

User's Manual

SmarTV[™]



Dear Parent:

At VTech® we know that children have 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 buying **SmarTV™**! 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.

SmarTV[™] has 10 interesting and educational programs for fun learning. Our two characters, Shades the chameleon and JB the Jitter Bug, will play along and learn the alphabet and numbers with you.



GETTING STARTED



Please remove tab from the back of SmarTV™ before playing.

BATTERY INSTALLATION

The **SmarTV™** learning product operates on 3 "AA" batteries. (UM-3/LR6).

- 1. Make sure the unit is turned OFF.
- 2. Open the battery cover on the back of the unit.
- 3. Insert 3 "AA" batteries (UM-3/LR6) as illustrated.



DO NOT RECOMMEND

RECHARGEABLE BATTERIES in this unit.

- 4. Close the battery cover.
- Turn the unit on to test whether those batteries are properly installed.

NOTE: Removing all pre-installed batteries and using new, alkaline batteries is recommended for maximum performance.

STANDARD FOR BATTERY TOYS

- Do not try to recharge non-rechargeable batteries;
- Rechargeable batteries are to be removed from the toy be fore being charged;
- Rechargeable batteries are only to be charged under adult supervision;
- Do not mix different types of batteries; Do not mix new and used batteries;
- Only use batteries of the recommended or equivalent type;
- Always insert batteries properly matching the plus (+) and minus (-) signs;
- Batteries that have run out of energy must be removed from the toy;
- Do not short circuit the supply terminals;
- · Do not use more batteries than recommended;
- Remove batteries from toy if it will not be used for an extended period of time.

ONLY BATTERIES OF THE SAME AND EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.

NOTE: If the sound becomes weak or the unit suddenly stops working, 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 again.





TURNING SmarTV™ ON



Press the ① button to turn the unit on. Press it again to turn the unit off.

AUTOMATIC SHUT-OFF

If no buttons are pressed for several minutes, the unit will automatically shut off to save power. After the automatic shut-off is activated, you will need to press the ① button to turn the unit **ON**.

We recommend that you turn the unit **OFF** when not playing with it. If the **SmarTV**TM is not going to be used for a long period of time, remove the batteries.

CHOOSING A CHANNEL

Channel

- 1. Turn the unit ON.
- 2. The last activity played will automatically appear for your selection. You can select a different channel by pressing the Channel
 button or direction key and pressing the there is no input for several seconds, it will automatically enter the last activity played.
- 3. While playing in an activity, press the channel button to exit the activity and select a new one.

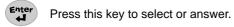
DESCRIPTION OF KEYBOARD

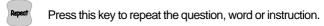
The **SmarTV[™]** has a computer-style keyboard with special function keys described below.





Press this key to see a commercial.





Press this key to get the answer to any question.

Use the direction keys to move the cursor up, down, left, and right.

DESCRIPTION OF ACTIVITIES

ATURE CHANNEL

- Letter Identification



Here we are in the wilderness! Our host JB will guide you through the forest to find wild letters hiding there. Can you identify the letter? Use the keys to choose the letter from the two multiple choices and then press the you can also type in the letter on the keyboard.

LETTER GETTER

- Upper and Lower Case Letters







Let's play Letter Getter! Shades was invited to a TV Game Show where he has to match the upper and lower case letters. To help him win the game, please look carefully at the letter on his paper. A ball with a letter will bounce in front of him. If the ball has the corresponding upper or lowercase letter, matching the one on the paper, highlight **YES** and press the representations when the same!

SUPERSTARS CHANNEL

- Letter Order









The Superstar Letters are coming out of their limo in alphabetical order! Watch carefully to find who will come out next! Use the keys to choose from the multiple choices and then press the key to answer. You can also type in the letter using the keyboard.



- Number Identification



Let's go shopping! You will see an object for sale appear on screen. Watch as it transforms into a familiar number. Use the keys to choose the matching number on the right side of the screen and press the key.

WEATHER COUNTER

- Counting







Shades is giving the weather report. Please help him by counting the different weather symbols. Select the correct number out of the multiple choices by using the keys and then press the keys.

SPORTS TODAY

- Number Order



We are watching an exciting soccer match with JB as the Goalie! You will see two soccer balls with numbers and one with a question mark. Put the balls in number order by finding the correct number that fills in the question mark. Use the keys and then press the key to select the correct answer from the two multiple choices.

COOKING CHANNEL

- Matching



Now we're really cooking! You will see the shadow of a fruit appear on screen. Next 2 different fruits will appear one by one. When you see the fruit that matches the shadow, press to answer.



- Driving Game



Listen to the traffic report and drive your car to the TV station. Your car is on the left side of the screen in the center. Use the buttons to navigate your car without hitting any other cars or trucks.

№ NEWS CHANNEL

- Rock, Paper, Scissors



In this news flash, JB is reporting on Rock, Paper, Scissors. Use the keys and press to select Rock, Paper or Scissors. After you select, JB will show which one he chose, and you will see the winning hand.

Remember:

Rock beats Scissors, Scissors beats Paper, and Paper beats Rock!

MUSIC CHANNEL

- Music





There are ten songs available for your request. To request a song, use the keys.

CARE AND MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from direct sources of heat.
- Remove 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 immerse the unit in water or get the unit wet.

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 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.

FCC 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.

NOTICE TO PARENTS:

We would like to point out that any safety isolating transformer or charging unit to be used with the toy should be regularly examined for potential hazards, such as damage to the cable or cord, plug, enclosure or other parts, and that, in the event of such damage, the toy must not be used until damage has been properly removed.

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WARNING:

All packing materials such as tape, plastic sheets, wire ties and tabs are not part of this toy and should be discarded for your child's safety.