

# vtech®

## User's Manual

# NITRO NOTEBOOK™



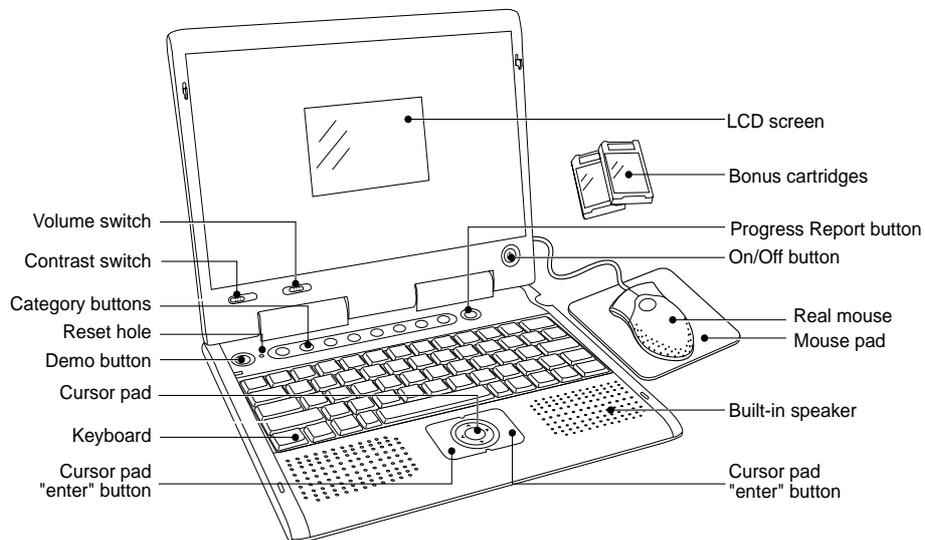
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## INTRODUCTION

Thank you for buying the VTech® Nitro Notebook™. The VTech® Nitro Notebook™ is an awesome way to get busy with a whole world of learning fun! Get versed in all the basics - letters, phonics, vocabulary, math, science, social studies and more! Plus, learn to speak Spanish like a pro with fun, interactive language games. And don't forget your artistic side - fun music and art activities are just waiting for your creative input. You'll even get a whole set of cool utilities, perfect for the kid on the go!



With additional cartridges, cool graphics, fun sounds, groovy melodies, and a high-tech keyboard and mouse, you'll be ready to take the learning world by storm!

## INSTRUCTIONS & ACTIVITIES

### INCLUDED IN THIS PACKAGE

- Nitro Notebook™
- User's manual
- Real mouse
- Mouse pad
- Bonus cartridges: Story Time and Sing-Along

#### 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

### POWER SOURCE

The **Nitro Notebook™** operates on 3 "AA" size batteries (UM-3/LR6) or a VTech® 9V adaptor (sold separately).

### BATTERY INSTALLATION

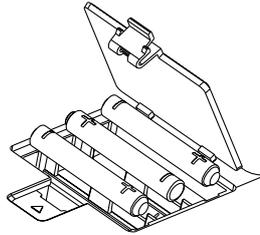
1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit and open it.
3. Insert 3 new "AA" batteries (UM-3/LR6) as illustrated.

RECHARGEABLE BATTERIES ARE NOT RECOMMENDED.

4. Close the battery cover.

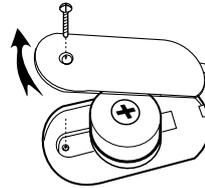
**NOTE:** For best performance, remove all factory-installed batteries and use new, alkaline batteries.

**Important:** When replacing the 3 "AA" size batteries, make sure the backup batteries are in the unit. Otherwise you will lose any information stored in the unit.



### BACKUP BATTERY INSTALLATION

Your **Nitro Notebook™** comes with a backup battery already installed. To avoid damage to the unit from leaky batteries, replace the backup battery at least once a year.



