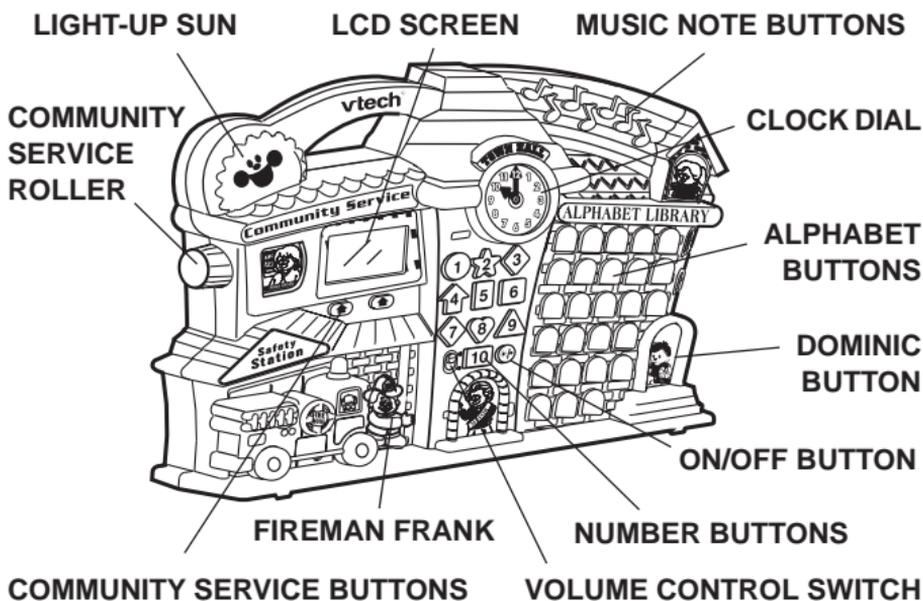# Explore A Town™

Dear Parent:

*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 children's minds and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all **VTech®** learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.*

*When it comes to providing interactive products that enlighten, entertain, and develop minds, at **VTech®** we see the potential in every child.*

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INTRODUCTION

Thank you for purchasing the **VTech® Explore A Town™** learning toy! We at VTech are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada.

The **VTech® Explore A Town™** learning toy is designed for beginning preschoolers. Join Dominic in his adventures throughout the town. He will introduce age appropriate curriculum to your child throughout the different areas of the town. Learn about letters and objects in the Alphabet Library, time and counting at the Town Hall, community helper roles and safety in the Community Service and Safety Station area. Your child will have hours of learning fun as they explore the **VTech® Explore A Town™**.


LIGHT-UP SUN
LCD SCREEN
MUSIC NOTE BUTTONS
COMMUNITY SERVICE ROLLER
CLOCK DIAL
ALPHABET BUTTONS
DOMINIC BUTTON
ON/OFF BUTTON
FIREMAN FRANK
NUMBER BUTTONS
COMMUNITY SERVICE BUTTONS
VOLUME CONTROL SWITCH

INCLUDED IN THIS PACKAGE

• One **VTech® Explore A Town™** learning toy.

• One instruction 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.**

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.

2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to open the battery cover.
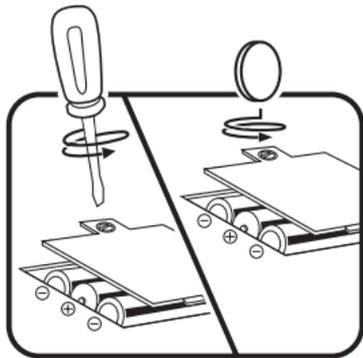
3. Install 3 new "AA" (UM-3/LR6) batteries, as illustrated.

   The use of new, alkaline batteries is recommended for maximum performance.

   WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

4. Replace the battery cover and tighten the screw to secure the battery cover.

BATTERY NOTICE

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are to only to be charged under adult supervision (if removable).
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than recommended number of power supplies.
- Do not dispose of battery in fire.

NOTE: If the unit suddenly stops working or the sound becomes weak, turn the unit off for 15 seconds, then turn it back on. If the problem persists it may be caused by weak batteries. Please install a new set of batteries and try the unit again.

TO BEGIN PLAY

1. To begin play, press the **ON/OFF** button. You will hear a "Hello", "Hola", "Me Nombre is Dominic!"

   You will see Dominic wave hello on the LCD screen.

