

**vtech**<sup>®</sup>

**User's Manual**

# **My Laptop**<sup>™</sup>



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**VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...**

## **vtech** Baby

**Toys that will stimulate their interest in different textures, sounds and colours**

### **I am...**

...responding to colours, sounds and textures

...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

**Birth-36 months**



## **Pre-School**

**Interactive toys to develop their imagination and encourage language development**

### **I want...**

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

**3-6 years**



## **Electronic Learning Computers**

**Cool, aspirational and inspiring computers for curriculum related learning**

### **I need...**

...challenging activities that can keep pace with my growing mind

...intelligent technology that adapts to my level of learning

...National Curriculum based content to support what I'm learning at school

**4-10 years**



To learn more about this and other VTech® products, visit [www.vtechuk.com](http://www.vtechuk.com)

# INTRODUCTION

Thank you for purchasing the **VTECH® My Laptop™**.

This laptop offers progressive, age-appropriate curriculum through 30 exciting activities. A friendly penguin character encourages children as they learn capital and small letters, phonics, spelling, maths, shapes, animals, food, logic, music and more! You can also customise your experience by entering your child's name, age, favourite food, and selecting a tune to play when the laptop powers on.



# INCLUDED IN THIS PACKAGE

- One VTech® My Laptop™
- One User's Manual

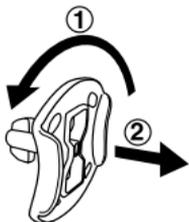
## WARNING:

All packing materials, such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child's safety.

## NOTE:

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

## Unlock the packaging locks:



- ① Rotate the packaging lock 90 degrees counterclockwise.
- ② Pull out the packaging locks.

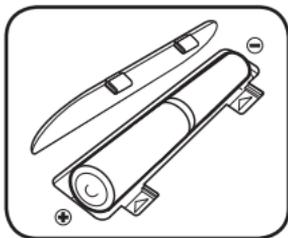
## DEMO STRIP REMOVAL

When the product is taken out of the packaging, please remove the demo strip on the back of the unit to activate normal play mode.

# GETTING STARTED

## BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the back of the unit.
3. Install 2 new "AA" Size (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.



## Note:

When the batteries are changed, all information stored in the activity ALL ABOUT ME will be erased.

## BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

### Disposal of batteries and product



The crossed-out wheellie bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.



The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in Battery Directive (2006/66/EC).

The solid bar indicates that the product was placed on the market after 13th August, 2005.

Help protect the environment by disposing of your product or batteries responsibly.

For more information, please visit:

[www.recycle-more.co.uk](http://www.recycle-more.co.uk)

[www.recyclenow.com](http://www.recyclenow.com)

## PRODUCT FEATURES

### 1. ON/OFF BUTTON

Press the **ON/OFF BUTTON** to turn the unit **ON** and press it again to turn the unit **OFF**.

## 2. SETTINGS BUTTON



Press the **SETTINGS BUTTON** to adjust the volume and screen contrast. Move the **MOUSE** left and right to select which item to adjust. Then move the **MOUSE** left and right to make the adjustments. Press the **MOUSE BUTTON** to confirm.

## 3. HELP BUTTON



Press the **HELP BUTTON** to hear an instruction or question repeated.

## 4. LETTERS AND WORDS BUTTON



Press the **LETTERS AND WORDS BUTTON** to play language games. There are 8 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

## 5. NUMBERS AND SHAPES BUTTON



Press the **NUMBERS AND SHAPES BUTTON** to play maths and shapes games. There are 8 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

## 6. ANIMALS AND FOODS BUTTON



Press the **ANIMALS AND FOODS BUTTON** to play science games. There are 5 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

## 7. LOGIC AND GAMES BUTTON



Press the **LOGIC AND GAMES BUTTON** to play logic games. There are 4 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

## 8. MUSIC TIME BUTTON



Press the **MUSIC TIME BUTTON** to enjoy some music or play games. There are 4 games in this mode. Move the **MOUSE** left or right to choose an activity and then press the **MOUSE BUTTON** to confirm your choice.

## 9. ALL ABOUT ME BUTTON



Press the **ALL ABOUT ME BUTTON** to customise your name, age, favourite food, wallpaper, opening tune and create your own avatar.

## 10. MOUSE

Move the **Mouse** up or down, left or right to make selections. Then press the **Mouse** button to confirm your choice.



## 11. BACKGROUND MUSIC ON/OFF BUTTON



Press the **BACKGROUND MUSIC ON/OFF BUTTON** to turn the background music off, press this button again to turn the background music on.

## 12. LETTER BUTTONS



Press the **LETTER BUTTONS** to learn letters or to answer letter related questions.

## 13. NUMBER BUTTONS



Press the **NUMBER BUTTONS** to learn numbers or to answer number related questions.

