vtech®

V.Baby™
Infant Development System

User's Manual

Dear Parent,

At **VTech**®, we know that there is nothing more special than watching your baby discover something new for the first time. These moments become even more rewarding when you see your baby share and smile in the excitement of these important discoveries. That is why **VTech**® created the **V.Baby**™ **Infant Development System**, a unique grow-with-me development system designed especially for the youngest learners aged 9 to 36 months. The learning grows as your baby grows!

The **V.Baby**™ **Infant Development System** combines a baby-friendly wireless activity panel, age-appropriate curriculum, entertaining images, and fun early learning activities into a unique experience for babies and parents to share together. The **V.Baby**™ **Infant Development System** engages even the littlest learner with two, grow-with-me play modes: Watch & Learn and Smart Play. Babies go from playing with the activity panel, to watching educational videos complete with baby sign language, to directing their own play on the TV screen by choosing subjects they want to learn.

As part of the **V.Baby**™ **Infant Development System**, **VTech**® offers a library of Baby Smartridges based on popular children's environments that engage and invite your baby to play and discover. Each Baby Smartridge features a variety of learning activities, baby sign language, 'grow-with-me' play, and lovable characters to guide your baby on a learning journey.

At **VTech**®, we are proud to provide parents with a sensory-rich learning tool for their little ones. Tapping into a baby's natural curiosity, creativity and passion for learning, **VTech**® makes every encounter an opportunity for discovery. We thank you for trusting **VTech**® with the important job of helping your child grow.

Sincerely,

Your Friends at **VTech**®

Sign Language For Babies:

Helping Babies Tell Us What's On Their Minds

By

Dr. Linda Acredolo and Dr. Susan Goodwyn

Why Sign Language for Babies?

There's nothing more heart-wrenching than hearing a baby cry and not knowing what's wrong. Unfortunately, until they can talk, babies are literally "at a loss for words" when it comes to telling us what's going on and how best we can help.

Wait No More!

Now, thanks to our book Baby Signs and our research-based Baby Signs® Program, the world's leading sign language program for babies, children from 6 months to 3 years need no longer wait until they can talk to let us know what's on their minds. Instead, as Newsweek Magazine put it, they can learn simple "hand signals that let them communicate their joys and fears without tears."

You're Already Doing It

Signing is a very natural form of communication. In fact, it's so natural that all parents teach their babies at least three signs-YES, NO, and BYE-BYE-without even thinking about it. After two decades of research at the University of California, we now know that these three signs are just the tip of the iceberg. Babies are eager to learn many, many more signs to let us know what they need, what they see, what they feel, and even what they remember. What parents wouldn't want such a priceless window into their baby's mind?

The Research Behind the Program

But won't signing slow down learning to talk? The answer is a resounding "No!" In fact, just as crawling is a helpful precursor to walking, signing is a helpful precursor to talking. We've proven this to be the case with a long-term study funded by the National Institutes of Health. Far from hindering language development, babies in the Baby Signs® Program actually learned to talk sooner. We also discovered that this advantage continued over time in the form of higher IQs at age 8.

The Most Important Benefits

Our research has also revealed even more important benefits for emotional development. Once your baby begins signing you'll see for yourself how the ability to use signs makes daily life with your baby easier and sweeter. Specifically, using signs. . .

* decreases frustration, tantrums, and tears;

* enables your baby to share his or her world with you;

* strengthens the parent-infant bond;

* helps you recognise just how clever your baby is; and

* promotes the development of self-confidence and self-esteem.

A Gift to Last a Lifetime

It's easy, it's fun, and it's a wonderful way to support your baby's development. By helping your baby communicate effectively so early in life, you are laying a foundation of love and learning that will last a lifetime.

Dr. Linda Acredolo and Dr. Susan Goodwyn are internationally recognised scholars whose ground-breaking research demonstrating the positive effects of signing on infant development has sparked a world-wide movement. They are authors of the best-selling book Baby Signs: How to Talk With Your Baby Before Your Baby Can Talk and co-founders of the Baby Signs Institute through which they provide Sign, Say & Play™ classes, Parent Workshops, and high-quality products to make every family's signing experience a success. For more information, visit www.babysigns.com.