### TO REPLACE THE BACKUP BATTERY

1. Make sure the unit is **OFF**.
2. Using a small cross-head screwdriver, loosen the battery cover.
3. Insert 1 CR2032 size battery as illustrated.
4. Close the battery cover and tighten the screws to secure it.

### STANDARD FOR BATTERY TOYS

- Do not try to recharge non-rechargeable batteries;
- Rechargeable batteries are to be removed from the toy before 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;
- Do not mix alkaline, standard(carbon-zinc) or rechargeable (nickel-cadmium) batteries;



- Remove batteries from the toy if it will not be used for an extended period of time.

**IMPORTANT:** While replacing the backup battery, the 3 "AA" size batteries must be kept in the unit. Otherwise, you will lose any saved information.

## DC ADAPTOR

Use a VTech® adaptor or any other standard adaptor that complies with EN61558 AC-DC 9V  300mA center-positive adaptor.

### CONNECTING THE ADAPTOR

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the back of the unit.
3. Insert the adaptor plug into the unit's adaptor jack.
4. Plug the adaptor into a wall outlet.
5. Turn the unit **ON**.

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

## STANDARD FOR TOYS WITH ADAPTOR

- The toy is not intended for use by children under 3 years old;
- Use only the recommended adaptor with the toy;
- The adaptor is not a toy;
- Never clean a plugged-in toy with liquid;
- Never use more than 1 adaptor;
- Do not leave the toy plugged in for extended periods of time.

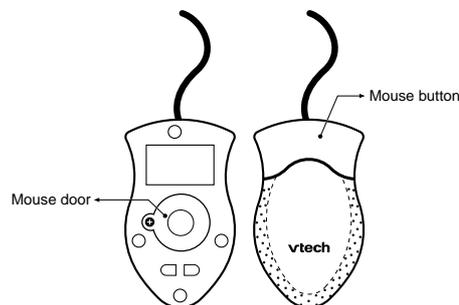
### NOTICE TO PARENTS

Regularly examine the adaptor, checking for damage to the cord, plug, transformer or other parts. Do not use the adaptor if there is any damage to it.

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.

## REAL MOUSE

Use the mouse only on a clean, flat surface, so that the roller ball is not damaged and the cursor moves freely across the screen. Use only a mouse that is compatible with **VTech®** products.





### CONNECTING THE MOUSE

1. Make sure the unit is **OFF**.
2. Locate the mouse jack on the back of the unit.
3. Plug the mouse into the mouse jack.

### USING THE MOUSE

1. Move the mouse in the direction you want the cursor to move.
2. Click on the mouse button to make a selection.

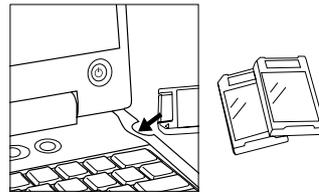
### CLEANING THE MOUSE

1. Following the arrows, use a screwdriver to open the cover on the bottom of the mouse.
2. Take the ball out of the mouse and use a dry cloth to clean the mouse and the ball.
3. Place the ball back into the mouse, place the cover back onto the mouse and screw the cover closed.



### CARTRIDGE

Insert the cartridge into the cartridge slot on the right side of the unit to play after the unit is turned **ON**.



## PRODUCT FEATURES

### PLAY MODES

In the **Nitro Notebook™**, you can choose from 8 different categories of play and learning:

- Language Lab (Spanish)
- Word Zone
- Math Mania
- Science World
- Social Studies
- Game Time
- Creative Studio
- My Tools

### ONE/TWO PLAYER MODE

Press  on the keyboard to switch between One Player and Two Player modes.

The activities that can be played with two players are:

- Carrot Patch
- Crazy Sponge
- Hoop Spree
- Bug Squash
- Double the Fun



- Ball Tumble
- Hide and Seek
- Mirror Image
- Memory Challenge
- Maze Magic

### PROGRESSIVE LEARNING FEATURE

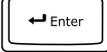
In most activities, if a question is answered incorrectly in the first round of a game, it will be repeated up to three times in later rounds. This feature is designed to help children learn by developing memory skills.

