

vtech[®]

User's Manual

Nitro Web Notebook[™]



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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, and plug-in accessories– tools that go hand-in-hand with the way kids learn, play and use information.*

*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,

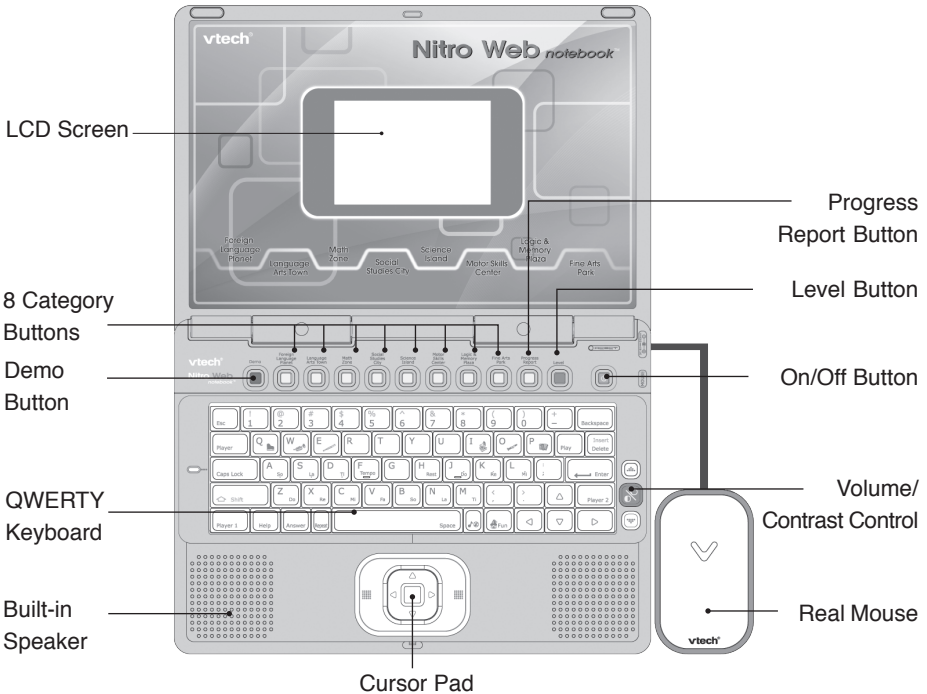
Your friends at VTech®

*To learn more about the **Grade School Learning Series™** and other VTech® toys, visit www.vtechkids.com*

INTRODUCTION

Thank you for purchasing the **VTech® Nitro Web Notebook™**.

The **Nitro Web Notebook™** is a high-tech notebook that is jam-packed with 50 fun learning activities onboard! Your child will have gaming fun while getting lessons in Spanish, Language Arts, Math, Science, Creativity, and Logic. The system has a full QWERTY keyboard and real mouse.



INCLUDED IN THIS PACKAGE

- Nitro Web Notebook™ console
- Nitro Web Notebook™ instruction manual
- Real mouse

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

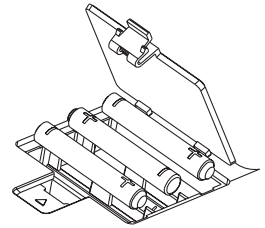
The **Nitro Web Notebook™** operates on 3 “AA” sized batteries (AM-3/LR6) or a **VTech®** 9V adaptor (sold separately). The “AA” sized batteries included in the unit are for demo purposes only and are not long-life batteries.

If you are using a power supply adaptor, please remember to empty the battery slot first.

BATTERY INSTALLATION

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

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 “AA” sized batteries as illustrated.
4. Close the battery cover.





RECHARGEABLE BATTERIES ARE NOT RECOMMENDED.

BATTERY NOTICE

- The use of new alkaline batteries is recommended for maximum performance.
- 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: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Do not mix new and used batteries.
- Only use batteries of the recommended or equivalent type.
- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- 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.
- Remove batteries from the toy if it will not be used for an extended period of time.
- Do not dispose of batteries in fire.

AC-DC ADAPTOR

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

CONNECTING THE ADAPTOR

1. Make sure the unit is **OFF**.
2. Locate the adaptor jack on the right side 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.