INTRODUCTION

Thank you for purchasing the **VTech® V.Baby™ Infant Development System**!

V.Baby™ Infant Development System is a unique learning system created especially for the littlest learner. **V.Baby™** combines a colorful activity panel with the enhanced, non-traditional element of TV learning to allow parents and their little ones to share special moments as their child begins to explore early learning concepts, such as shapes, colors and animals. It even helps teach baby sign language! **V.Baby™** works with age-appropriate **Baby Smartridges™** that include two "grow-with me" play modes, allowing baby to grow in learning from 9-36 months. Each **Baby Smartridge™** features real photo images to enhance learning. Photo Time mode allows little learners to view their photos in a slide show, or use the photos to put themselves in games.

Activity Panel

Infrared Signal

Exit Button

TV PLAY/OFF/PLAY ALONE Switch

Shape Buttons

Joystick

Wheel

OK Button

Console

Front View

Meet Me at the Zoo Smartridge™

ON/OFF Button

Infrared Signal Receiver

Back View

USB Port (to connect console to PC)

AC/DC Adaptor port

TV Connection Cable

⚠ **CAUTION:** The console contains an audio/video cord which is FOR ADULT INSTALLATION AND OPERATION ONLY. Keep out of a child's reach.
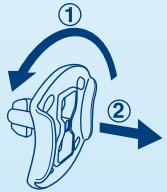
INSTRUCTIONS

INCLUDED IN THIS PACKAGE

- One activity panel
- One console
- One Meet Me at the Zoo Smartridge™ and instruction manual
- One USB cable
- Seven AA batteries
- One instruction manual

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

Unlocking the Packaging Locks:

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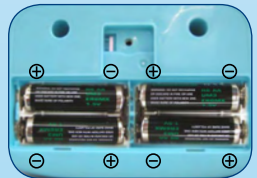
GETTING STARTED

BATTERY INSTALLATION (Activity Panel)

- Make sure the unit is turned OFF.
- Locate the battery cover on the bottom of the activity panel.
- Use a screwdriver to loosen the screw and remove the battery cover.
- Insert 3 new "AA" batteries (AM-3/LR6) as illustrated.
- Replace the battery cover and tighten the screw to secure.

BATTERY INSTALLATION (Console)

- Make sure the unit is turned OFF.
- Locate the battery cover on the bottom of the console.
- Use a screwdriver to loosen the screw and remove the battery cover.
- Insert 4 new "AA" batteries (AM-3/LR6) as illustrated.
- Replace the battery cover and tighten the screw to secure.

BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.

- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time.
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

Notice : When the **V.Baby™** is running on batteries, you may see this icon appear on the TV screen. This indicates that battery power is low, and you should replace the batteries soon. Battery time remaining once the icon first appears is approximately 30-60 minutes.

AC ADAPTOR

- Use a standard 9V $---$ 300mA+ AC/DC adaptor. We recommend the use of a **VTech®** 9V AC/DC adaptor
- Make sure the unit is turned OFF
- Plug the power jack into the 9V DC socket at the back of the console.
- Plug the AC adaptor into a wall socket.

NOTE: The use of an adaptor will override the batteries. When the toy is not going to be in use for an extended period of time, unplug the adaptor.

Standard Guidelines for Adaptor Toys
- The toy is not intended for use by children under 3 years old.
- Only use the recommended adaptor with the toy.
- The transformer is not a toy.
- Never clean a plugged-in toy with liquid.
- Never use more than one adaptor.
- Do not leave the toy plugged-in for extended periods of time.

CONNECTING TO A TV

NOTE: Before you connect the **V.Baby™ Infant Development System** to a TV, check to make sure that the unit is working. Once you have turned the unit **ON**, the power indicator light should glow. If the **ON/OFF Button** does not glow, check to see that the batteries are installed correctly. If the batteries are not installed correctly, the **V.Baby™ Infant Development System** will not function and this could cause damage as a result. Make sure that your TV and the unit are turned **OFF** before you begin making connections.