### TURNING THE UNIT ON AND OFF

Pressing  will turn the unit **ON**. Pressing  again will turn the unit **OFF**.

### ACTIVITY SELECTION:

When the unit is turned on, you will see a short opening scene and enter the Main Menu. Here, activities will cycle onto and off the screen automatically. You can choose an activity in one of these ways:

- 1) press  when you see an activity you like.
- 2) use the cursor pad to cycle through the activities manually, and press  to choose one.
- 3) click the mouse button when you see an activity you like.
- 4) type the activity number and press .

If you press a category key (such as 'Word Zone'), the menu will jump to the first activity of that category. An activity can then be chosen in the above ways.

### LEVEL SELECTION

Pressing  will change the level of the current activity from level one to level two and then level three. Press  again to go back to level one. Level one is the default setting when starting a new activity.

### ANSWER

In most activities, the answer will be provided after a certain number of tries.

### SHORT BREAK MODE

After you play five rounds in a row in any activity, you will enjoy a fun musical break!

### CONTRAST SWITCH

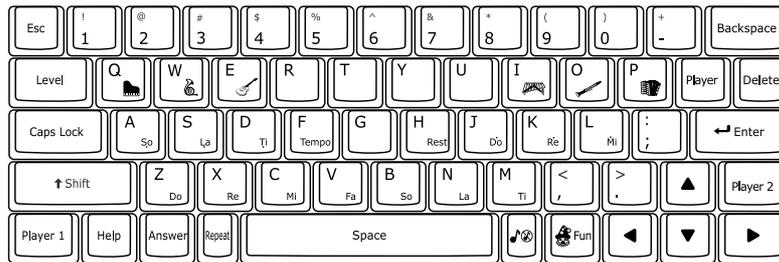
Adjust the image on the screen by sliding the Contrast Switch to the right for higher contrast and to the left for lower contrast.



## VOLUME SWITCH

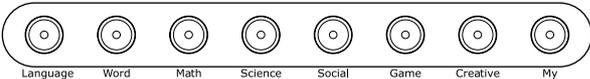
Adjust the volume by sliding the Volume Switch to the right for higher volume and to the left for lower volume.

## KEYBOARD LAYOUT



Your **Nitro Notebook™** has a full typing keyboard that doubles as a music keyboard. You will also find the following function keys.

### FUNCTION KEYS:

-  Press this button to see a short preview of your **Nitro Notebook™**.
-  Press this button to see how you're doing in most activities.
-  Press one of these buttons to jump to the first activity of the selected category.

Press one of these buttons to jump to the first activity of the selected category.

-  Press this key to go back to the previous screen.
-  Press this key to change the level in most activities.
-  Press this key to repeat the current question or instruction.
-  Press this key for help in most activities.
-  Press this key to see the correct answer in most activities.
-  Press this key to delete what you have typed.
-  Press this key to see a fun cartoon.



11.  Press this key to turn the background music on and off.
12.  Press this key to switch between One Player and Two Player modes.
13.  /  Press these keys to enter different players' answers in Two Player mode.
14.   
   Press these keys to cycle through choices in activities or in the Main Menu.
15.  Use the cursor pad to move the cursor on the screen.  
Press the "enter" button on either side of the cursor pad to select.
16. 

Q	W	E	R	T	Y	U	I	O	P
A	S	D	F	G	H	J	K	L	
Z	X	C	V	B	N	M			

 Use these keys to enter letters in letter and word-related activities.
17. 

!	@	#	\$	%	^	&	*	(	)
1	2	3	4	5	6	7	8	9	0

 Use these keys to enter numbers in number activities.
18. 

A	S	D				J	K	L
So	La	Ti				Do	Re	Mi
Z	X	C	V	B	N	M		
Do	Re	Mi	Fa	So	La	Ti		

 Use these keys to enter musical notes in music-related activities.
19. 