2. To adjust the volume, slide the **VOLUME CONTROL SWITCH** to the (🔊) for **HIGH VOLUME**, or slide to the (🔊) for **LOW VOLUME**.

3. The **LIGHT-UP SUN** will flash with the sound effects, talking phrases, short tunes and melodies.

4. Press the **DOMINIC BUTTON** to hear Dominic repeat the phrase or question.

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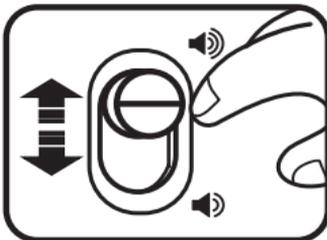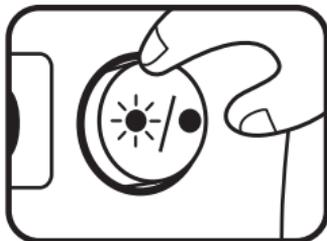
5. To turn the unit **OFF**, press the **ON/OFF** button. You will hear "Goodbye", "Adios." You will see Dominic wave goodbye on the LCD screen.
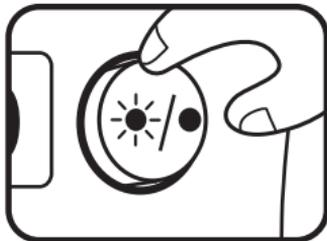
ACTIVITIES

I. Numbers

1. Press a **NUMBER BUTTON** to hear the number identified and counting.

2. You will hear "This is the number one", "Uno!" The number one will be shown on the **LCD** screen.
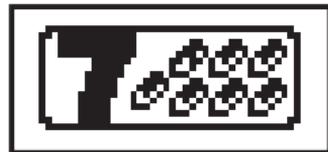
3. Press the **DOMINIC BUTTON** to hear Dominic ask a question to find the numbers. You will hear "Find the number one." To answer the question, press one of the **NUMBER BUTTONS** in the Town Hall.

"Find the number one"

4. If you answer the question correctly, you see a rewarding animation, hear a positive phrase such as "Good!", "Bueno!", and hear the identification of the number "This is the number one!", "Uno."
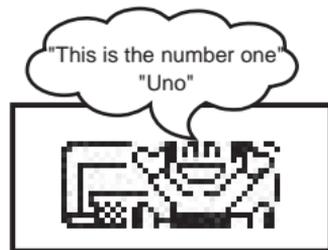
"This is the number one" "Uno"

5. If you answer the question incorrectly, you will hear an incorrect sound effect, "Oops, This is the number seven", "Try again!" After three tries, Dominic will identify the correct answer. You will hear "Do you need help?", "Let me give you a hand!", "This is the number one!"

"Oops, This is the number seven", "Try again!"

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II. Letters

1. Press an **ALPHABET BUTTON** to hear the letter and object identified.

2. You will hear "This is the letter B, B is for bird." The animation of the letter and the object will appear on the LCD screen.

"This is the letter B, B is for bird"

3. Press the **DOMINIC BUTTON** to hear Dominic ask a question to find the letters. You will hear "Find the letter B." To answer the question, press one of the **ALPHABET BUTTONS** in the Alphabet Library.

"Find the letter B"

4. If you answer the question correctly, you will see a rewarding animation, hear a positive phrase such as "Good!", "Bueno!", and hear the identification of the letter "This is the letter A!"
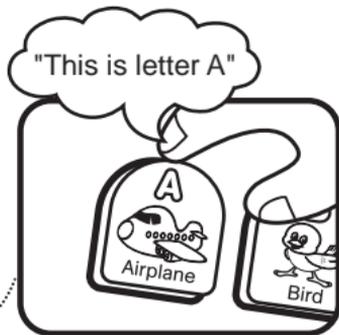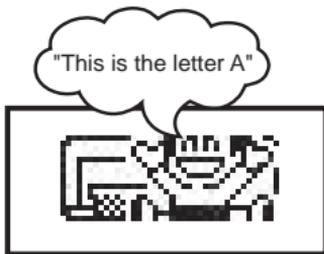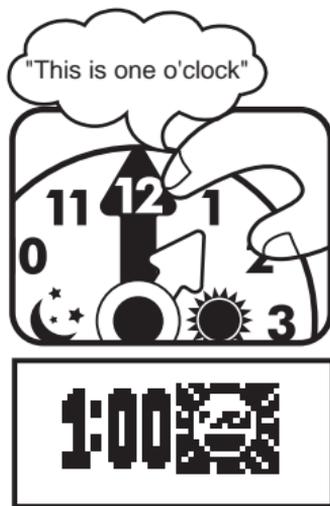

5. If you answer the question incorrectly, you will hear an incorrect sound effect, "Oops, This is the letter C", "Try again!" After three tries, Dominic will identify the correct answer. You will hear "Do you need help?", "Let me give you a hand!", "This is the letter A!"

