

vtech®

User's Manual

Alphabet Apple™



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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® Alphabet Apple™**.

This **VTech® Alphabet Apple™** is an interactive light-up learning board that's full of fun! The big green light-up worm, twenty-six letter buttons, and moveable clock hand will encourage exploration and discovery as your child learns essential pre-school curriculum, including phonics, letters, numbers, spelling, songs, vocabulary, and time concepts. Realistic sounds effects, light-up buttons, fun phrases, different levels of play, and cheerful melodies add to the overall learning experience!



INCLUDED IN THIS PACKAGE

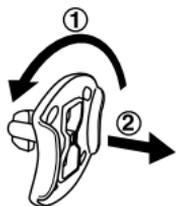
- One **VTech® Alphabet Apple™**
- One User's manual

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:

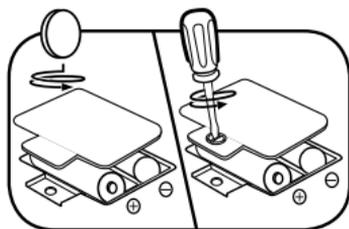


- ① Rotate the packaging locks 90 degrees counter-clockwise.
- ② Pull out the packaging locks.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Use a coin or screwdriver to loosen the screw and open the battery cover.
4. Install 2 new “AA” (AM3/LR6) batteries into the battery box as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover and tighten the screw to secure.



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.

PRODUCT FEATURES

1. ON/OFF BUTTON

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



2. LIGHT-UP WORM SLIDER

Push the **WORM SLIDER** at any time to hear a fun sung song by the worm and watch the flashing light patterns.

There are 3 songs that the worm will sing:

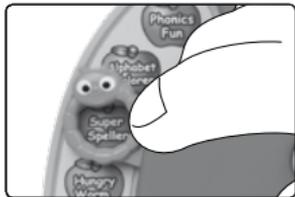
Song 1: The Alphabet song

Song 2: Apples and Bananas

Song 3: Glow Worm

3. ACTIVITY SLIDER

Slide the **ACTIVITY SLIDER** up or down to select an activity to play.



4. LIGHT-UP LETTER BUTTONS

Press the **LETTER BUTTONS** to learn letters, objects, play music, or make an answer selection in related activities.



5. LIGHT-UP HELP BUTTON

Press the **HELP BUTTON** to repeat the current question or give a helpful hint.



6. MOVEABLE CLOCK HAND

Move the **CLOCK HAND** at any time to hear the corresponding time and a related phrase, or answer a question in the Quiz Time activity.



VOLUME CONTROL SWITCH

Located on the back of the product, the **VOLUME CONTROL SWITCH** can be moved to the right for higher volume or to the left for lower volume.

AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Alphabet Apple™** will automatically power-down after approximately one minute without input. The unit can be turned on again by pressing On/Off **BUTTON**.

TO BEGIN PLAY

Press the **ON/OFF BUTTON** to turn on the unit, then move the **ACTIVITY SLIDER** to select a game to play.

Note: Make sure the ACTIVITY SLIDER is positioned on one of the seven activities. If you accidentally move the ACTIVITY SLIDER between two activity modes, the worm will ask you to move the slider to select a game.

ACTIVITIES:

The **VTech® Alphabet Apple™** offers a total of 8 activities to play.

Activity 1 : Phonics Fun

Move the **ACTIVITY SLIDER** to the first position to enter this activity. You will be asked to press any **LETTER BUTTON** to learn about letter sounds. Keep pressing the buttons to learn more letter sounds.

Activity 2: Alphabet Explorer

Move the **ACTIVITY SLIDER** to the second position to enter this activity. You will be asked to press any **LETTER BUTTON** to learn about vocabulary words. Press any letter button to hear a word that begins with that letter.

Activity 3: Super Speller

Move the **ACTIVITY SLIDER** to the third position to enter this activity. You will hear a word and how it is spelled. Watch carefully as the buttons light up to spell the word, then press the **LETTER BUTTONS** in the correct order to spell the word. There are four difficulty levels in this activity. After every five words are spelled correctly, it will automatically move up to the next level of words.

Activity 4: Hungry Worm

Move the **ACTIVITY SLIDER** to the fourth position to enter this activity. The worm is hungry! You will be asked to press the flashing apples to feed the hungry worm. There are five difficulty levels in this mode.

Activity 5: Follow the Lights

Move the **ACTIVITY SLIDER** to the fifth position to enter this activity. This is a memory game. Watch as the buttons light up, and then repeat the pattern. A new light will be added to the sequence after each correct round. There are a total of three difficulty levels.

Activity 6: Quiz Time

Move the ACTIVITY SLIDER to the sixth position to enter this activity. You will be asked a series of fun quiz question. Press a LETTER BUTTON or move the CLOCK HAND to answer.

Level 1: Find the letter.

Level 2: Find the object.

Level 3: Find the time.

Level 4: Find the letter sound.

Level 5: Find the letter order.

Activity 7: Music Party

Move the ACTIVITY SLIDER to the seventh position to enter this activity. Press any of the LETTER BUTTONS to hear fun melodies. The lights will dance with the music! Press a letter button at any time to change the melody.

Activity 8: Clock

Move the clock hand at any time to hear the corresponding time and a fun related phrase.

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 at 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.

IMPORTANT NOTE:

Creating and developing **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.