Q	W	E	I	O	P

 Use these keys to change instruments in music-related activities.
20.  Press this key to change the melody tempo in music-related activities.
21.  Press this key to insert a musical rest in Melody Maker.

### AUTO POWER OFF

To preserve battery power, the **Nitro Notebook™** will automatically shut off after several minutes without input. The unit can be turned on again by pressing .



## ACTIVITIES

Your **Nitro Notebook™** includes a total of 80 activities.

Index	Activity Names	Category Name
01	Earful of Numbers	Language Lab (Spanish)
02	Number Votes	
03	Picture Fun	
04	Word Train	
05	First Letter	
06	Mouse's Snack	
07	Word Cards	
08	Word Match	
09	Chat Room	
10	Talk Show	
11	Alphabet Tumble	Word Zone
12	Letter Disks	
13	Alphabet Fishing	
14	Capital and Small	
15	Letter Bubbles	
16	Typing Fun	
17	Animal Votes	
18	Mouse's Lunch	
19	Rhyme Time	
20	Spelling Rescue	
21	Smart Choice	
22	Magic Hat	
23	Match Me	
24	Chat Fun	
25	Finish the Story	



26	Number Stars	Math Mania
27	Firefly Count	
28	Odd One Out	
29	Number Magic	
30	Math Votes	
31	Number Seesaw	
32	Feed Fido	
33	Subtract It	
34	Shopping Spree	
35	Mouse's Dinner	
36	Catch a Firefly	Science World
37	Mouse's Supper	
38	Animal Fair	
39	Part and Whole	
40	Costume Ball	
41	Time to Eat	
42	Animal Shadows	
43	Weather Maker	
44	Ticktock Time	Social Studies
45	Show Time	
46	Earful of Sounds	
47	Sweep It Up	
48	Mouse's Cheese	
49	Surprise Gift	
50	Things That Go	
51	Word Group	
52	Sandwich Chef	



53	Carrot Patch	Game Time
54	Crazy Sponge	
55	Hoop Spree	
56	Bug Squash	
57	Double the Fun	
58	Ball Tumble	
59	Hide and Seek	
60	Mirror Image	
61	Memory Challenge	
62	Maze Magic	
63	Picture Puzzle	Creative Studio
64	Party Faces	
65	Concert Master	
66	Music Mixer	
67	Melody Maker	
68	Dancing Fun	
69	Stamp Factory	
70	Slide Puzzle	
71	Little Storyteller	My Tools
72	About Me	
73	My Family	
74	My Favorites	
75	Phone Book	
76	Calculator	
77	Cyber Baby	
78	Parents' Message	Cartridges
79	Story Time	
80	Sing-Along	



## \* LANGUAGE LAB(SPANISH)

### 01. EARFUL OF NUMBERS

You will see four disks marked with numbers from 1 to 10. Choose a disk to hear the Spanish word for that number. Use the mouse, the arrow keys and Enter, or the cursor pad and "enter" button.

### 02. NUMBER VOTES

Let's vote in an election! Vote for the number that matches the Spanish word at the top of the screen. Use the mouse, the arrow keys and Enter, or the cursor pad and "enter" button.

### 03. PICTURE FUN

Choose a Spanish word to see its picture and hear it spoken aloud.

### 04. WORD TRAIN

You will see a Spanish word at the top of the screen, and a train will ride by with pictures on it. Choose the picture that matches the Spanish word.

### 05. FIRST LETTER

Do you like catching fireflies? Pick the letter that completes the Spanish word, using the cursor pad and "enter" button or mouse, or typing the letter on the keyboard.

### 06. MOUSE'S SNACK

Let's feed the hungry mouse! Choose the letter cheese that completes the Spanish word at the top of the screen. Use the mouse, the cursor pad and "enter" button, or the keyboard to choose.

### 07. WORD CARDS

Choose a word to learn the same word in Spanish.

### 08. WORD MATCH

You will see a Spanish word on the screen. Use the mouse, cursor pad and "enter" button or arrow keys and Enter to choose the English word that matches it.

