

vtech®

USER'S MANUAL

My Bilingual Laptop



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Thank you for purchasing the **VTech® My Bilingual Laptop** learning toy. **My Bilingual Laptop** is a powerful high-tech learning device with a compact design for children aged 3 and up who have begun preschool, and enjoy playing and learning no matter where they go!

There are 60 learning activities in English & Spanish presented in an engaging game-like environment. **My Bilingual Laptop** gives kids a competitive edge in school and builds computer literacy - while providing hours of rewarding fun!

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. or 1-800-267-7377 in Canada.

INTRODUCTION

VTech® My Bilingual Laptop is designed with 60 fun-filled activities in English & Spanish and features a special Magic Wireless Mouse.

The Learning Progress System re-asks questions that were answered incorrectly to help develop children's memory skills and ensure that their learning progresses. The product is hosted by Crumb, the playful puppy who interacts with your child in many of the games. We know your child will enjoy the **My Bilingual Laptop**.



INCLUDED IN THIS PACKAGE

- one VTech® My Bilingual Laptop.
- Instruction manuals.

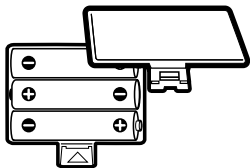
PREPARATION

POWER SOURCE

VTech® My Bilingual Laptop operates on 3 “AA” size batteries (AM-3/LR6).

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Open the battery cover on the back of the unit.
3. Insert 3 “AA” batteries (AM-3/LR6) as illustrated. (The use of alkaline batteries is recommended for maximum performance.)
4. Close 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.

AUTOMATIC SHUT-OFF

To save power, the unit will automatically shut off if not used for approximately one minute. Once the unit shuts off, press the **On/Off** key to turn it back on. We recommend that you turn the unit off when not playing with it.

TURNING THE UNIT ON/OFF

A button with the text "On/Off" inside an oval border.

Press the **On/Off** key to turn the unit on. Press it again to turn the unit off.

ADJUSTING THE VOLUME & BACKGROUND

MUSIC



Press the **Volume** button then move the mouse to the left or right to adjust the volume.

You can also press the volume button directly to adjust the volume. Crumb will bark to help you set the volume.

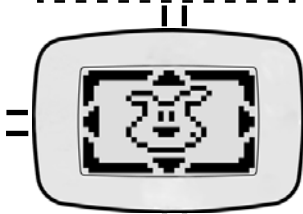


Press the **Volume** button then move the mouse down to adjust the background music on or off.

CLICK TICK MOUSE

Move the Click Tick Mouse forward to enter the Music Composer activity.

Move the Click Tick Mouse to the left to enter the Number category.



Move the Click Tick Mouse to the right to enter the Game & Music category.

Move the Click Tick Mouse back to enter the Letter category .

Move the Click Tick Mouse to the four corners of the screen and press the mouse button for some surprises!



It is also possible to select activities by using the numbers. Press the number key from the main menu to activate this function.

You can answer many of the problems using your Click Tick Mouse. Move the mouse left, right, up and down to select your answer, then press the mouse button to confirm the answer.

DESCRIPTION OF KEYBOARD

My Bilingual Laptop has a keyboard with special function keys described below.

An oval button with the text "Esp/Ing" inside.

Press the **Esp/Ing** button to select English or Spanish mode.

An oval button with the text "On/Off" inside.

Press this button to turn the unit **On** or **Off**.

An oval button with the text "Answer" inside.

Press the **Answer** button to get the answer.

An oval button with the text "Activities" inside.

Press the **Activities** button to return to the main menu.

DESCRIPTION OF ACTIVITIES

NUMBERS

1. IDENTIFY THE NUMBER

Pick the number among a selection of objects on the screen. Type the answer on the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

2. NUMBER SEARCH

Crumb's buried a number. When the number pops out of the hole, identify it by typing the same number on the keyboard. Once you select the correct answer, count up to that number with Crumb.

3. NUMBER CHAIN

Two apples with numbers fall to the ground from an apple tree and you must pick the numbered apple from the tree that goes between them. Type the answer on the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

4. COUNTING VOICE

Count the number of bones Crumb throws into his house. Select the correct answer from two choices (A or B) by typing in your answer on the keyboard or using the mouse to move Crumb's bone next to your answer.

5. COUNT US

Count the number of objects that appear in Crumb's dream. Use the keyboard to enter your answer.

