

User's Manual

Treasure Hunt Learning Laptop™



3-6 Years



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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!

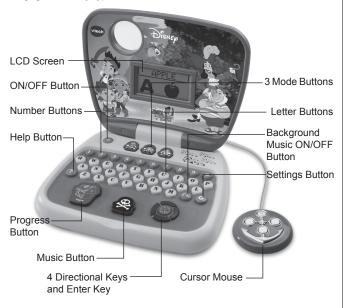
sincerely,

Your friends at VTech®

INTRODUCTION

Thank you for purchasing the VTech® Treasure Hunt Learning Laptop™.

The **Treasure Hunt Learning Laptop**™ featuring Jake and the Never Land Pirates is a fun and educational computer for your child! Designed to look like a real laptop, your child will have fun interacting with Jake and his crew as they play 14 different learning games that teach letters, phonics, basic math, and more. With its full QWERTY keyboard, cursor mouse, and pirate rock songs, your child will be engaged as they type, click, and learn!



INCLUDED IN THIS PACKAGE

- One VTech® Treasure Hunt Learning Laptop™
- · 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:

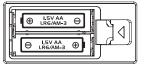


- Rotate the packaging lock counter-clockwise 90 degrees.
- 2 Pull out the packaging lock.

GETTING STARTED

BATTERY INSTALLATION

- 1. Make sure the unit is OFF.
- Locate the battery cover on the bottom of the unit.
- Open the battery cover.



- Install 2 new "AA" Size (AM3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
- Replace the battery cover.

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 (carbonzinc) 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



Turn on the unit by pressing the **ON/OFF** button. Press the **ON/OFF** button again to turn the unit off.

2. MODE BUTTONS







Press one of the three mode buttons to play letter games, number games, or logic games.

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 numberrelated questions.

5. PROGRESS BUTTON



Press this button to view your gold doubloons and treasure collection.

6. MUSIC BUTTON



Press this button to hear fun songs and watch Jake, Izzy, and Cubby dance.

7. ARROW BUTTONS



Press these buttons to make a selection.

8. ENTER BUTTON



Press this button to confirm your choice.

9. HELP BUTTON



Press this button to repeat the current question or hear a hint.

10. SETTINGS BUTTON



Press this button to adjust the volume or screen contrast. Use the up and down arrow buttons to select which item to adjust. Then, press the left and right arrow buttons to make adjustments. Press the ENTER button to exit the Settings menu.

11. BACKGROUND MUSIC ON/OFF BUTTON



Press to button to mute the background music or to turn on the background music.

12. CURSOR MOUSE WITH ENTER BUTTON



This is a four-directional cursor mouse with an Enter button in the middle. You can use the cursor mouse to make selections and answer questions.

13. AUTOMATIC SHUT-OFF

To preserve battery life, the unit will automatically turn off after approximately several minutes without input. The unit can be turned on again by pressing the ON/OFF button.

ACTIVITIES:

LETTER GAMES

1. Beach Letters

Jake, Izzy, and Cubby are having a beach party on a sunny day. Let's see what they find on the beach! Press any letter button to see the letter and an object that starts with that letter, and to hear the letter and its phonics sound.

2. Letter Fishing

Izzy goes fishing and catches floating bottles. Each bottle has a piece of paper in it. Press any letter button to see the capital and lowercase versions of that letter.

3. Coconut Escape

Izzy is riding a skateboard to escape from Captain Hook. But Mr. Smee shakes the coconut tree, and now coconuts are everywhere! Press the correct letter buttons to help Izzy jump over the coconuts.

4. Letter Dock

To prevent Hook from stealing their treasure, Izzy needs to tie Bucky to the right post. Bucky has a capital letter written on his side. Find the post that shows the corresponding lowercase letter. Use the mouse to answer.

5. Letter Treasure

Izzy found a treasure chest, but the chest is locked and only one object can open it. Find the object that starts with the correct letter to unlock the chest. Use the mouse to answer.

6. What's the Password?

Izzy needs to finish the password to open the treasure chest. Finish the password by pressing a letter button to fill in the missing letter.

NUMBER GAMES

7. Team Treasure Chest

Jake, Izzy, and Cubby earn gold doubloons by solving pirate problems. Press a number button to help the crew count their gold doubloons.

8. Acorn Toss

Cubby is chasing Captain Hook. To catch him, Cubby needs to follow the path— but part of the ground is floating! Cubby can bring the floating island back down by tossing acorns on it. Press a number button to help Cubby toss the right number of acorns.

9. Guess the Code

Cubby needs to figure out the correct password to open the treasure chest. Guess a number between the two given numbers. If you guess right, the chest opens. If you're not quite there, the given numbers will adjust and you'll get another chance to guess. Press a number button to answer.

10. Add It Up

The pirate crew has two sets of doubloons. How many do they have all together? Press a number button to help add up the doubloons.

LOGIC GAMES

11. Shadow Cave

Captain Hook has taken Jake's treasures and hidden them in a dark cave, can only see shadows. Help Jake find the missing treasures. Use the mouse to answer.

12. Egg Hunt

Captain Hook hides a golden egg from Jake. He put it into one of the treasure chest. Help Jake find the golden egg. Use the mouse to answer.

13. Hide and Sneak

Captain Hook is resting on his ship. Jake is trapped! He has to hide in a wooden barrel to sneak past Captain Hook. Press the left arrow button to move. Make sure Jake stops when Captain Hook wakes up!

14. Map Puzzle

Captain Hook steals the map from Cubby and accidentally tears it into pieces. Help Jake fix the map. Use the arrow buttons and press the Enter button to select a piece. Then, use the arrows buttons and press the Enter button again to select a piece to swap it with.

MUSIC

15. Music Party

Let's dance with Jake and his crew! Use the mouse to choose your song.

CARE & MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat sources.
- Remove the batteries when the unit is not in use for an extended period of time.
- Do not drop the unit on a hard surface and do not expose the unit to excess moisture or water.

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.
- Turn the unit back ON. The unit should now be ready to play again.
- 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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