### 09. CHAT ROOM

Let's have a chat! Pictures scroll by on the screen, with phrases spoken in English. Choose a picture to learn the phrase in Spanish.

### 10. TALK SHOW

Choose the picture that matches the Spanish phrase you heard. Use the mouse, arrow keys and Enter or the cursor pad and "enter" button to choose.

## \* WORD ZONE

### 11. ALPHABET TUMBLE

Clear the alphabet balls off the screen by clicking them with the mouse, keyboard or cursor pad and "enter" button as fast you can.

**12. LETTER DISKS**

Click on a disk at the side of the screen to hear its letter sound. Then, use the mouse, arrow keys and Enter, cursor pad and “enter” button or keyboard to choose the matching letter.

**13. ALPHABET FISHING**

Let’s go fishing! Put the alphabet fish in order by using the mouse, arrow keys and Enter, cursor pad and “enter” button or keyboard.

**14. CAPITAL AND SMALL**

You will see cards with letters on them. Match each capital letter with its small letter by using the cursor pad and “enter” button, the mouse or the arrow keys and Enter.

**15. LETTER BUBBLES**

It’s fun to blow bubbles! Catch the bubble that fills in the letter pattern at the bottom of the screen. Use the mouse or the keyboard. Hurry - this is a timed game!

**16. TYPING FUN**

Pop the letters falling down the screen by typing them as fast as you can!

**17. ANIMAL VOTES**

The animal election is getting very exciting! Vote for the missing letter by using the mouse, arrow keys and Enter, cursor pad and “enter” button or keyboard.

**18. MOUSE’S LUNCH**

Let’s feed the hungry mouse. Complete the word at the top of the screen by clicking a letter cheese, or typing the letter on the keyboard.

**19. RHYME TIME**

Choose a word that rhymes with the word at the top of the screen.

**20. SPELLING RESCUE**

Help the dog cross the river by building a letter bridge. Type the letters of the word in order, or choose the boards with the Enter key , cursor pad and “enter” button or mouse.

**21. SMART CHOICE**

Choose the word that matches the picture on the screen.

**22. MAGIC HAT**

What word will the magician pull out of his hat? Read the clues and fill in the letters of the magic word.

**23. MATCH ME**

Choose the word that describes what the girl on the screen is doing.



#### **24. CHAT FUN**

Let's have a chat! Match the phrase with the correct picture by using the mouse, the cursor pad and "enter" button, or the arrow keys and Enter.

#### **25. FINISH THE STORY**

What happens next? Read the short story and choose the ending you like best. The story will be shown again, with your ending!

#### **\* MATH MANIA**

#### **26. NUMBER STAR**

Twinkle, twinkle, little star! Catch a star by typing its number on the keyboard. Now, make a wish!

#### **27. FIREFLY COUNT**

Catch as many fireflies as you can, by using the mouse or the cursor pad and "enter" button. Hurry, before time runs out!

#### **28. ODD ONE OUT**

Number bugs are popping up out of their holes. Catch the one that does not belong in the number pattern made by the other bugs.

#### **29. NUMBER MAGIC**

Here's your chance to be a fortune teller! Guess the magic number by following the clues.

#### **30. MATH VOTES**

Welcome to the math election! Complete the number pattern by voting for one of the four number choices. Use the mouse, arrow keys and Enter, cursor pad and "enter" button or keyboard to vote.

#### **31. NUMBER SEESAW**

Balance the seesaw! To add an object to one side, click the icon at the bottom of the screen. To enter your answer, click the arrow icon at the top. You can also use the arrow keys to switch between the icons.

#### **32. FEED FIDO**

Uh-oh, Fido is hungry! Feed him by choosing numbers that add up to the target number on the screen.

#### **33. SUBTRACT IT**

Help the frog jump to the lily pad that answers the math problem. Use the arrow keys, mouse or keyboard to choose an answer.

