

vtech®

User's Manual



Disney

PLANES



FROM ABOVE
THE WORLD OF

PLANES



THE LEARNING APP TABLET

InnoTAB®

Disney elements © Disney

Visit the Disney website at www.disney.com

Dear Parent,

At **VTech**®, we know how much you enjoy staying on top of the hottest trends and having the most high-tech gadgets around. We also know that your kids feel the same way. With that in mind, we developed **InnoTab**®, our first multi-function tablet just for kids that brings all the magic of Mom's and Dad's tablets into a fun-filled learning experience that fits their active lifestyles.

InnoTab® is the next generation of learning toys for children that has a rich library of cartridge software with interactive animated e-books, learning games, creative activities along with a wide variety of additional apps. It features a 5" brilliant color LCD touch screen, a tilt-sensor for game control, as well as a USB port for downloads, SD card slot for memory expansion and a headphone jack, all housed in a sleek, durable and compact design for easy portability.

When playing with **InnoTab**®, kids can look, listen, touch, and tilt their way through activities to discover a world of fun whenever they want and wherever they go. Through interactive play, your child will develop skills in reading, math, social studies, science, music, creativity, and more—which we know is important to you.

At **VTech**®, we are dedicated to helping your children uncover their talents. We thank you for your trust in our products that encourage active minds through imaginative play.

Sincerely,

Your friends at **VTech**®

INTRODUCTION

Dusty Crophopper has always dreamed of racing in the Wings Around the Globe Rally, but he can't make it there without your help. Join Dusty as he sharpens his skills in one of eight training exercises designed by his coach, Skipper. With a little practice and a lot of hard work, Dusty will learn how to fly smarter, faster, farther, and higher than ever before!

INCLUDED IN THIS PACKAGE

1 InnoTab® cartridge – Disney Planes

1 InnoTab® cartridge user's manual

WARNING: All packing materials, such as tape, plastic sheets, packaging locks, wire ties, 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 adhesives, feuilles de plastique, attaches et etiquettes, Ils ne font pas partie du jouet.

Note: Please keep the user's manual as it contains important information.

GETTING STARTED

STEP 1: Insert the InnoTab® Cartridge

Make sure the unit is turned off. Insert the InnoTab® cartridge firmly down into the cartridge slot located on the back of the unit and push until it clicks into place as shown in the below image.



STEP 2: Select the Cartridge Icon

Touch the cartridge icon on the **InnoTab®** desktop.

Note: Your **InnoTab®** desktop may look slightly different from the image at right, depending on which version of **InnoTab®** you own.



Cartridge icon

STEP 3: Choose How You Want to Play

Touch an icon to choose an activity.

Wings Around The Globe: Play the training games to get Dusty ready for the Wings Around The Globe Rally.

E-Book: Read or listen to the interactive e-book.

Photo Fun*: Take fun pictures of your friends and yourself.

*If your version of **InnoTab®** has a built-in camera, a camera activity will appear in the cartridge menu.

If your version of **InnoTab®** does not have a built-in camera, this activity will not be available.



THE HARD KEYS



HOME

Exit the current activity and return to the **InnoTab®** desktop.



HELP BUTTON

Replay instructions, or ask for a hint.

SETTINGS

Music On/Off

To turn the background music on or off, touch the **Music On/Off** icon on the cartridge menu.



Music On/Off icon

Note: If your version of **InnoTab®** has a built-in camera, a camera activity will appear in the cartridge menu. If your version of **InnoTab®** does not have a built-in camera, this activity will not be available.

Levels

When you first enter Wings Around the Globe, a level selection menu will appear. Touch Easy or Difficult to set the difficulty level for all of the games in this area.



ACTIVITIES

E-Book

Menu Page

The e-book menu offers the following options:

- **Read the Story:** Touch this icon to read the story.
- **Story Dictionary:** Learn new vocabulary in the Story Dictionary.
- **Settings:** Use the Settings menu to turn the background music or the vocabulary highlight on or off.



Index Page

After touching the “Read the Story” icon, you will see an index page. You can start the story from the beginning or choose any page to start reading. You can also touch the “Whole Story” icon to read the complete story from the beginning.



Story Page

In each story page, touch anywhere on the screen to stop the story narration and enter **Free Play**. When the story narration has finished, you will enter **Free Play** mode automatically.

In **Free Play**, you can touch the words one by one to read the story at your own pace, touch highlighted vocabulary words to hear their definitions, or touch images to hear fun voices and sounds. If you don't touch the screen for a while, the story narration will continue automatically to the next page.

Flick the screen left or right to play the previous or next page.

To listen to the story narration again, touch the **Replay** icon  on the screen. To go back to the index page, touch the **Index** icon  on the screen.



Story Dictionary

After touching the “Story Dictionary” icon, you will see a selection page. Touch a vocabulary word to hear its definition.