ADAPTOR NOTICE

- The toy is not intended for use by children under 3 years old.
- Only use 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 toy or adaptor 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.

USING THE MOUSE

CONNECTING THE MOUSE

Only use a mouse that is compatible with **VTech®** products.

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

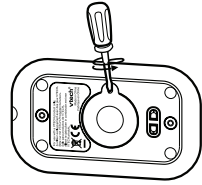


USING THE MOUSE

1. Move the mouse in the direction you want the cursor to move.
2. Click 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 in the mouse, replace the mouse cover and screw the cover closed.




PRODUCT FEATURES

CATEGORIES

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

- Foreign Language Planet
- Language Arts Town
- Math Zone
- Social Studies City
- Science Island
- Motor Skills Center
- Logic & Memory Plaza
- Fine Arts Park

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:

- A23. Math Mania
- A38. Robot Catcher
- A39. Hoop Spree
- A41. Animated Pairs
- A42. Watchout!

PROGRESSIVE LEARNING FEATURE

In most activities, if the questions are answered incorrectly in the first round of a game, 3 of the questions will be repeated in a later round. This feature is designed to help children learn by developing memory skills.



AUTO-LEVELING FEATURE

In most activities, after entering 3 continuous rounds of correct answers and getting 80-100 points each round, it will auto-level up to the next difficulty level; if the score is lower than 60 points each round, after 3 rounds continuously, it will auto-level down.

PROGRESS REPORT


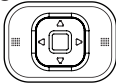
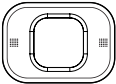
You can review your progress by pressing the Progress Report button.

TURNING THE UNIT ON AND OFF






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

ACTIVITY SELECTION:

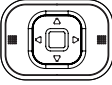

When the unit is turned on, you will see a short opening scene before entering the Category Menu. Here, the categories will cycle through automatically. You can choose a category in one of these ways:


- 1) Press the Enter key when you see a category you like.
- 2) Use the Arrow keys to cycle through the categories and press the Enter  key to choose.
- 3) Use the mouse to click the arrow icon on the screen and cycle through the categories, and then click the screen when you see a category you like.
- 4) Use  to click the arrow icon on the screen and cycle through the categories, press  to click the screen when you see a category you like.
- 5) Press the Category key directly.

After that, you can choose an activity in the following ways:


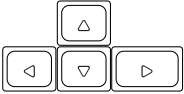



- 1) Press  when you see an activity you like.
- 2) Use    to cycle through the activities manually, and press  to choose one.
- 3) Use the mouse to click the arrow icon on the screen and cycle through the

activities, and then click the screen when you see an activity you like.

- 4) Use  to click the arrow icon on the screen and cycle through the activities, press  to click the screen when you see an activity you like.

- 5) Type the activity number and press .

LEVEL SELECTION

Pressing  will pop up a menu at first. Use  and , mouse,  and  or number keys to choose a level you like. 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 playing five rounds in a row in any activity, you will enjoy a fun musical break!



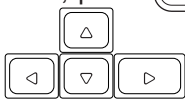
FUN TIME MODE


Enjoy a fun cartoon by pressing  at any time!

AUTOMATIC POWER-OFF

To save power, your Nitro Web Notebook™ automatically shuts down if it does not receive any input after several minutes. Press  to wake your unit. We recommend that you turn off the unit when finished playing. Remove the batteries and unplug the adaptor if your Nitro Web Notebook™ will not be used for an extended period of time.

VOLUME and CONTRAST CONTROL

To adjust the volume, press  and a pop-up screen will appear. Use the mouse,  or  to move the cursor to the right for higher volume and to the left for lower volume.

Press  again to adjust the screen contrast by the same method.

KEYBOARD LAYOUT

Your **VTech® Nitro Web Notebook™** has a full QWERTY keyboard that doubles as a music keyboard. You will also find the following function keys:

FUNCTION KEYS

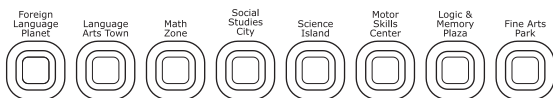


On/Off: Press this button to turn the unit on and off.



Demo: Press this button to see the Demo movie.