Connect the **V.Baby™ Infant Development System** to your TV by plugging the colored cables on the unit into the matching color video and audio input jacks on your TV set.

For TVs with stereo audio inputs:

- Connect the yellow plug on the **V.Baby™** cable to the yellow video input terminal on your TV.
- Connect the white plug on the **V.Baby™** cable to the white audio input terminal on your TV.

For TVs with mono audio inputs:

- Connect the yellow plug on the **V.Baby™** cable to the yellow video input terminal on your TV.
- Connect the white plug on the **V.Baby™** cable to the white audio input terminal on your TV.

CONNECTING TO A VCR

If there is no video IN and audio IN terminal on your TV set, you can connect **V.Baby™** through a VCR.

- Connect the yellow plug on the **V.Baby™** cable to the yellow video input terminal on your VCR.
- Connect the white plug on the **V.Baby™** cable to the white audio input terminal on your VCR.

TO BEGIN PLAY

- Make sure the unit is turned OFF.
- Insert a **Baby Smartridge™** into the **Smartridge™** slot on the front of the console. The **Smartridge™** should lock into place. Please use care when removing the **Smartridge™** from the slot.
- Turn on the TV.
- Set your TV input mode to accept input from the port to which **V.Baby™** is connected. In many cases this will involve setting the TV to 'video' mode; however, since all TVs vary, please refer to your TV or VCR manual for further details.
- Turn the **V. Baby™ Infant Development System** on by pressing the **ON** button.
- Turn the **V.Baby™** activity panel on by sliding the **TV PLAY/OFF/PLAY ALONE Switch**.

CONSOLE FEATURES

ON/OFF Button   Press this button to turn the unit **ON/OFF**.

ON/OFF Button

Infrared Signal Receiver

ACTIVITY PANEL FEATURES

Infrared Signal

Exit Button

TV PLAY/OFF/PLAY ALONE Switch

Shape Buttons

Joystick

OK Button

Wheel

TV PLAY/OFF/PLAY ALONE Switch To activate the Play Alone mode, slide the **TV PLAY/OFF/PLAY ALONE** Switch to the Play Alone position . To activate TV Play mode, slide the **TV PLAY/OFF/PLAY ALONE** Switch to the TV Play position . Make sure the console is connected to the TV and turned on for TV Play Mode.

Automatic Shut-Off   To preserve battery life, the **VTech® V.Baby™** activity panel will automatically power-down after several minutes without input. The unit can be turned on again by pressing any button.

PLAY ALONE MODE

1. Slide the TV PLAY/OFF/PLAY ALONE switch to the PLAY ALONE position. You will hear an inviting phrase and a fun song.

2. Press the shape buttons to learn about shapes, colors and to hear sound effects.

3. Turn the wheel to play melodies. Turn the wheel to the right to speed up the melodies, and turn the wheel to the left to slow down the melodies.

4. Move the joystick in all directions to hear fun sounds.

PLAY ALONE MODE

5. Press the OK button to hear sounds and phrases.

MELODY LIST

1. This Old Man
2. Camptown Races
3. Three Blind Mice
4. Row, Row, Row Your Boat
5. Old MacDonald Had a Farm

SUNG SONG 1 (to the tune of The Farmer in the Dell)

Red and yellow and blue.
A square and circle, too.
A heart, a star, a triangle,
It's fun to learn with you!

SUNG SONG 2 (to the tune of Skip to My Lou)

It's a great day to play with you!
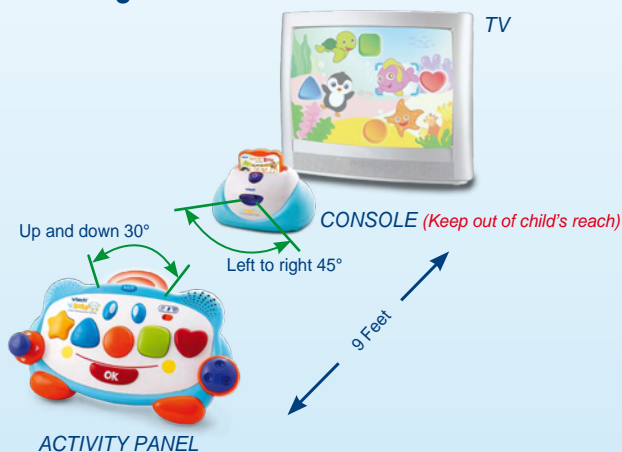Learning shapes and colors, too.
Press a button, let's explore.
We'll hear music, sounds and more!