Wings Around the Globe

Help Dusty fulfill his lifelong dream of racing in the Wings Around the Globe Rally! First, play the training games to improve Dusty's skills. Then, get ready to race!

Training Dusty

Before Dusty can compete in the Wings Around the Globe Rally, he has to train with Skipper and learn how to be a better racer. Dusty's training is divided into four programs. In the beginning, only the Basic Training program will be unlocked. You must complete each program to unlock the next one.

- Basic Training
- Advanced Training
- Expert Training
- Professional Training

Each training program contains a few training games plus one racing game. The racing game will be locked at the beginning. Complete the training games to unlock the race.



There is also a Skill Chart icon in the lower right corner of each training program's menu. Touch the icon to enter the Skill Chart and view Dusty's skills. Each program has up to three skills that will effect Dusty's performance in that program's race.

- **Speed** – This determines how fast Dusty can fly.
- **Endurance** – This determines how far Dusty can fly. Increasing this skill will give Dusty a bigger fuel tank and give him a better chance of finishing the race.
- **Knowledge** – As this skill increases, Dusty's racing instincts will improve. That means more hint arrows will appear during the race showing Dusty where to go to avoid obstacles and pick up tailwinds.



The more you play the training games, the more Dusty's skills will improve. The highest a skill can get is level 3. The skills do not carry over from one training program to the next. They have to be developed separately in each program.

Training Games

There are a total of eight different training games distributed throughout the four training programs.

Game 1: Flight Basics

In this activity, Skipper is teaching Dusty how to take off and land faster. Find the number that comes next to help Dusty speed up or slow down.

Curriculum: Counting, Skip Counting



Game 2: Maneuvering

Help Dusty improve his reflexes and flight control by dodging silos. Choose the correct numbers to get bonus points.

Curriculum: Number Identification, Number Comparison, More/Less Than



Game 3: Know the Stages

Skipper is teaching Dusty everything he needs to know about the stages of the Wings Around the Globe Rally. Explore the items on the board and try to remember the labels. Then, fill in the missing labels before they scroll off screen.

Curriculum: Memory, Social Science



Game 4: Constellations

Help Dusty learn the constellations so he knows how to navigate by the stars at night. First, find a constellation with the correct number of stars. Then, remember how the stars are connected and draw the constellation.

Curriculum: Memory, Counting, Constellations



Game 5: Navigation

Skipper and Dusty are reviewing the flight paths that Dusty will use during the race. Find the correct spots to map out the path.

Curriculum: Spatial Sense, Cardinal Directions, Map Skills



Game 6: Flying Smart

If Dusty wants to save fuel, he has to learn how to find the shortest way to get somewhere. Help him practice fuel-saving techniques by choosing the shortest path around the mountain.

Curriculum: Problem Solving, Logic Skills



Game 7: Advanced Flying

In this activity, Dusty will learn how to find tailwinds and use them to speed up. Solve the math problem and guide Dusty behind the correct number to find the tailwind.

Curriculum: Addition and Subtraction



Game 8: Film Study

Watch the racing videos and help Dusty learn more about his opponents. Remember the finishing order of the racers. Then, answer the questions.

Curriculum: Memory, Object Matching



Racing Games



There are four racing games in total (one in each training program). Complete all the training games in a program to unlock its racing game.

Tilt the **InnoTab®** left or right to guide Dusty during the race and try to finish as fast as you can. Finish the final race in first place to win the Wings Around the Globe Championship!



Photo Fun

In this activity, you can take photos with different Planes characters and elements.

Note: If your version of **InnoTab®** has a built-in camera, a camera activity will appear in the cartridge menu. If your version of **InnoTab®** does not have a built-in camera, this activity will not be available.



ONLINE FEATURES

Register online to keep track of your child's learning journey with personalized recommendations. You can also connect to our **Learning Lodge™** to download great apps, games, e-books and more!

If you have not already installed the **InnoTab®** version of the **Learning Lodge™** software on your computer, go to www.vtechkids.com/download to download and install it.

CARE & MAINTENANCE

1. Keep this **InnoTab®** cartridge 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. Avoid dropping it. **NEVER** try to dismantle it.
4. Always keep this **InnoTab®** cartridge away from water.

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 colors or patterns. While **InnoTab® The Learning App Tablet** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on an LCD screen at close range and handling touch screen or g.sensor controls for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

TROUBLESHOOTING

Please note that if you try to insert or remove an **InnoTab®** cartridge without first turning the unit **OFF**, you may experience a malfunction. If this happens, and the unit does not respond to pressing the **ON/OFF** button, disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries.

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

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IMPORTANT NOTE:

Creating and developing **InnoTab**® **The Learning App Tablet** products is accompanied by a responsibility that we at **VTech**® take very seriously. We make every effort to ensure the accuracy of the information that 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.

OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

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

NOTE:

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.

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.

