

DIGIART Colour by Lights



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.vtech.co.uk

INTRODUCTION

Thank you for purchasing **VTech® DigiArt Colour by Lights**.

Follow the light up dots to draw more than 70 shapes, objects and animals, or slide in a Magic Colouring Page and follow the lights to colour it in step by step.

Enjoy drawing or colouring while listening to 15 different melodies. Use the stencil to draw a variety of shapes and explore your creativity.

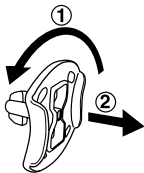
INCLUDED IN THIS PACKAGE

- One **Colour By Lights Board**
- 50 Magic Colouring Pages and 10 blank paper pages
- Six crayons
- One stencil
- One parent's guide
- Two AA batteries for demo purposes

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

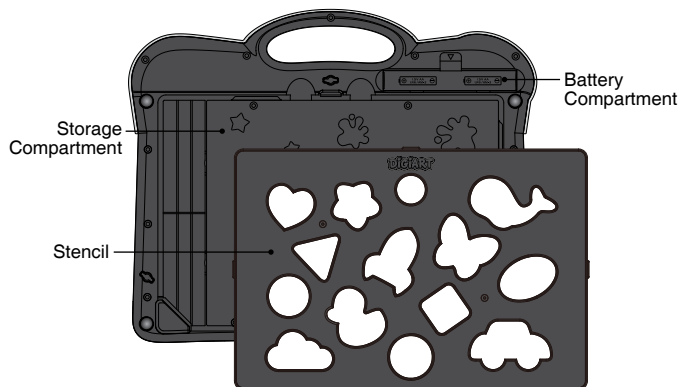
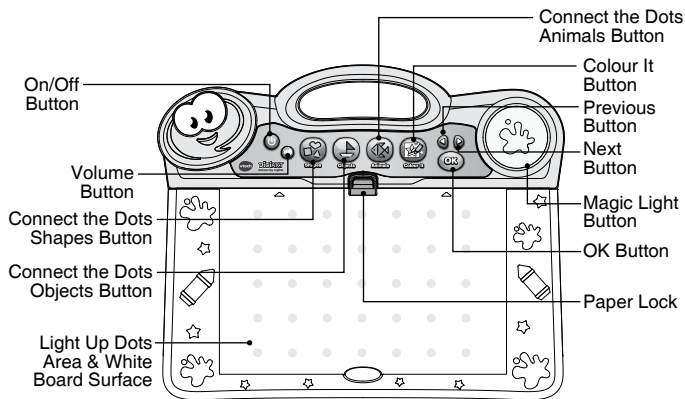
NOTE: Please keep this parent's guide as it contains important information.

Unlock the packaging locks:

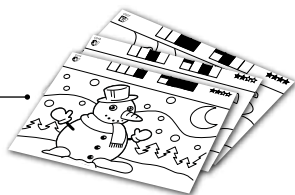










① Rotate the packaging locks 90 degrees anticlockwise.



② Pull out the packaging locks.



50 Magic Colouring Pages



	On/Off Button	Press this button to turn the unit on or off.
	Volume Button	Press this button to adjust the volume. Choose between four volume levels.
	Connect the Dots Shapes Button	Press this button to go to the Shapes Selection menu, then select a shape to start drawing.
	Connect the Dots Objects Button	Press this button to go to the Objects Selection menu, then select an object to start drawing.
	Connect the Dots Animals Button	Press this button to go to the Animals Selection menu, then select an animal to start drawing.
	Colour It Button	Slide in a Magic Colouring Page to start colouring. While colouring, press this button to restart the colouring instructions from the beginning. When there is no Magic Colouring Page in the board, press this button to enjoy free play colouring while listening to 15 different melodies.
	Previous Button	In Free Play mode, press this button to play the previous melody. In the Selection menu, press this button to go to the previous option. In Connect the Dots or Colour It Modes, press this button to go back one step.
	Next Button	In Free Play mode, press this button to go to the next melody. In the Selection menu, press this button to go to the next option. In Connect the Dots or Colour It Modes, press this button to go to the next step.