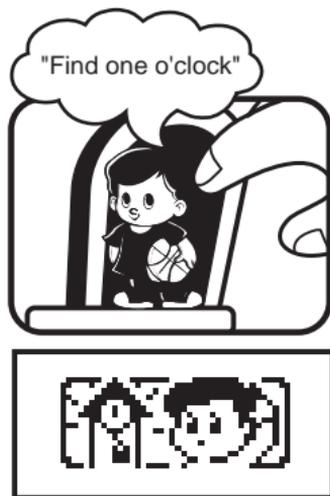## III. Time

1. Turn the **CLOCK DIAL** to hear the time identified.

2. You will hear "This is one o'clock." The animation of one o'clock will appear on the LCD screen.

"This is one o'clock"

3. Press the **DOMINIC BUTTON** to hear Dominic ask a question about the time. You will hear "Find one o'clock!" To answer the question, turn the **CLOCK DIAL** in the Town Hall.

"Find one o'clock"

4. If you answer the question correctly, you will see a rewarding animation, hear a positive phrase such as "Good!", "Bueno!", and hear the identification of the time "This is one o'clock! Buenas Tardes!"
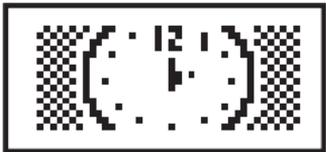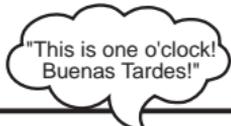
"This is one o'clock! Buenas Tardes!"

5. If you answer the question incorrectly, you will hear an incorrect sound effect, "Oops!", "This is two o'clock", "Try again!" After three tries, Dominic will identify the correct answer. You will hear "Do you need help?", "Let me give you a hand!", "This is one o'clock!"

"This is two o'clock" "Try again"
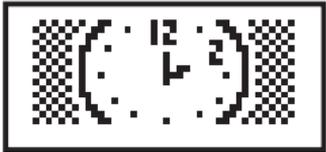
IV. Fire truck

1. Activate the five parts of the fire truck to learn the fire truck parts and a safety tip.

   a. Spin the tire on the fire truck to hear "This is the tire" and a spinning sound effect. You will see the animation of the tire on the LCD screen.

   b. Press the siren on top of the fire truck to hear "This is the siren" and a siren sound effect. You will see the animation of the siren on the LCD screen.

c. Move the ladder on the fire truck to hear "This is the ladder" and a ascending or descending short tune. You will see the animation of the ladder on the LCD screen.

d. Press the bumper on the front of the fire truck to hear "This is the bumper" and a boing sound effect. You will see the animation of the bumper on the LCD screen.

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e. Spin the water hose on the fire truck to hear "This is the fire hose" and a water sound effect. You will see the animation of the fire hose on the LCD screen.


2. After you activate a part on the fire truck, Fireman Frank will appear on the animation screen. You will hear "Do you need help?", "Press 911." If the you press the 911 buttons on the Town Hall, Fireman Frank will then teach a safety phrase "Stop, Drop, and Roll!"


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V. Fireman selector switch

1. Slide Fireman Frank up and down the fire pole to activate questions.

   a. Slide Fireman Frank up or down to hear "Find something that flies high" or "Find something that crawls low." Two objects will appear on the animation screen. You will hear "Airplane or Hippo"

"Find something that crawls low."