TV PLAY MODE

TV PLAY/OFF/PLAY ALONE Switch	Slide the TV PLAY/OFF/PLAY ALONE Switch to the TV PLAY position. Always turn the unit off before removing a **Baby Smartridge™** from the console.
EXIT Button	Press this button to exit an activity. Press and hold the button for about 3 seconds to exit all the way to the main menu.
Shape Buttons	Use these buttons to make a choice or to perform certain game actions.
Joystick	Use this feature to activate additional animations and sounds within an activity.
Wheel	Use this feature to activate additional animations in an activity.
OK Button	Use this feature to activate additional animations in an activity.

IR Receiver Range

TV

CONSOLE *(Keep out of child's reach)*

Up and down 30°

Left to right 45°

9 Feet

ACTIVITY PANEL

TV Play Mode features three different activity modes -- Smartridge™, Baby Sign Language and Photo Time. Please select an activity mode from the main menu.

Baby Sign Language

Smartridge™

Photo Time

Smartridge

Please see each **Smartridge™**'s user manual for details on that **Smartridge™**'s specific activities.

Baby Sign Language

Teach baby to start talking with their hands. Research has proven that infants who sign speak earlier, experience less frustration and benefit intellectually.

Smartridge™ Signs
These are the signs included with the inserted **Smartridge™**.

Your Library
These are the signs you have downloaded from the **V.Baby™** web site.

To save additional baby signs on your **V.Baby™** console, please make sure the **V.Baby™** console is connected to your computer with the provided USB cable, and that your computer is connected to the Internet. The **V.Baby™** program will launch on your computer. Go to the Baby Sign section of the program. Select "Baby Signs to Download" and mark the baby signs you want to download. Select "Download" to download the selected signs and wait for the "Download Successful!" message before disconnecting the **V.Baby™** console. To delete baby signs from the **V.Baby™** console, go to "Your Library" in the Baby Sign section of the program, then select the signs you wish to delete. Select "Delete from **V.Baby™**" to delete the selected signs. You can save up to 20 baby signs to the **V.Baby™** console.

For more information, please see the Connecting **V.Baby™** to Your PC section of this manual.

Photo Time

Photo Time allows little learners to view their photos in a slide show, or use their photos to put themselves into games.

NOTE: It is assumed that parents, not children, will operate Photo Time.

Photo Album
Allows players to view their own photos (uploaded from their computer) on the TV.

Photo Games
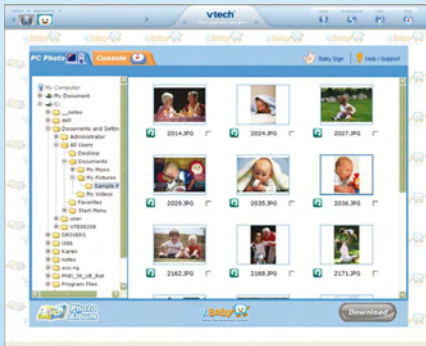Allows players to use their photos to put themselves in games.

Photo Album

The Photo Album displays the player's photos on TV, and allows the player to scroll through the photos using the shape buttons. Press the green square to advance the photos, and press the blue triangle to go backward. Press the orange circle to pause the slide show. Press the yellow star to delete photos.

NOTE: Sample photos included on the console cannot be deleted.

