



User's Manual

LIGHTNING MCQUEEN™ LEARN & GO



vtech®

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Visit disney.com/cars

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Printed in China
91-001613-000-000 美

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!

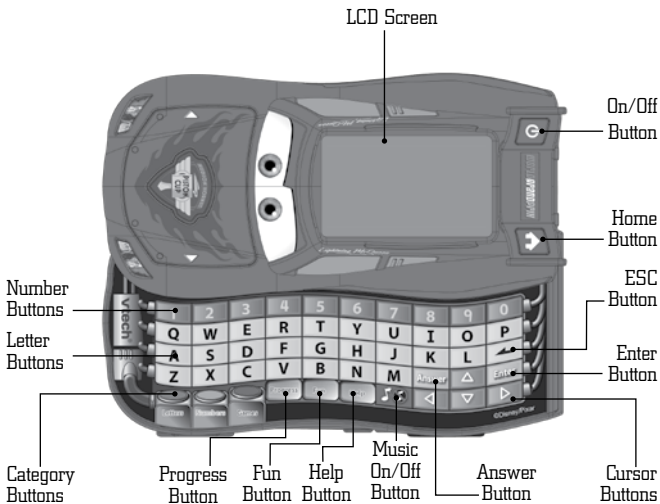
Sincerely,

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® Lightning McQueen Learn & Go**. Explore letters, numbers and games in the Learning mode, and experience fun racing games in the Racing mode. Join the adventure with Lightning McQueen and his friends through 20 activities that are sure to help accelerate learning!



INCLUDED IN THIS PACKAGE

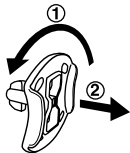
- One VTech® Lightning McQueen™ Learn & Go
- One user's manual

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 the user's manual as it contains important information.

Unlock the packaging locks:

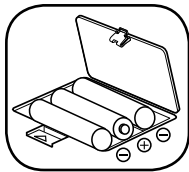


- ① Rotate the packaging locks 90 degrees counter-clockwise.
- ② Pull out the packaging locks.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Install 3 new "AA" batteries (AM-3/LR6) as illustrated.
4. Close the battery cover.



BATTERY NOTICE

- The use of new alkaline batteries is recommended for maximum performance.
- 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).
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- 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.
- Do not dispose of batteries in fire.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

PRODUCT FEATURES

The Lightning McQueen Learn & Go features two switchable modes of play.

Vertical: Racing Mode

The player can enjoy four racing games in vertical mode. Choose one of the four World Grand Prix race tracks and use the left and right cursor buttons to guide Lightning McQueen to victory. Watch out for the obstacles and other racers!

Horizontal: Learning Mode

By sliding out the QWERTY keyboard, the player can explore sixteen fun learning activities spread across three categories: Letters, Numbers, and Games.

1. ON/OFF BUTTON

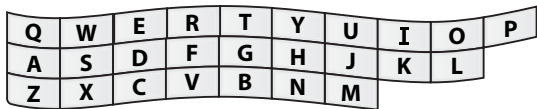
To turn the unit **ON**, press the **ON/OFF BUTTON**.

Press the **ON/OFF BUTTON** again to turn the unit **OFF**.

2. HOME BUTTON

Press this key while playing a game to exit to the main menu of the current mode.

3. LETTER BUTTONS



Press the letter buttons to learn letters or to answer letter related questions.

4. NUMBER BUTTONS



Press the number buttons to learn numbers or to answer number related questions.

5. ANSWER BUTTON

The answer will be revealed after all chances are lost or when this button is pressed.

6. ENTER BUTTON

Press this key to confirm a selection.

7. PROGRESS BUTTON

In the Learning Mode you can press this button to review your progress. The current game will be interrupted and the progress report will be displayed. There are twelve photos but they are split into pieces. When you successfully complete a round of a game in the Learning Mode, the screen will show Guido putting a piece of a picture in the album. When the player presses the Progress Button, they can review the pictures that have been completed.

8. HELP BUTTON

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

9. CURSOR BUTTONS

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



10. ESC BUTTON

Press the ESC button and exit to previous screen.

11. FUN BUTTON

Press this button to interrupt the current game and display a fun animation. After the animation, the program will return to the previous game.

12. MUSIC ON/OFF BUTTON

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

13. AUTOMATIC SHUT-OFF

To preserve battery life, the **Lightning McQueen™ Learn & Go** 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, and then it will enter the Racing Mode activity menu automatically.
2. Use the cursor buttons to select an activity and press Enter to confirm your choice and start a racing game.
3. Slide out the keyboard to switch from Racing 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, and 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 Enter to confirm your choice. Or, press a category button to select the learning games directly.
3. Slide in the keyboard to switch from Learning Mode to Racing Mode.