6. COUNTING CHALLENGE

Crumb dreams about two different objects and you must count one of those objects as instructed. Use the keyboard to enter your answer.

7. WHICH IS MORE

Crumb barks into two different holes and objects fly out. Count the objects as they fly out, then use the mouse to pick which group has more objects.

8. LESS THAN

Help Crumb count objects coming out of two holes and identify which group has less objects. Use the mouse to enter your answer.

9. WHO'S BIGGER

Two objects pop out of the holes and you must select the bigger one using the mouse.

10. SMALLER HUNT

Compare two objects and pick the smaller one using your mouse.

LETTERS

11. UPPER CASE IDENTIFICATION

Pick the upper case letter among a selection of objects on the screen. Type the answer on the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

12. WHICH IS LOWER CASE

A lower case letter is mixed in with three other graphic images on the screen. Pick the lower case letter by typing the same keyboard letter or use the mouse to select the letter and click the mouse to enter your answer.

13. VOWEL HUNT

Select the vowel from the four letters on the screen. Enter your answer using the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

14. UPPER CASE FINDER

An animated upper case letter appears on screen and you must identify the letter on the keyboard.

15. FIND THE LOWER CASE

A lower case letter appears on screen. Type the correct letter from the keyboard.

16. CAPITAL LETTER MATCH

It's time to bowl with Crumb! A capital letter appears and you must select the bowling ball with the same letter. Choose the right answer and Crumb gets a strike. Pick the wrong answer and Crumb rolls a gutter ball. Enter

your answer using the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

17. CASE MATCH

Same game as above, except you must match the lowercase letter.

18. RANK THE UPPER CASE

Two apples with upper case letters fall to the ground from an apple tree and you must select the upper case letter from the tree that goes between them. Type the answer on the keyboard, or use the mouse to choose an answer and press the mouse button to confirm that answer.

19. LOWER CASE ORDER

Two apples with lower case letters fall to the ground. Pick the lettered apples that goes between them from the tree. You can type the letter from the keyboard or select the letter by using the mouse, then press the mouse button to enter your answer.

20. MY FIRST WORDS

A simple word appears on screen, then the first letter disappears and you must type in the missing letter from the keyboard.

GAMES & MUSIC

21. MOUSE TRAINING

Use the mouse to guide Crumb's mouse pal through the water tunnel and to the puppy's house in time for lunch.

22. LEFT RIGHT PATH

Crumb the puppy wants to go home. Use the mouse to make him jump left or right depending on the instructions. Be careful not to fall into the water.

23. SHAPE SORT

Four shapes appear on the screen. Pick the one that is different using the mouse.

24. FIND THE TWINS

One dog with a fur pattern appears on screen. Other dogs appear and disappear and you must press your mouse button when you see a dog with the same pattern.

25. NUMBER PUZZLE

Try to guess the card Crumb is thinking about. You only get three chances to pick the correct number from the keyboard.

26. VOWEL GUESS

This time, the puppy randomly selects a vowel card for you to guess. Use the keyboard to make your guess. You have three chances!

27. MUSIC COMPOSER

Pick a number on your keyboard and Crumb will play a melody on the piano. Keep pressing numbers to change the melody.

28. SHADOW SEARCH

Match the object with its shadow using the mouse.

29. SPACE ADVENTURE

Use the mouse to guide Crumb's space ship through a planet cave. But you have to do it quickly before another ship comes and rescues him.

30. MATCH BOOK

Input the code of the match book and the question code will be shown automatically. Use the magic wireless mouse to select your answer from 4 multiple choices to match up the colors shown in the book. You can order the match book by calling our Consumer Services Department at 1-800-521-2010 in the U.S.

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 direct sources of heat.
3. Remove batteries when the unit will not be in use for a long period of time.
4. Do not drop the unit on hard surfaces or try to dismantle it.
5. Do not immerse the unit in water or get the unit wet.

NOTE:

If for some reason the program / activity stops working or malfunctions, 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.
4. 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 on 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.

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

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

IMPORTANT NOTE:

Creating and developing electronic learning aids 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 can sometimes 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. Our service representative will be happy to help you.

NOTICE TO PARENTS:

We would like to point out that any safety isolating transformer or charging unit to be used with the toy should be regularly examined for potential hazards, enclosure or other parts, and that, in the event of such damage, the toy must not be used until damage has been properly removed.

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

FCC NOTICE:

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.