	<p>OK Button</p>	<p>In Free Play mode, press this button to toggle between the light up dot animations.</p> <p>In the Selection menu, press this button to confirm the selection.</p> <p>In Connect the Dots or Colour It Modes, press this button to go to the next step.</p>
	<p>Magic Light Button</p>	<p>In Free Play mode, press this button to toggle between the light up dot animations.</p> <p>In Connect the Dots or Colour It Modes, press this button to repeat the current step.</p>

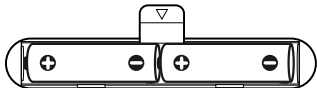
Activating Normal Play (Exiting try me mode)

1. Press the **On/Off Button** to turn the unit **ON**.
2. Slide in a **Magic Colouring Page** and the unit will restart in normal play mode.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery compartment on the back of the unit. Open the battery cover by sliding the tab.
3. Install 2 new AA (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 and push down until it clicks into position.



BATTERY NOTICE

- Use new alkaline batteries or fully charged NI-MH (Nickel Metal-hydride) rechargeable batteries for best 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, 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

www.recyclenow.com.

HOW TO PLAY

Press the **On/Off Button** to turn the unit **ON**.

Drawing on Paper:

In any of the Connect the Dots drawing activities, put a piece of blank paper on the **Light Up Dots Area & White Board Surface** to draw. It is not necessary to slide the paper into the unit.

Blank sheets of paper should be 210 x 148 mm (8.3 x 5.8 inches), the size of an A5 piece of paper (or half the size of A4). Do not fold the paper before placing it on the **Light Up Dots Area & White Board Surface**, as the light up dots cannot be seen clearly if the paper is too thick or creased. To be environmentally friendly, we recommend using recycled paper.

The **Paper Lock** will help keep the paper secure. To open the **Paper Lock**, use your finger to push on the top of the clip. To close it, push the clip down.



Open



Close

Drawing on the White Board Surface:

Use a dry-erase marker or water-based marker (each sold separately) to draw on the **White Board Surface**.

To clean the **White Board Surface**, wipe with a slightly damp cloth to remove the drawing or any dirt.

Note:

Not all dry-erase markers can be cleaned off thoroughly. Every time you use a new marker, draw a small line in the corner of the board to see if it can be erased easily.

Do not use oil-based markers or the included crayons to draw on the **White Board Surface**, as they cannot be erased thoroughly.

Storage Compartment and Stencil:

At the back of the unit, there is a **Storage Compartment** for storing the colouring pages and crayons. The **Stencil** slides into the back of the unit to complete the **Storage Compartment**.

To open it, place a finger on the gap of the **Stencil**, then lift it up and slide up and out to pull the **Stencil** out of the unit.

To close it, align the bottom corners of the **Stencil** to the two triangular holders on the bottom of the back of the unit. Slide the **Stencil** down into the holders and push down to lock it into position.



ACTIVITIES

Connect the Dots – Shapes

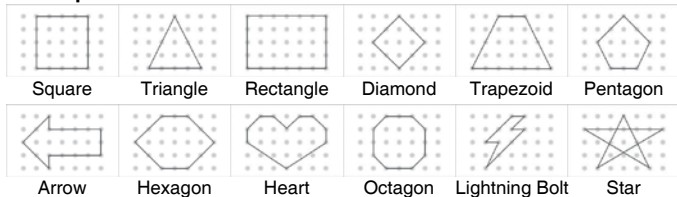


Press the **Shapes Button** to go to the Shapes Selection Menu, press the **Previous** or **Next Buttons** ◀ ▶ to select a shape, then press the **OK Button** (OK) to start drawing. Follow the voice instructions and trace the light up dots to learn how to draw.

During the process:

- Press the **OK Button** (OK) or **Next Button** ▶ to go to the next step when one step is completed.
- Press the **Magic Light Button** (💡) to repeat the current step.
- Press the **Previous Button** ◀ to go back one step.