ACTIVITIES

The VTech® Lightning McQueen Learn & Go offers a total of 20 activities to play.

Learning Mode

Category 1: Letters

01. Learn the Letters

Join Team Lightning McQueen round the TV and press any letter button to learn about letters, objects and characters from the world of Cars.



02. Letter Matching

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



03. Pick a Tire

Team McQueen needs to upgrade Lightning McQueen's tires to help him go faster and Guido is picking them out. 3 tires with letters on them will be shown on the screen and the player has to pick a suitable tire for Lightning McQueen. Use the cursor buttons to select and press the Enter Button to confirm.



04. Lighting Things Up

Lightning McQueen is really pleased with his new headlights and he is testing them out by trying to recognize things in the dark. Use the cursor buttons to find each required object, then press the Enter Button to confirm.



05. Tug of War Typing

Mater challenges Lightning McQueen to a 'tug of war' game. Some letters will be shown on the screen. Type the letters as fast as you can to help Lightning McQueen.



06. Super Fuel

Lightning McQueen needs to fill up his fuel tank so he can continue with the race. Hurry up! There are 2 letters shown on the screen. Use the cursor buttons to select matching capital and lowercase letters, and press the Enter Button to confirm



07. Letter Race

Lightning McQueen and Francesco race to see who is the fastest. A word is shown on the screen with its first letter missing. Type the correct beginning letter of each word to help Lightning McQueen win.



CATEGORY 2: Numbers

08. Number Identification

Lightning McQueen's team need to prepare some parts for the next race of the World Grand Prix. Help Guido decide how many screws or tires Team McQueen needs to take to the race. Press a number and the corresponding number of screws or tires will be shown on the screen one by one.



09. Fuel Pump Number

Lightning McQueen needs to fill up his fuel tank so he can continue with the race. Choose the fuel pump with the number that matches the one Lightning McQueen needs. Use the cursor buttons to select and press the Enter Button to confirm.



10. Bigger and Smaller

Lightning McQueen is in the workshop getting checked out before racing, but Team McQueen have found that some parts are missing or broken. Use the cursor buttons to select the correct part and press the Enter Button to confirm.



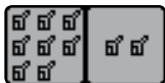
11. Count the Parts

Lightning McQueen is in the workshop getting checked out before racing, but Team McQueen have found that some bolts are missing and they'll need to be replaced. Use the cursor buttons to select the correct number of bolts and press the Enter Button to confirm.



12. Oil Supply

Lightning McQueen needs to have regular oil changes to keep him running smoothly. Lightning McQueen needs to have his oil changed to help him run more smoothly, so they need to select some new oil. Help Team McQueen order the correct amount of oil according to the instructions. Use the cursor buttons to select and press the Enter Button to confirm.



CATEGORY 3: Games

13. Fix the Headset

To ensure the communication is clear between Lightning McQueen and Mater, Team McQueen have updated their headset receivers and they are checking that they work properly. Listen to a short melody, then select one of three melodies that matches the first one heard.



14. Match the Shadows

Racers need sharp eyes for the race track, so Lightning McQueen needs some special training. A car will be shown on the right side of the screen. Find the shadow that matches that car. Use the cursor buttons to select and press the Enter Button to confirm.



15. Tire Change

Mater and Lightning McQueen are training for the Grand Prix season but suddenly Lightning McQueen gets a flat tire. Choose the right set of tires by matching the tire tread pattern with Lightning McQueen's tracks. Use the cursor buttons to select and press the Enter Button to confirm.



16. Find the Way

Team Lightning McQueen have installed a new GPS system but they need to set it up to make sure it's working correctly. Help Lightning McQueen get through the maze to set up his GPS. Use the cursor buttons to select and press the Enter Button to confirm.



Racing Mode

17. Warm Up Laps

Lightning McQueen is practicing for the World Grand Prix back home in Radiator Springs. Guide him to the finish line using the cursor buttons to avoid the obstacles and other racers. During the race you can press the Enter button to hear Lightning McQueen voice and sounds.



18. Tokyo Grand Prix

Lightning McQueen is racing in Tokyo. Guide him to the finish line using the cursor buttons to avoid the obstacles and other racers. During the race you can press the Enter Button to hear Lightning McQueen voice and sounds.



19. Porta Corsa Grand Prix

Lightning McQueen is racing in Porta Corsa. Guide him to the finish line using the cursor buttons to avoid the obstacles and other racers. During the race you can press the Enter Button to hear Lightning McQueen voice and sounds.



20. London Grand Prix

Lightning McQueen is racing in London. Guide him to the finish line using the cursor buttons to avoid the obstacles and other racers. During the race you can press the Enter Button to hear Lightning McQueen voice and sounds.



CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it 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 or malfunctions, 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 should now be ready to play again.
5. If the product 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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