8 Category Buttons: Press one of the above buttons to jump to the sub menu of the chosen category.



Progress Report



Progress Report: Press this button to review your progress.



Esc: Press this key to go back to the previous screen or exit the current activity.

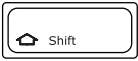
Level



Level: Press this key to select an activity's level of difficulty.



Caps Lock: Press this key to type capital letters. Press once to turn Caps Lock on, press it again to type lowercase letters. The LED light on the left will light up when it is on.



Shift: Press this key together with a letter key to capitalize the letter. You can also use this key to access the alternate letters/symbols or functions of some keys.



Help: Press this key to see helpful instructions or hints for the current activity.



Answer: Press this key to see the correct answer to a question. You will not receive points if this key is pressed.



Repeat: Press this key to repeat a question or an instruction.



Backspace: Press this key to erase the character to the left of the cursor.



Player: Press this key to switch between One Player and Two Player modes.



Player 1 / Player 2: Press to select which player will answer the question in Two Player mode.



Delete: Press this key to delete the current character or space to the right of the cursor or above the underscore.



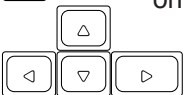
Enter: Press this key after choosing your answer to confirm your selection.



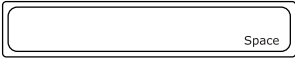
Fun Key: Press this key to see a fun animation.



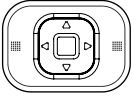
Music On/Off Key: Press this key to turn the background music on and off.



Arrow Keys: Use these keys to cycle through choices in activities or in the Main Menu.



Space Bar: When typing, use this key to insert a space between words, letters or numbers.



Cursor Pad: Use the cursor pad to move the cursor on the screen. Press the Enter button on either side of the cursor pad to select.



Number Keys: Use these keys to enter numbers in number activities.



Letter Keys: Use these keys to enter letters in letter and word-related activities.



Musical Note Keys: Use these keys to enter musical notes in music-related activities.



Instrument Keys: Use these keys to change the instruments in music-related activities.



Tempo Key: Press this key to change the melody tempo in music-related activities.



Rest Key: Press this key to insert a musical rest in Little Musician.



Symbol Keys: Press Shift and one of these keys to input a symbol in your message in Text Editor, My File and E-card activity.



Play Key: Press Shift and this key together to play a melody or an e-card you created in Little Musician or E-card activity.



Insert Key: Press Shift and this key together to pop up a menu in E-card activity. Use the mouse or Enter key to select and insert a small icon into your text.

ACTIVITIES

Your **VTech® Nitro Web Notebook™** includes a total of 50 activities onboard.

Index	Activity Names	Category Names
01	Number Vote	Foreign Language Planet
02	Number Catch	
03	First Letter	
04	Mouse's Snack	
05	Spelling Rescue	
06	Chat Fun	
07	Talk Show	
08	Capital & Small	Language Arts Town
09	Alphabet Catch	
10	Word Spy	
11	Hide and Seek	
12	Mouse's Supper	
13	Word Maze	
14	Word Family	
15	Word Detective	
16	Text Editor	

17	Magic Counting	Math Zone
18	Number Honeycomb	
19	Magic 10	
20	Speedy Sequence	
21	More or Less	
22	Feed Bingo	
23	Math Mania	
24	Show Time	Social Studies City
25	Earful of Sounds	
26	Safety Patrol	
27	My File	
28	Masked Ball	Science Island
29	Shadow Fun	
30	Weather Maker	
31	Ticktock Time	
32	Things That Go!	
33	Word Group	
34	Cyber Baby	
35	Little Environmentalist	
36	Typing Fever	Motor Skills Center
37	Harvest Fever	
38	Robot Catcher	
39	Hoop Spree	
40	Maze Adventure	
41	Animated Pairs	Logic & Memory Plaza
42	Watchout!	
43	Mirror Image	

44	Car Factory	Fine Arts Park
45	Little Musician	
46	Remix Circus	
47	Music Fun	
48	E-card	
49	Dancing Fun	
50	Concert Master	

FOREIGN LANGUAGE PLANET

01. NUMBER VOTE

Let's vote in an election! Vote for the number that matches the Spanish word. To vote for a number, use the mouse, the Arrow keys, or the cursor pad.