12 Shapes to Draw:







Connect the Dots – Objects

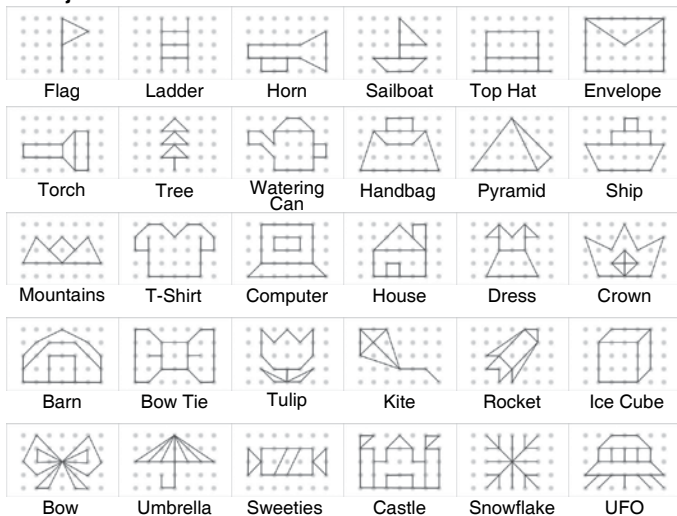


Press the **Objects Button** to go to the Objects Selection Menu, press the **Previous** or **Next Buttons** ◀ ▶ to select an object, then press the **OK Button** (OK) to start drawing. Follow the voice instructions and trace the light up dots to learn how to draw.

During the process:

- Press the **OK Button**  or **Next Button**  to go to the next step when one step is completed.
- Press the **Magic Light Button**  to repeat the current step.
- Press the **Previous Button**  to go back one step.

30 Objects to Draw:



Connect the Dots – Animals

































Press the **Animals Button** to go to the Animals Selection Menu, press the **Previous** or **Next Buttons** to select an animal, then press the **OK Button** to start drawing. Follow the voice instructions and trace the light up dots to learn how to draw.

During the process:

- Press the **OK Button** or **Next Button** to go to the next step when one step is completed.
- Press the **Magic Light Button** to repeat the current step.
- Press the **Previous Button** to go back one step.

30 Animals to Draw:

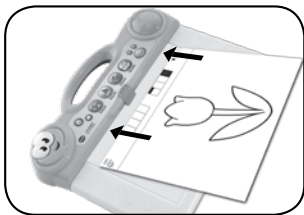
					
Fish	Snail	Duck	Fox	Bird	Whale
					
Seal	Swan	Squirrel	Jellyfish	Elephant	Dragonfly
					
Rabbit	Pony	Camel	Cat	Ladybird	Parrot
					
Butterfly	Turtle	Mouse	Blue Whale	Penguin	Porcupine
					
Sheep	Crab	Lion	Monkey	Snake	Dog

Colour It



Slide in a **Magic Colouring Page** to start the **Magic Colouring** activity any time the unit is on.

Follow the voice instructions and the light up dots to colour the picture step by step. Use the suggested colour or be creative and choose your favourite!

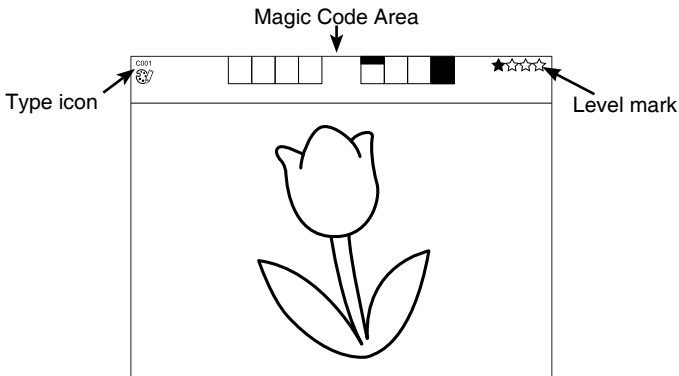


During the process:

- Press the **OK Button** (OK) or **Next Button** (▶) to go to the next step when one step is completed.
- Press the **Magic Light Button** (💡) to repeat the current step.
- Press the **Previous Button** (◀) to go back one step.


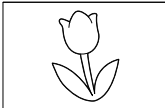

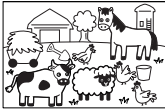

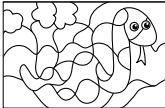


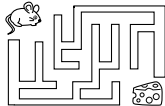
Magic Colouring Pages

The top left corner of the **Magic Colouring Page** indicates the type of picture, while the top right corner indicates the skill level.