To save photos from your computer to the **V.Baby™** console, please make sure the **V.Baby™** console is connected to your computer with the provided USB cable. The **V.Baby™** program will launch on your computer. Go to the Photo Album section of the program. Choose the PC Photo section and then select photos to download from your computer. Select "Download" to download the selected photos and wait for the "Download Successful!" message before disconnecting the **V.Baby™** console. Please note that the **V.Baby™** program only supports photos in JPEG format. Photos can only be downloaded from your computer's hard drive, but from not removable storage drives. To delete photos from the **V.Baby™** console, go to the Photo Album section of the program. Select "Console," then select the photos you wish to delete. Select "Delete" to delete the selected photos. You can save up to 100 of your photos on the **V.Baby™** console.

For more information, please see the Connecting **V.Baby™** to Your PC section of this manual.

Photo Games

The Photo Games section features games for the player to play using their own photos. If a **Smartridge™** is inserted into the console, there will be three photo games available. If there is not a **Smartridge™** present, only two photo games will be available.

You can choose to continue a game, begin a new game or play a sample game. If you choose a new game, you need to edit one of your photos to create a character to play in the game. Follow the instructions onscreen to choose and crop a photo to use in the game. You can save up to 10 cropped photos on the **V.Baby™** console.
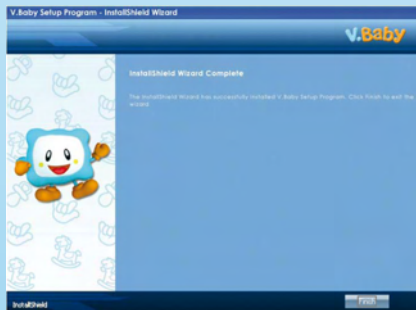

CONNECTING V.BABY™ TO YOUR COMPUTER

As mentioned earlier in this manual, the **V.Baby™** console can be connected to your personal computer (PC) for saving your photos or downloading baby signs from the Internet. The software application supports both Windows and Mac systems. The application program will automatically launch and connect to the Internet when you connect the **V.Baby™** console to your PC with the included USB cable.

Installing the PC Application Program

The first time you connect the **V.Baby™** console to your PC with the included USB cable, a window will pop up and the installation program will begin to run automatically. Follow the instructions onscreen and click 'Finish' to complete the installation. After installation is complete, please disconnect and then reconnect **V.Baby™** to your computer to launch the **V.Baby™** web site.

MINIMUM SYSTEM REQUIREMENTS

PC Hardware Requirements:

CPU: Pentium® 4, 1 GHz or above

Memory: 256MB

Video Adaptor: Graphic card with 1024 x 768 at 16 or 32 bit color

Monitor Resolution: 1024 x 768

USB 1.1 or higher

100MB Hard disk space

Windows® compatible sound card and speakers

PC Software Requirements:

Microsoft® Windows® 2000, XP or Windows Vista® Operating System

Internet Explorer® version 6 or above

Adobe® Flash® Player 10 (To acquire the latest version of Flash player, please visit www.adobe.com)

Macintosh Hardware Requirements:

Macintosh Computer with an Intel or PowerPC G4 (1GHz or faster) processor

256 MB RAM (512 MB recommended)

100 MB Hard disk space

USB Port required

Macintosh Software Requirements:

Mac OS X version 10.4 or later

Safari Internet Browser version 3.0 or later

Adobe ® Flash ® Player 10 (To acquire the latest version of Flash player, please visit www.adobe.com)

*Internet connection required for Internet enabled functions on both PC and Macintosh computers.

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NOTE: If the installation window does not pop up the first time you connect the **V.Baby™** console to your PC, please manually load the installation program from the Internet:

All Windows OS:

http://www.vtechvbaby.com/downloads/setup/us/windows/setup107100.exe

Mac OS X 10.4:

http://www.vtechvbaby.com/downloads/setup/us/mac/Mac104/VBabysetup107100.dmg

Mac OS X 10.5:

http://www.vtechvbaby.com/downloads/setup/us/mac/Mac105/VBabysetup107100.dmg

Mac OS X 10.6:

http://www.vtechvbaby.com/downloads/setup/us/mac/Mac106/VBabysetup107100.dmg

CARE & MAINTENANCE

1. Keep your **V.Baby™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.

2. Keep it out of direct sunlight and away from direct sources of heat.

3. Remove the batteries when not using the **V.Baby™** console and activity panel for an extended period of time.

4. Avoid dropping it. NEVER try to dismantle it.

5. Always keep the **V.Baby™** away from water.

6. The AC adaptor should be regularly examined for damage to the cord, plug, enclosure and other parts. In the event of such damage, the **V.Baby™** must not be used with this adaptor until the damage has been repaired.