#### **34. SHOPPING SPREE**

Let's go shopping! Choose an object to buy, then use the mouse, the arrow keys and Enter, the cursor pad and "enter" button or keyboard to add up coins to the price shown.



### 35. MOUSE'S DINNER

Feed the hungry mouse! Listen to the clue, and choose the cheese with the bigger or smaller number.

### \* SCIENCE WORLD

#### 36. CATCH A FIREFLY

It's fun to catch fireflies! Catch the firefly with the letter that completes the word on the screen. Use the mouse, cursor pad and "enter" button or type the letter on the keyboard.

#### 37. MOUSE'S SUPPER

Feed the hungry mouse! Choose the letter cheese that completes the word. You can type the letter on the keyboard, or click on it with the mouse or cursor pad and "enter" button.

#### 38. ANIMAL FAIR

All the animals have come out to play! Choose the animal picture that matches the word.

#### 39. PART AND WHOLE

Read the word at the top of the screen, and find the word that is a "part" of that word. Use the mouse, cursor pad and "enter" button or the arrow keys and Enter to match the part and whole.

#### 40. COSTUME BALL

All the animals are dressed up for a fancy ball! Can you recognize the masked animal from the four choices? Use the mouse, cursor pad and "enter" button or arrow keys and Enter to choose.

#### 41. TIME TO EAT

Let's feed the animals! Choose the correct food for the animal from the choices at the side of the screen.

#### 42. ANIMAL SHADOWS

Can you guess which animal goes with which shadow? Scroll through the animals at the right to find one that matches the shadow on the left.

#### 43. WEATHER MAKER

Wouldn't it be great to control the weather? Slide the temperature, rain and wind bars to make any weather you like!

#### 44. TICKTOCK TIME

Move the hands on the clock to match the time shown. To drag the hands, use the mouse to click on the arrows below the clock. You can also move the arrows with the arrow keys. Press the Enter to confirm your answer.



## \* SOCIAL STUDIES

### 45. SHOW TIME

It's show time, so let's dress up! Use the arrow keys and Enter or mouse to choose the outfit you saw at the start of the game.

### 46. EARFUL OF SOUNDS

Listen to the sound and find the matching picture.

### 47. SWEEP IT UP

Here's your chance to make housework fun! Sweep away the letter that does NOT belong in the word on the screen. Use the mouse or the arrow keys and Enter.

### 48. MOUSE'S CHEESE

Let's feed the hungry mouse! Use the mouse, cursor pad and "enter" button or the keyboard to choose the letter cheese that completes the word.

### 49. SURPRISE GIFT

Surprise! Read the clues on the screen and fill in the word to see your gift. Press Enter to enter your word.

### 50. THINGS THAT GO

Look at the group of things on the screen, and choose the one that moves.

### 51. WORD GROUP

Read the word on the screen, and choose the train car with the matching word.

### 52. SANDWICH CHEF

Look at the sandwich on the left side of the screen, and choose ingredients to make another one just like it.

## \* GAME TIME

### 53. CARROT PATCH

Rabbits love carrots! Use the mouse or the arrow keys to grab the carrots as fast as you can.

### 54. CRAZY SPONGE

What a mess! Use the mouse to clean the dirt off the walls as fast as you can.

### 55. HOOP SPREE

You can be a sports superstar! Use the arrow keys and Enter or the mouse to shoot the basketball. To move the ball before you shoot, click the mouse to the side of the ball.

### 56. BUG SQUASH

Catch the bugs as fast as you can before the time runs out!



### 57. DOUBLE THE FUN

Can you spot the differences in the twins? Use the mouse to click on the parts that are different.

### 58. BALL TUMBLE

Clear the balls off the screen by clicking them with the mouse or cursor pad and "enter" button as fast you can.

### 59. HIDE AND SEEK

The cat and mouse are playing hide and seek! Remember where the mouse is hidden and help the cat find it.

### 60. MIRROR IMAGE

Look at the mirror image, and choose the matching picture.