## 14. AUTO-LEVELING FEATURE

In most activities, after answering 2 or 3 questions correctly, the game automatically advances to the next level of difficulty. There are 3 challenging levels to explore.

## 15. AUTOMATIC SHUT-OFF

To preserve battery life, the unit will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

The unit will also automatically turn off when the batteries are very low. A warning will be displayed on the screen as a reminder to change the batteries.

## ACTIVITIES:

The **VTech® My Laptop™** offers a total of 30 fun activities in 6 categories.

## LETTERS AND WORDS

### 1: Exploring Letters

The penguin is going fishing. There are many fish swimming in the sea. Press the letter buttons to see letter fish. Explore each letter, the sound it makes and corresponding words.



### 2: Letter Order

The penguin needs to use the letter bridge to get to the other side of the river. Some letters on the bridge are shown in the correct letter order. There is one block that is out of order. Help the penguin complete the correct letter order. Move the mouse up or down to select the letter and then press the mouse button to confirm.



### 3: Letter Quiz

There are 4 letters on the screen. Follow the instructions to find the capital or small letters. Move the mouse up, down, left or right to find the correct letter within 30 seconds.



### 4: Missing Letter

Help the penguin find the correct missing letter. A word is shown on the screen with one letter missing. The player can select from among three letter choices. Move the mouse left or right to select the letter and then press the mouse button to confirm.



## 5: Where Is It?

Play hide-and-seek with the penguin and learn spatial skills. Let's see where the penguin is. Move the mouse left or right to scroll the picture and then press the mouse button to pick a picture to learn.



## 6: Capital & Small Letter Explorer

Help penguin learn all about capital and small letters by pressing the letter buttons.



## 7: Beginning Letters

Help the penguin find the correct beginning letter. A word is shown on the screen with the beginning letter missing. The player can select from among three letter choices. Move the mouse left or right to select the letter and then press the mouse button to confirm.



## 8: Phonics Quiz

Listen to sounds coming from Penguin's cave then find the letter that makes that sound. Move the mouse to choose and press enter to confirm.



# NUMBERS AND SHAPES

## 9: Exploring Numbers

The penguin is going fishing. There are many fish swimming in the sea. Press the number buttons to explore each number and count the fish together.



## 10: Exploring Shapes

The penguin is using the laptop to learn about shapes. Move the mouse left or right to choose and then press the mouse button to learn about a shape and its related object.



## 11: Shapes Counting

Some shapes appear on the screen. Count the shapes according to the instructions. Press the number buttons to answer.



## 12: Skip Counting

Let's go fishing with the penguin. Numbered fish are jumping out of the sea on the left and right of the penguin's platform. Skip count by 2, 5 or 10, according to the instructions. See the counter under the penguin that reminds you of the numbered fish you caught. Move the mouse left or right to catch the numbered fish that comes next in the sequence. There are 5 fish to catch in each question.



## 13: Number Quiz

There are 4 numbers on the screen. Follow the instructions to pick a number that is bigger or smaller than a certain number. Move the mouse up, down, left or right to find the correct number within 30 seconds.



## 14: Number Order

The penguin needs to use the number bridge to get to the other side of the river. Some numbers on the bridge are shown in the correct order. There is one block that is out of order. Help the penguin complete the correct number order. Move the mouse up or down to select the number and then press the mouse button to confirm.



## 15: Bigger or Smaller

Let's go fishing with the penguin. Big and small fish are jumping out of the sea on the left and right of the penguin's platform. Catch the big or small fish according to the instructions. See the counter under the penguin that reminds you of the fish you have caught. Move the mouse left or right to catch the fish. There are 5 fish to catch in each question.



## 16: Count the Sounds

Count how many animal sounds come out of the penguin's cave, then move the mouse to choose the correct number and press enter to confirm.



## ANIMALS AND FOODS

### 17: Animal Sounds

The penguin is using the laptop to learn about animals. Choose a picture to hear an animal's sound and see its footprints. Move the mouse left or right to choose and then press the mouse button to confirm.



### 18: Animal Footprints

The penguin is using the laptop to learn about animals. Choose a animal picture to see its footprints. Move the mouse left or right to choose and then press the mouse button to confirm.



### 19: Who Passes By?

Help the penguin identify the animal footprint. You will see some footprints, then you can choose the corresponding animal. Move the mouse left or right to choose and then press the mouse button to confirm.



### 20: Who Makes the Sounds

Help the penguin identify the animal sound. You will hear an animal sound, then you can choose the corresponding animal. Move the mouse left or right to choose and then press the mouse button to confirm.



## 21: Vegetables & Fruits

The penguin wants to bring some food back to his home. There are 10 kinds of fruit or vegetables shown on the screen one by one. Help the penguin to choose the correct foods, according to the instructions. A counter is shown at the bottom right to keep track of the number of correct foods collected. Move the mouse left or right to choose and then press the mouse button to confirm.



