

vtech[®]

User's Manual

Tote 'n Go Laptop™



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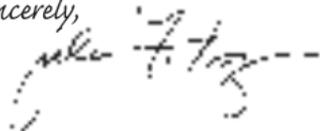
Dear Parent,

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,

A handwritten signature in black ink that reads "Julia Fitzgerald". The signature is written in a cursive style and is positioned above the printed name.

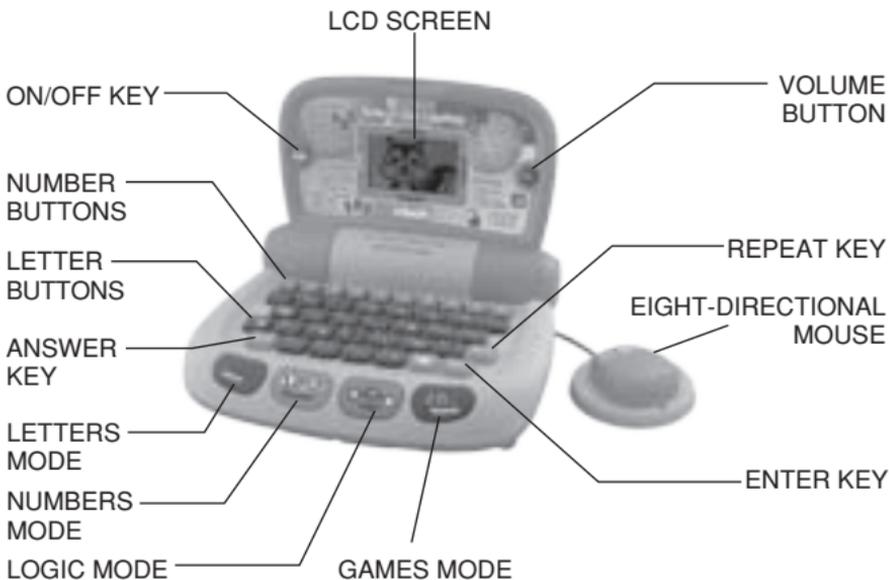
Julia Fitzgerald
Vice President, Marketing
Vtech Electronics, NA

To learn more about the **Preschool Learning™** and other VTech® toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Tote 'n Go Laptop™** learning toy!

The **VTech® Tote 'n Go Laptop™** is a fun laptop that introduces age-appropriate curriculum through 30 engaging activities. A friendly squirrel character encourages children as they learn phonics, letters, numbers, mouse training and much more! With cheerful music and fun games, your child will develop early computer skills while having lots of fun!

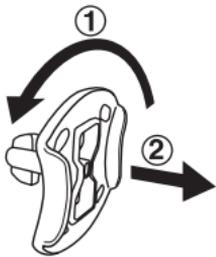


INCLUDED IN THIS PACKAGE

- One **VTech® Tote 'n Go Laptop™** learning toy
- One user's 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.

Unlock the packing lockers:

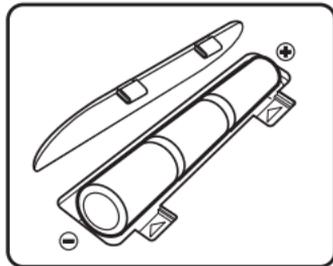


- ① Rotate the packing locker counter-clockwise 90 degrees.
- ② Pull out the packing locker .

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is OFF.
2. Locate the battery cover on the bottom of the unit.
3. Install three new “AA” (AM-3/LR6) batteries following the diagram inside the battery box. (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 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.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

REMOVE DEMO TAG

The demo tag should be removed automatically when the product is taken out of the packaging. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

PRODUCT FEATURES

1. ON/OFF BUTTON

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

2. LETTER BUTTONS

Press the 26 **LETTER BUTTONS** to input letters in letter related activities.



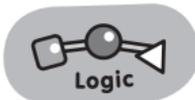
3. NUMBER BUTTONS

Press the ten **NUMBER BUTTONS** to input numbers in number related activities.