### 61. MEMORY CHALLENGE

Pairs of cards will appear and flip over. Can you remember where the pairs were? Match them up!

### 62. MAZE MAGIC

Would you like to be a maze explorer? Use the arrow keys to make your way through the maze. You will find many treasures and surprises!

## \* CREATIVE STUDIO

### 63. PICTURE PUZZLE

The picture on the screen is made of different smaller shapes. Choose the correct shapes to make a picture like the one you see.

### 64. PARTY FACES

It's time to make some funny faces for a party. Use the mouse to drag different eyes, mouths, hair and other fun party looks onto the face on the screen.

### 65. CONCERT MASTER

Conduct your own concert! Choose a number to play a melody, and use the arrow keys and Enter or mouse to change the melody's instrument. Then sit back and watch the performance!

#### Melody List:

- a. "Bah, Bah, Black Sheep"
- b. "Clementine"
- c. "Found a Peanut"
- d. "Goosey Goosey Gander"
- e. "Head and Shoulders"
- f. "The Mulberry Bush"
- g. "If You're Happy and You Know It"



- h. "Polly Wolly Doodle"
- i. "The Wheels on the Bus"

#### **66. MUSIC MIXER**

Select a song and then choose a sound to mix into the melody.

#### **67. MELODY MAKER**

Want to make your own music? Use the musical note keys to make a new melody, and press Enter to play it. Press the instrument keys to change instruments.

#### **68. DANCING FUN**

Choose different dance steps to make up a new dance!

#### **69. STAMP FACTORY**

Let's make stamp art! Choose a stamp design at the right side of the screen, and drag it anywhere you like. Click on the eraser icon to start over.

#### **70. SLIDE PUZZLE**

Slide the puzzle pieces to make the picture you saw.

#### **71. LITTLE STORYTELLER**

Create your own story! Choose words to fill in the story spaces and click on the "Play" icon to read your story.

#### **\* MY TOOLS**

##### **72. ABOUT ME**

Use this tool to store all your vital info: your name, birthday, address, phone number, email address, your best friend's name and your interests.

##### **73. MY FAMILY**

Type information about your family.

##### **74. MY FAVORITES**

Choose a category, such as food, animals, or clothes, and select your favorite things.

##### **75. PHONE BOOK**

Use this tool to store your most important phone numbers.

##### **76. CALCULATOR**

Use this tool to calculate simple sums and differences.

##### **77. CYBER BABY**

Choose a cyber baby and take care of it. Make sure you choose the right food!

##### **78. PARENTS' MESSAGE**

Here is a place for your Mom or Dad to leave a special message for you.



## \* CARTRIDGES

### 79. STORY TIME

It's story time! Enjoy a fun story by reading the text or watching the story come to life!

#### Story text:

Once upon a time, there was a little goat named Sammy, who lived on a farm. One day, Sammy saw a big, hungry wolf sneak up to the chicken coop.

"Oh no!" Sammy said, "I have to chase him away!"

But how? Sammy knew he was no match for a big, strong wolf.

He went to the forest to ask his friends Barry the Bear and Cassie the Crow for help.

"Let's go!" they cried, when he told them about the wolf.

When the three friends got to the farm, they hid in a bush, so the wolf would not see them.

"Excuse me, Mr. Wolf!" called Sammy, "Do you know where I might get something to eat?"

"Why, right here," said the old wolf, and licked his lips.

"Ah," said Sammy, "but I want something bigger than a chicken."

And with that, Sammy and Barry and Cassie stepped out from the bush a little, so that the wolf could see only their shadow.

What a strange shadow it was - big as a bear, but with a long bird beak and curly goat's horns!

At the same time, the three friends began to squawk, roar, and bleat.

"What kind of monster is this?" cried the wolf. He was so scared he ran away and never came back!

The friends had a good laugh about how they had tricked the wolf.

When friends get together to help each other, they can do the most amazing things!