7. Please examine the toy transformer periodically for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the output cord, blades, housing, or other parts) and that, in an event of such conditions, the transformer should not be used until properly repaired.

8. It is not recommended to add files to the **V.Baby™** console without first installing the application software.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colours or patterns, especially on television. While the **V.Baby™ Infant Development System** does not contribute to any additional risks, we do recommend that parents supervise their children while they play games in front of a television. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

We recommend that children take a 15 minute break for every hour of play.

TROUBLESHOOTING

Problem	Possible Reason	Solution
The power light does not come on when the ON Button is pressed.	1. Incorrect or missing power connection	1. Check that new batteries are correctly installed, or an AC/DC adaptor (9V 300mA, centerpositive) is properly connected to the main unit.
	2. Program needs to be reset	2.1 Disconnect all power supplies (batteries and adaptor), then reconnect power supplies. 2.2 Remove the **Smartridge™** and then re-insert it.
The power light is **ON**, but there is no picture on the screen.	1. Incorrect TV connection	1. Make sure that the yellow plug of the main unit is connected to the video IN terminal (usually yellow) of the TV.
	2. Incorrect TV mode selected	2. Make sure that the TV is set to "video" mode. Some TVs have several video inputs - please make sure you have selected the video input that matches the video port connected to the **V.Baby™** unit.
The power light is **ON**, but there is no picture (or incorrect picture) on the TV, and pressing the **ON/OFF Button** has no effect.	1. Program needs to be reset	1.1 Remove the **Smartridge™**, wipe it's connection plug with a dry, soft cloth and then re-insert it. 1.2 Disconnect all power supplies (batteries and adaptor), then reconnect power supplies.
The TV picture is black and white.	1. Non-matching colour system	1. Make sure that the TV is set to the correct TV system.
	2. Cable connection problem	2. Make sure that the video cable is firmly connected to the video input of the TV.
There is a picture on the TV, but no sound.	1. TV setting	1. Raise the volume of the TV, and make sure it is not set to "Mute".
	2. Cable connection problem	2. Make sure that the white plug is firmly connected to the audio input of the TV.
There is no response on the TV when I press the buttons on the activity panel.	1. Activity Panel operation mode	1. Make sure the batteries inside the Activity Panel have power and are inserted correctly. Make sure the TV PLAY/OFF/ PLAY ALONE Switch is in TV PLAY position.
	2. Infrared receiving problem	2. Make sure there are no obstacles between the Activity Panel's Infrared Signal and the Console's Infrared Signal Receiver. Make sure the distance between the Activity Panel and the Console is less than 15 feet.
Photos and downloaded baby signs are missing.	1. There is a problem with the files.	1. Download the photos and signs again.

If your **V.Baby™** does not respond to an inserted cartridge, please carefully try the following:

- Remove all batteries and unplug all wiring.
- Use a cotton swab dipped in rubbing alcohol or an alcohol-based window cleaner to gently clean the contact area of the cartridge slot.
- Locate the cartridge's contact area at the bottom of the cartridge. Softly clean the contact area.
- If necessary, dry all the clean contact areas with a soft, lint-free cloth.
- Please make sure that all parts are completely dry before restoring electricity.

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 occurred.

Internet : www.vtechkids.com

Phone : 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. **VTech**® Electronics North America, L.L.C. and its supplies assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

COMPANY: VTech® Electronics North America, L.L.C.

ADDRESS: 1155 West Dundee, Suite 130, Arlington Heights, IL 60004 USA

TEL NO.: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

TROUBLESHOOTING / TECHNICAL SUPPORT / OTHER INFO

FCC Notice:

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.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This Class B digital apparatus complies with Canadian ices-003.

Cet appareil numérique de la classe b est conforme à la norme nmb-003 du Canada.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.