"Airplane or Hippo"
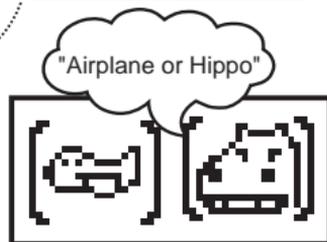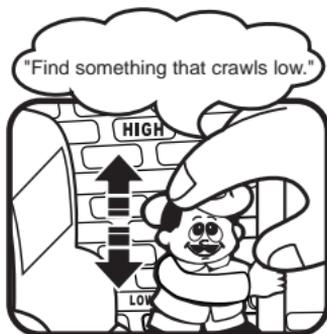
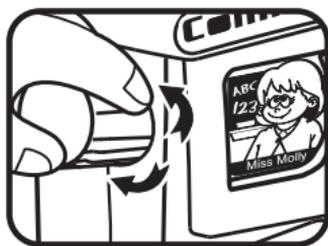   b. To answer the question, press one of the **COMMUNITY SERVICE BUTTONS.**
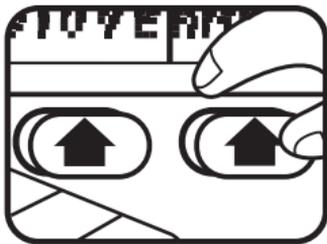
   c. If you answer the question correctly, you will see a rewarding animation, hear a positive phrase such as "Good!", "Bueno!", "The jet flies high!"

   d. If you answer the question incorrectly, you will hear an incorrect sound effect, "Oops", "Do you need help?", "Let me give you a hand!" Dominic will answer the question "The jet flies high!"

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VI. Community Service

1. Spin the **COMMUNITY SERVICE ROLLER** to learn about the four community helpers (Dr. Allbetter, Officer Pete, Fireman Frank, and Miss Molly). The unit will ask you to choose which is the object belongs to the community helper that was selected.

   a. Turn the **ROLLER** to Miss Molly to hear "Miss Molly", "Find the object that belongs to Miss Molly."
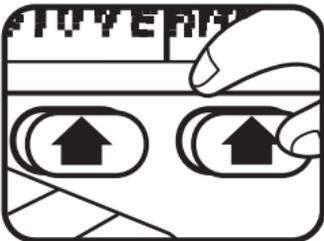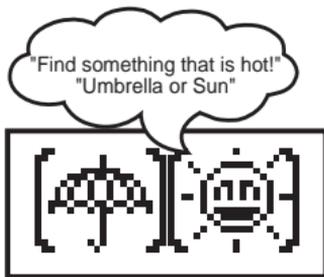
   b. Two objects will appear on the animation screen. To answer the question, press one of the **COMMUNITY SERVICE BUTTONS.**
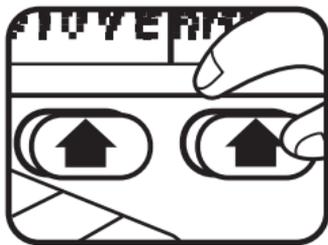
   e. If you answer the question correctly, you will see a rewarding animation, and hear a positive phrase such as "Good!", "Bueno!"

f. If you answer the question incorrectly, you will hear an incorrect sound effect, "Oops, "Do you need help?", "Let me give you a hand!"

2. After 3 questions are asked about the community helper, the child will then be asked about the other objects in the Alphabet Library. "Find something that is fast", "Find something that is hot", "Find something that is wet."

   a. You will hear "Find something that is hot!"

   b. Two objects will appear on the screen. You will hear "Umbrella or Sun". To answer the question, press one of the **COMMUNITY SERVICE BUTTONS.**

   c. If the child answers correctly, you will hear "Good, Bueno!", "The sun is hot."

   d. If the child answers incorrectly, you will hear a boing sound effect, "Oops", "Do you need help?", "Let me give you a hand." Dominic will then answer the question "The sun is hot."

VII. Music

1. Press any of the **MUSIC NOTE BUTTONS** to hear melodies. The following are the melodies to choose from:

    • Pop! Goes the Weasel
    • Alphabet Song
    • Old MacDonald Had a Farm
    • Skip to My Lou
    • This Old Man
    • A-Tisket, A-Tasket
    • Shoo Fly, Don't Bother Me
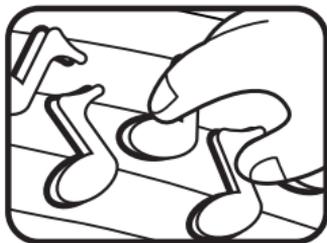
AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Explore A Town™** learning toy will automatically turn off after approximately 2.5 minutes without input. It can be turned on again by pressing the **ON/OFF** button.

CARE AND 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 surface and do not expose the unit to moisture of water.

IMPORTANT NOTE:

Creating and developing preschool 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., 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

• reorient the receiving antenna

• relocate this product with respect to the receiver

• move this product away from the receiver.