4. CATEGORY BUTTONS

Press the four **CATEGORY BUTTONS** to select an activity in that category. Use the mouse to choose a game.



5. REPEAT BUTTON

Press the  button to repeat the current question or instruction.

6. ANSWER BUTTON

Press the  button to get the correct answer in most activities.

7. VOLUME BUTTON

Press the  button then push the mouse left and right to adjust the volume. Press the Enter key or the mouse button to confirm.

8. EIGHT-DIRECTIONAL MOUSE

Move the mouse left, right, up and down to select an answer in related activities.

Press the mouse to confirm an answer in related activities.

9. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Tote 'n Go Laptop™** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the  button.

ACTIVITIES

LETTERS

1. Forest Phonics

Press a letter on the keyboard to learn its name and sound. Press it again to hear a word that begins with that letter.



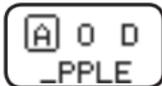
2. Letter Fishing

Help the squirrel catch a fish. Look for the capital letter on the keyboard that matches the small letter on the screen.



3. Missing Letters

Find the missing letter to complete the word.



4. Alphabetical Balloons

Choose the letter that is not in alphabetical order.



5. Terrific Typist

Type the word you see on the screen.



6. Hide & Seek Letters

Identify the letter hiding behind the block.



7. Which is Different?

One of these letters is in a different letter case than the others. Which one is it?



8. Letter Cards

Turn the cards over and match the capital and small letters.



NUMBERS

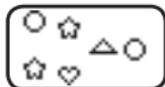
1. Number Switch

Four numbers will be covered by nuts and moved around. Watch carefully! Find the requested number.



2. Counting Shapes

Count the number of shapes in the question.



3. Add It Up

Choose two groups of squares that add up to the requested number.



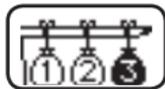
4. Number Order

Select the numbers in order.



5. Lightest or Heaviest?

Three bags of nuts with their weights written on them are hanging from the tree. Help the squirrel catch the nuts by choosing the lightest or the heaviest bag.



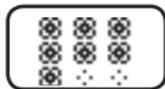
6. Number Label

Place the nuts in the correct number order by finding the missing number.



7. What's Left?

Some flowers will be shown on the screen. Then some of them will disappear. Count the flowers that are left.



8. More or Less?

Choose the side that has more of the given object.



LOGIC

1. Odd One Out

One object is different from the others. Can you find it?



2. Park Pick Up

Keep the park clean by placing the garbage into the matching garbage can.



3. Three of a Kind

Shapes will be moving across the top of the screen. Collect three of the same shapes by pressing the mouse button or the Enter key at the right time to catch them.



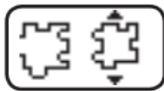
4. Shadow Search

Find the shadow that matches the object on the left.



5. Puzzle Pieces

Put the puzzle pieces together by finding the piece that will fit together with the one on the left side.



6. Picture Patch

Complete the picture by choosing the missing half.



7. Fashion Twins

Dress the animals the same by choosing the matching outfit.



GAMES

1. Clean Sweep

Some leaves are flying into the squirrel's house. Sweep the leaves away by moving the mouse in the direction of the leaves.



2. Fix It

There are some holes in the bridge. Fix the bridge by choosing the shape that matches the hole.



3. Forest Fitness

The squirrel has gained weight from eating too many nuts. Help him to get in shape by following the moves of his fitness instructor. Repeat the instructor's moves in the correct order.



4. Find the Tallest

Which of these three objects is the tallest?



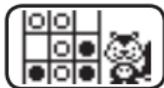
5. Forest Flight

Guide the squirrel's plane along its journey across the forest. Avoid the obstacles to make it to the end.



6. Tic Tac Toe

Place three pieces in a row before the squirrel does.



7. Musical Fun

Press a number to hear a melody, and the squirrel will dance, sing or conduct the music.



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

TROUBLESHOOTING

If for some reason the program/activity stops working or malfunctions, 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 **VTech**[®] products is accompanied by a responsibility that we 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.