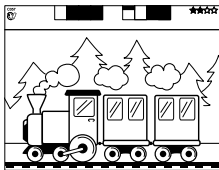
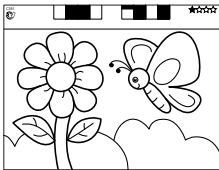
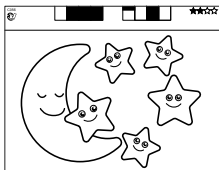
Note: Do not draw or colour on the Magic Code area of the **Magic Colouring Page**, as it will affect the colouring page recognition.

We have 3 types of pictures with different skill levels:

Type	Level	Examples
 Colouring	★	
	★★	
	★★★	
 Hidden Picture	★★★★★	 Colour the picture to make the hidden object appear.
		
 Lines Exercise	★★★★★	

Extra Magic Colouring Pages (free download)

Download replacement and new **Magic Colouring Pages** from:
www.vtech.co.uk/downloads/digiart/colour_by_lights_colouring_download



Printing Tips (how to correctly print Magic Colouring Pages)

After downloading the printing file, please see the following information to print the **Magic Colouring Pages**.

- Set Paper Scaling to "None" or select the "Actual Size" printing setting.
- Make sure that the paper size is set to A4.
- Set the paper orientation to "Landscape".
- Use plain paper to print. The unit will not recognise the **Magic Colouring Pages** if glossy paper or photo paper is used.
- Be sure the printer is not set to "eco print" or "greyscale" as not enough black ink will be used for the pages to be recognised by the **DigiArt Colour by Lights**.
- Cut out the picture so it will fit onto the **Light Up Dots Area & White Board Surface**.

Free Play

Turn on the unit and do not insert a **Magic Colouring Page** to play in Free Play mode. Enjoy 15 melodies while you draw and colour.

Press the **OK Button** (OK) or **Magic Light Button** (light bulb icon) to toggle the light up dots animations.

Press the **Previous** or **Next Buttons** (left and right arrow icons) to go to the previous or next melody.

Automatic Shut Off

To preserve battery life, the **DigiArt Colour by Lights** will automatically power down after 3 minutes without operation in the Selection Menu. In the **Free Play, Shapes, Objects, Animals, and Colour It** modes, the auto off time is 20 minutes.

Low Battery

When the batteries are exhausted, the **Light Up Dots** will show the low battery icon and then automatically shut off.

Please replace the batteries with a brand new set of batteries before further use.

CARE & MAINTENANCE

1. Please store and use the unit in dry areas.
2. Keep the unit clean by wiping it with a slightly damp cloth.
3. Keep the unit out of direct sunlight and away from any direct heat sources.
4. Remove the batteries when the unit is not in use for an extended period of time.
5. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

Problem	Possible Solution(s)
The unit does not turn on.	<ol style="list-style-type: none">1. Reload the batteries to reset the unit. Please refer to the Battery Installation section for the instructions.2. Batteries may be exhausted. Please replace with a new set of batteries.
The unit gives an incorrect response.	<ol style="list-style-type: none">1. Batteries may be exhausted. Please replace with a new set of batteries.2. Humidity may cause interference with the unit. Please be sure the unit is in a dry area.
Printed Magic Colouring Pages not in correct size or cannot be recognised.	Please read and follow the printing tips in the Colour It section to correctly print the pages.

If the problem persists, please call our Consumer Services Department on 0330 678 0149 (from UK) or +44 330 678 0149 (outside UK) and a service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing **VTech®** 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 on 0330 678 0149 (from UK) or +44 330 678 0149 (outside UK) with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Conforms to ASTM D-4236.



CLASS 1
LED PRODUCT



PRODUCT REGISTRATION

Visit www.vtech.co.uk/clubvtech/login
to register your VTech product

By joining the VTech Club you can also enter competitions, find out about news and events, seek expert advice for parents and let your kids play fun learning games and activities.



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.
9. To keep an online record of your warranty, please register your product online at www.vtech.co.uk/warranty

VTech Electronics EU PLC, c/o XPO Logistics, Warehouse 350, Cat & Fiddle Lane, West Hallam, DE7 6HE

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.



**Visit our website for more
information about our products,
downloads, resources and more.**

www.vtech.co.uk

