? Alphabet Alien will help you by displaying the question on the screen.

At the end of the series of questions, Alphabet Alien will reward you with the following:

- 1 - 3 answers correct - 1 heart
- 4 - 7 answers correct - 2 hearts
- 8 - 10 answers correct - 3 hearts

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NOTE : If you get five correct in a row, then the background music will become faster and Alphabet Alien will give you less time to answer the next questions, so watch out!

HIDE AND SEEK

Three spaceships will land and a monster will appear in front of them. He will hide in one of the spaceships. Keep your eyes on the correct spaceship as they move around! When they stop moving, each spaceship will be labeled with a number. Press the number key that corresponds to the spaceship that you think he is hiding inside! Can you find him?

FIND MY DINNER

Alphabet Alien is very hungry! He will show you a picture of the food he wants to eat. Then he will open his mouth and four objects will scroll down in front of him, one by one. Can you remember what it was that Alphabet Alien wanted to eat? When it appears in front of his mouth, press **ENTER** to feed him.

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 sources of heat.
3. Remove the batteries when the unit will not be in use for a long period of time.
4. Do not drop the unit on hard surfaces or try to dismantle it.
5. Do not expose the unit to moisture or water.

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IMPORTANT NOTE:

Creating and developing electronic learning aids is accompanied by a responsibility that we at **VTech**®take very seriously. We make every effort to ensure the accuracy of the information that 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 Subpart 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

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