## LOGIC AND GAMES

### 22: Fix the Wall

The penguin wants to fix his igloo. One of the walls has a shaped hole in it. Choose the correct shape to repair the wall. Move the mouse left or right to choose and then press the mouse button to confirm.



### 23: Fishing Journey

Let's go fishing with the penguin. Some fish are jumping out of the sea on the left or right side. Catch as many fish as possible in 30 seconds. Move the mouse left or right to catch. Be careful to avoid the old cans or bottles. When the time is up, you will see the total number of fish caught.



### 24: Crossing Iceland

Help the penguin cross the ice! Guide the penguin across the ice blocks to get to the other side within 1 minute. When an ice block appears, move the mouse up, down, left or right to make the penguin jump to the ice block.



### 25: Odd One Out

There are 4 pieces of fruit or vegetables on the screen. Follow the instructions to pick the odd one out. Move the mouse up, down, left or right to find the odd one out.



# MUSIC TIME

## 26: Exploring Instruments

The penguin is using the laptop to learn about instruments. Choose a picture to learn the instrument name and hear its sound. Move the mouse left or right to choose and then press the mouse button to confirm.



## 27: Music Quiz

There are 4 music notes on the screen. Each music note plays music from a different instrument. Listen carefully to each melody and follow the instructions to pick the correct answer. Move the mouse up, down, left or right to find the correct number within 30 seconds.



## 28: Music Party

Let's enjoy the music party! Choose a music style; Rock or Jazz. Move the mouse left or right and then press the mouse button to confirm a music style. Then press a number to select a melody to play. When the melody starts, the penguin will begin to dance. Press any letter button to add fun sounds.



## 29: Music Book

Let's enjoy the music party! Choose a music style; Country or Reggae. Move the mouse left or right and then press the mouse button to confirm a music style. Then press a number to select a melody to play. When the melody starts, the penguin will begin to dance. Press any letter button to add fun sounds.



## 30: ALL ABOUT ME

Let's add your personal information. You can include your own name, age, avatar, favourite food and more!



- 1) **Name:** Input your name and see it spelt.  
Most of the time, you can press the first letter of your name on the keyboard, and your name will show on the screen. Your name will also display in the unit opening.
- 2) **Age:** Input your age. Count it out loud with the penguin. Most of the time, you can press the number of your age on the keyboard to hear the age being counted.
- 3) **Avatar:** Create your own avatar by changing the hair, eyes and nose & mouth.
- 4) **Favourite food:** Select your favourite food. Most of the time, you can press the first letter of your favourite food on the keyboard, and your food will show on the screen. The penguin will announce your favourite food.
- 5) **Opening wallpaper:** Select your wallpaper and watch it display in the unit opening.
- 6) **Opening tune:** Select your opening tune and hear it play in the unit opening.

## 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 sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess 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 be ready to play again.
5. 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 at 01235 546810 (from UK) and +44 1235 546810 (outside UK), 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 problem you are experiencing.
- The actions you took right before the problem started.

Internet: [www.vtechuk.com](http://www.vtechuk.com)

Phone: 01235 546810 (from UK), or +44 1235 546810 (outside UK)

### IMPORTANT NOTE:

Creating and developing **VTech**<sup>®</sup> 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 01235 546810 (from UK) and +44 1235 546810 (outside UK) with any problems and/or suggestions that you might have. A service representative will be happy to help you.



## PRODUCT WARRANTY



Thank you for choosing this quality product from VTech. We hope it will bring many hours of entertainment, imaginative play and learning.

1. The product detailed above is covered by a one year warranty from the date of purchase, against any defects in materials or workmanship.
2. The product may be returned to the place of purchase. Alternatively the product can be returned to VTech Electronics Europe plc (see address below), with proof of purchase, without proof of purchase no replacement will be provided.
3. VTech Electronics Europe plc will examine the product and if it is found to be defective due to faulty materials or workmanship, will replace the product at their discretion.
4. If the product covered by this warranty is damaged due to misuse, modification or unauthorised repair, or because of faulty batteries, battery discharge or incorrect electrical connections, then this warranty becomes void.
5. This warranty is personal to the original purchaser and is not transferable.
6. Breakages to the LCD screen are not covered by the warranty.
7. Returns to VTech Electronics Europe plc should include a cheque or postal order for £1.50 towards the cost of return postage and packaging.
8. Products returned to VTech Electronics Europe plc, should be addressed as follows and packed carefully to avoid damage in transit (Please do not include batteries or adaptor).  
Please include details of the fault together with your name and address.

VTech Electronics Europe plc, c/o Tablogix Limited, 200 Milton Park, Abingdon, Oxon OX14 4TA

**THIS WARRANTY IS OFFERED AS AN EXTRA BENEFIT AND DOES NOT AFFECT CONSUMERS' STATUTORY RIGHTS.**

This warranty is valid for the UK and Eire only. For products purchased outside the UK and Eire, please contact your local distributor or place of purchase.