02. NUMBER CATCH

Go to the beach for number fun! You will see several clams that quickly open and close their shells, briefly showing a number inside. Use the mouse to click on the number that matches the Spanish word or press Enter when your answer appears before the clam closes its shell!

03. FIRST LETTER

A Spanish word and its picture will appear on screen. Then the first letter of the word will disappear. Grab the letter that completes the Spanish word by using the cursor pad and Enter key or mouse, or by using the keyboard to type the letter.

04. 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 to click on your answer or type the letter using the keyboard to answer.

05. SPELLING RESCUE

Help the dog cross the river by building a letter bridge. To answer, type the letters of the word in order, or use the mouse to click the letter or press Enter to select the letter on screen.

06. CHAT FUN

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.

07. TALK SHOW

Choose the picture that matches the Spanish phrase you heard. Use the mouse to click on your answer or press Enter when you see the answer appear on screen.

LANGUAGE ARTS TOWN

08. CAPITAL & SMALL

Match the capital and small letter on the screen by clicking them as fast as you can with the mouse, Arrow keys and Enter or the cursor pad and Enter.

09. ALPHABET CATCH

Catch the correct letter to complete the alphabetical order before the clam closes its shell! Use the mouse to click on your answer or press Enter when you see the answer appear on screen.

10. WORD SPY

Catch a word that matches the picture. Use the mouse to click on your answer or press Enter when you see the answer appear on screen.

11. HIDE AND SEEK

Remember where the object appears before it disappears. Use the mouse to click on that place to get a chance to answer your question. Use the mouse to click on your answer or use the keyboard to type the letter that completes the word.

12. MOUSE'S SUPPER

Let's feed the hungry mouse! Choose the letter cheese that completes the word. Use the mouse to click on your answer or use the keyboard to type the letter.

13. WORD MAZE

Let's help the dog find the bone! Remember the path of letters and follow them to find it! Use the mouse, Arrow keys and Enter, cursor pad or letter keys to answer. Watch out for the dogcatcher's net!

14. WORD FAMILY

Choose the word that matches the picture on the screen. Use the mouse, Arrow keys and Enter, or cursor pad to answer the question.

15. WORD DETECTIVE

Do you want to be a real detective? Come on, let's have a try! A flashlight will shine on the picture here and there from time to time. Guess and spell the word by using the keyboard to type the letters and then pressing Enter to confirm.

16. TEXT EDITOR

Create your very own stories! You can input text by using the letters, numbers and symbols and also insert small pictures by pressing the Shift key and Insert key together. If you type a vocabulary word from any of the word activities, you'll enjoy a special animation!

MATH ZONE

17. MAGIC COUNTING

It's raining and the ants are very busy collecting food. Watch them carefully as they move in and out of their home and count how many ants are left inside. Use the mouse, the Arrow keys and Enter, or the cursor pad to answer.

18. NUMBER HONEYCOMB

Several numbers will be shown one by one in the honeycomb. Remember where the numbers appear and use the mouse to click the honeycomb cells in the correct order. You can also use the Arrow keys and cursor pad to select the cells and press Enter to answer.

19. MAGIC 10

Link the numbers in a line that add up to 10 within the time limit. The numbers can be in a row, column or diagonal. Use the mouse to click on your answer or use the Arrow keys and cursor pad to select the numbers and then press Enter to answer.

20. SPEEDY SEQUENCE

Click on the correct shape and fill in the missing sequence. Use the mouse to click on your answer or use the cursor pad and then press Enter to answer.

21. MORE OR LESS

Look at the equation and then use the mouse to click on the “√” for “true” if the equation is correct or the “X” for “false” if the equation is incorrect. You can also use the Arrow keys or cursor pad and then press Enter to answer. Hurry! This is a timed game!

22. FEED BINGO

Uh-oh, Bingo is hungry! Feed him by choosing numbers that add up to the target number on screen. Use the mouse to click on your answer or use the Arrow keys and cursor pad to select a number and then press Enter to answer.

23. MATH MANIA

It's time for a challenging math game! Choose the “+” or “-“ sign to complete the equation on screen. Use the mouse to click on your answer or use the arrow keys and cursor pad to select and then press Enter to answer.

