

User's Manual

<u>Lighining McQueen</u>™ Learning Laptop



vtech®

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Disney/Pixar elements ©Disney/Pixar.

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** and other **VTech*** toys, visit www.vtechkids.com

To learn more about Disney•Pixar Cars, www.disney.com/cars

INTRODUCTION

Thank you for purchasing the VTech[®] Lightning McQueen™ Learning Laptop!

Join McQueen and the gang on a learning adventure. The VTech® Lightning McQueen™ Learning Laptop features 15 activities covering letters, words, numbers and logic, together with 3 special mini games. With vivid graphics, fun sound effects, a realistic keyboard and cursor mouse, your child will experience excitement and independent play while learning with the VTech® Lightning McQueen™ Learning Laptop!



INCLUDED IN THIS PACKAGE

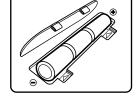
- One VTech® Lightning McQueen™ Learning Laptop learning toy
- One user's manual

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

GETTING STARTED

BATTERY INSTALLATION

- 1. Make sure the unit is **OFF**.
- 2. Locate the battery cover on the bottom of the unit and open it.
- Install 3 new "AA" (AM-3/LR6) batteries into the compartment as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)



4. Replace the battery cover.

BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- · Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the equipment when the unit will not be used for an extended period of time.
- 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.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickelcadmium) batteries.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

PRODUCT FEATURES

1. ON/OFF Switch

To turn the unit on, turn the **ON/OFF Switch** to **On**.

To turn the unit off, turn the **ON/OFF Switch** to **Off**.



2. Category Buttons

Press any of the **Category Buttons** to choose one of the 3 learning categories.



3. Character Buttons

Press any of the **Character Buttons** to play a mini game featuring that character.



4. Enter Button

Press this button to enter a choice.



5. Letter Buttons

Press any of the letter buttons to hear the letter name, or use them to answer questions in Language Lab category.



6. Number Buttons

Press any of the number buttons to hear their sound, or use them to answer questions in the Math Mania category.



7. Arrow Buttons

Press these buttons to make a selection and answer a question.



8. Repeat Button

Press this button to hear the instructions or questions repeated.



9. Answer Button

Press this button to reveal the answer.



10. Demo Button

Press this button to see a short demo of the product.



11. Volume Slider

Slide this up to increase the volume, or slide down to decrease the volume.



12. Contrast Slider

Slide this up to darken the LCD contrast, or slide down to make the LCD contrast lighter.



13. Cursor Mouse

This is a 4-directional **Cursor Mouse** with an **Enter Button** on the top. Use this to make a selection and answer a question. They perform the same function as the **Arrow Buttons** and **Enter Button** on the keyboard.

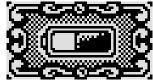


14. AUTOMATIC SHUT-OFF

To preserve battery life, the VTech® Lightning McQueen™ Learning Laptop will automatically turn off after several minutes without input. The unit can be turned on again by switching the

On/Off Switch to Off, then to On again.

The unit will also auto power off when battery power is low, with a reminding low voltage battery warning picture.



TO BEGIN PLAY

- Turn the On/Off Switch to On. The unit will play a short animation and ask you to choose a category.
- Press a category button and use the Arrow Buttons to scroll through the activities. Press the Enter Button to choose an activity. Press one of the Character Buttons to play a mini game.

ACTIVITIES

LANGUAGE LAB

There are 4 activities in this category that cover vowels, letter order and spelling.

1) Vowel Racer

Help McQueen drive around Radiator Springs. A word is given with a missing vowel. Use the Left/ Right Arrow Buttons to select the correct vowel and press the Enter Button to answer. Alternatively press the Letter Buttons to answer.



2) Letter Order

Help Mater put the tires back in the right letter order. Use the Left/ Right Arrow Buttons to select the tires and press the Enter Button to answer. Alternatively press the Letter Buttons to answer.



3) Turbo Typing

Help McQueen escape from Frank. A series of words are shown and you will need to type in the letters of each word as fast as you can. Press the **Letter Buttons** to answer.



4) Missing Letters

A word is shown with corresponding picture. Then a letter of the word will be removed. Help Mack find the missing letter by pressing the **Letter Buttons** to answer.



MATH MANIA

There are 4 activities in this category that cover counting, odd and even numbers, addition and more.

5) Car Counting

The race cars are finishing a race. Help count the number of cars that pass the finish line. Use the Left/Right Arrow Buttons to select between the choices and press Enter Button to confirm, or use the Number Buttons to answer.



6) Tire Sorting

Help Guido sort the number tires. Move Guido with the Left/Right Arrow Buttons to catch the falling tires and sort them into the ODD or EVEN rack accordingly. Press the Down Arrow or Enter Button to make the tires fall faster.



7) TV Tuner

Listen to the instructions and guess which channel McQueen is on. Use the **Up/Down Arrow Buttons** to select the channel or use the **Number Buttons** to type the channel, and then press the **Enter Button** to confirm.



8) Oil Change

Help Flo give each customer their favorite oil by solving the addition or subtraction problems. Use the **Up/Down Arrow Buttons** to input the answer or press the **Number Buttons** to enter a number, and then press the **Enter Button** to confirm



LOGIC & GAMES

There are 4 activities in this category covering logic, matching and patterns.

9) Car Spotter

Watch carefully to see which car passes by. Use the **Left/Right Arrow Buttons** to scroll and press the **Enter Button** to answer.



10) Pitstop Swap

Watch carefully and choose the matching car sections to complete a picture of the car shown. Use the **Left/Right Arrow Buttons** to scroll between the sections and use the **Up/Down Arrow Buttons** to select the parts. Press the **Enter Button** to confirm your answer.



11) Road Builder

Build a road for McQueen to drive along. Use the four **Arrow Buttons** to select the correct path and press the **Enter Button** to confirm.



12) Tire Match-Up

Help Guido change the car tires. Use the **Left/Right Arrow Buttons** to select the tire pattern that matches the one shown and press the **Enter Button** to confirm



MINI GAMES

13) Mater - Find The Shape

Help Mater collect all the required shapes. Use the four **Arrow Buttons** to move the headlight around the screen. When the headlight is shining on the required shape, press the **Enter Button** to confirm.



14) Luigi - Perfect Passing

Help Luigi push the roadblocks so he can pass to the exit. Use the four **Arrow Buttons** to drive around and push the roadblocks out of the way. If the game is stuck, press the **Enter Button** to restart.

15) Doc Hudson - Clear Driving

Help Doc reach the finishing line. Use the **Up/Down Arrow Buttons** to switch between the lanes and avoid the obstacles along the way.





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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 source.
- 3. Remove the batteries when the unit is not in use for an extended period of time.
- 4. Do not drop the unit onto a hard surface and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the program/activity stops working, please follow these steps:

- 1. Interrupt the power supply by removing the batteries.
- 2. Let the unit stand for a few minutes, then replace the batteries.
- 3. Turn the unit 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 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.