### 80. SING-ALONG

Do you like to sing? Choose a song ("The Alphabet Song" or "Old MacDonald") and sing along! You can follow along with the lyrics, or watch the song come to life in a cartoon.

#### The Alphabet Song

A-B-C-D-E-F-G

H-I-J-K-L-M-N-O-P

Q-R-S-T-U-V

W-X-Y and Z

Now I know my ABC's.

Next time won't you sing with me?



### **Old MacDonald**

Old MacDonald had a farm  
E-I-E-I-O  
And on this farm he had a duck  
E-I-E-I-O  
With a quack-quack here  
and a quack-quack there  
Here a quack, there a quack  
Everywhere a quack-quack  
Old MacDonald had a farm  
E-I-E-I-O

Old MacDonald had a farm  
E-I-E-I-O  
And on this farm he had a pig  
E-I-E-I-O  
With an oink-oink here  
and an oink-oink there  
Here an oink, there an oink  
Everywhere an oink-oink  
Old MacDonald had a farm  
E-I-E-I-O

Old MacDonald had a farm  
E-I-E-I-O  
And on this farm he had a cow  
E-I-E-I-O  
With a moo-moo here  
and a moo-moo there  
Here a moo, there a moo  
Everywhere a moo-moo  
Old MacDonald had a farm  
E-I-E-I-O



## CARE & MAINTENANCE

1. Keep your **Nitro Notebook™** 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 it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep the **Nitro Notebook™** away from water.

## TROUBLESHOOTING

1. If your **Nitro Notebook™** stops working or does not turn on:
  - Check your batteries. Make sure the batteries are fresh and properly installed.
  - Insert the tip of a paper clip (or a similar object without a sharp tip) into the small hole on the top left of the unit labeled "Reset".
  - If you are still having problems, visit our website at [www.vtechkids.com](http://www.vtechkids.com) for troubleshooting tips.
2. If, when pressing the On/Off button, nothing happens:
  - Make sure your unit is plugged in.
  - If you are using batteries, check to see that they are aligned correctly.
3. If you turn the unit on, but cannot see anything on the screen:
  - Adjust the contrast switch to adjust the darkness of the screen.
4. If you can't hear any sound:
  - Adjust the volume switch to adjust the sound level of the speaker.
5. If the screen is frozen and not responding to any input:
  - Use the tip of a paper clip (or a similar object without a sharp tip) to gently press the Reset button.

## 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 error message or problem you are experiencing.
- The actions you took right before the error message or problem occurred.

**Internet:** [www.vtechkids.com](http://www.vtechkids.com)

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



## OTHER INFO

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 suppliers 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 W. Dundee Road, Suite 130, Arlington Heights, IL 60004, USA

**TEL NO.:** (847) 400-3600

**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.

### IMPORTANT NOTE:

Creating and developing **Nitro Notebook™** 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 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.



**Dear Parent,**

*At VTech®, we know that in order to effectively reach kids, today's learning tools have to be plugged into the fast-paced world around them. That's why we created the Grade School Learning Series - an engaging set of stylized, interactive computers specially designed to get grade-school kids up to speed with their fast-paced, tech-savvy world.*

*Every product in the Grade School Learning Series covers a wide range of school basics - math, language, social studies, science, and even an intro to basic Spanish. Activities are presented in a fast-paced, arcade-game style that kids will recognize and enjoy. Each learning machine is loaded with hi-tech features such as word processors, electronic address books, plug-in accessories, and PC uplinks - tools that go hand-in-hand with the way kids learn, play and use information. And of course, each laptop is designed to travel easily along with a busy grade-schooler.*

*With the Grade School Learning Series, kids can access a way to learn that closely matches the way they already live and play. We thank you for trusting VTech® with the important job of helping your child learn and succeed. We hope to help your child discover that **"It's Cool to be Smart!"***

*Sincerely,*

*Your Friends at VTech®*

*To learn more about the Grade School Learning Series and other VTech® toys, visit [www.vtechkids.com](http://www.vtechkids.com)*