SOCIAL STUDIES CITY

24. SHOW TIME

Show time! Let's dress up! Use the Arrow keys or cursor pad and then press Enter to choose the same outfit you saw at the beginning of the game.

25. EARFUL OF SOUNDS

Listen to the sound and find the matching picture. Use the mouse to click on your answer or use the Arrow keys and cursor pad to select and then press Enter to answer.

26. SAFETY PATROL

Safety knowledge is very important, so let's test your safety skills in this game! Use the mouse to click on something that is not safe. You can also use the cursor pad and press Enter to answer.

27. MY FILE

Type information about yourself: your name, your birthday, your age, phone number, email address, your best friend's name and your interests.

SCIENCE ISLAND

28. MASKED BALL

All the animals are dressed up for a fancy ball! Can you recognize the masked animal from the four choices? Use the mouse to click on your answer or use the Arrow keys and cursor pad to select and then press Enter to answer.

29. SHADOW FUN

Can you guess which animal goes with which shadow? Scroll through the animals at the right to find the one that matches the shadow on the left. Use the mouse to click on your answer or press Enter when you see the answer appear on screen.

30. WEATHER MAKER

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

31. TICKTOCK TIME

Move the hands on the clock to match the time shown. To move the hands, use the mouse to click on the arrows below the clock. You can also move the arrows with the Arrow keys or cursor pad and then press Enter to answer.

32. THINGS THAT GO!

Look at the group of things on the screen and choose the one that moves. Use the Arrow keys or cursor pad and then press Enter to answer.

33. WORD GROUP

Choose the train with a word related to the word on the top of the screen. Use the mouse to click on your answer or use the Arrow keys and cursor pad to select and then press Enter to answer.

34. CYBER BABY

Choose a cyber baby and take care of it. Make sure you feed it the food it likes to eat!

35. LITTLE ENVIRONMENTALIST

Let's learn to protect our beautiful planet! Check out the two pictures and select the one that is more likely to help the environment. Use the mouse to click on your answer or use the Arrow keys and cursor pad to select and then press Enter to answer.

MOTOR SKILLS CENTER

36. TYPING FEVER

Remember the letters shown at the beginning of the game and use the keyboard to type them as fast as you can before time runs out!

37. HARVEST FEVER

Let's have some fun on the farm! Help the farmer collect as many vegetables as possible within the time limit! Use the mouse to click on the vegetables as fast as you can. Great Job!

38. ROBOT CATCHER

Help the robot catch as many balls as possible! You can use the Arrow keys to move the robot left, right, up or down! Hurry up and catch as many balls as you can before time runs out!

39. HOOP SPREE

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

40. MAZE ADVENTURE

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!

LOGIC & MEMORY PLAZA

41. ANIMATED PAIRS

Use the mouse to click on the picture card pairs as fast as you can! You can also use the Arrow keys or cursor pad to select the cards and then press Enter to answer.

42. WATCHOUT!

Please help Tom get home on time. Use the mouse to select the correct tool that will clear the obstacles from the path so that he can get home within the time limit. Let's go!

43. MIRROR IMAGE

Look at the mirror image, and choose the matching pictures by clicking them with the mouse. You can also use the Arrow keys or cursor pad and then press Enter to answer.

FINE ARTS PARK

44. CAR FACTORY

Do you want to design your very own car? Click the arrows on the screen with the mouse or use the Arrow keys and cursor pad and then press Enter to select your favorite style of car. Press Enter and use the mouse or Arrow keys to select from the cool accessories and add them to your car! Cool design!

45. LITTLE MUSICIAN

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

46. REMIX CIRCUS

Let's have some music fun! Choose a melody and jam fun sounds into the melody by clicking them with the mouse. Click the arrows on screen or use the Arrow keys or cursor pad to see more fun sound icons. Press Enter to jam them into the melody.

47. MUSIC FUN

Listen to the musical notes carefully! Musical notes on screen will play one by one. Use the mouse to click them in the order they were heard.

48. E-CARD

Let's create an e-card for your family and friends! Use the mouse or Enter button to select a background and then input your message on the card. You can then insert some small pictures by clicking the "star" symbol at the right side of the screen or by using the hot key (pressing the Shift and Insert keys together). Click the check mark icon at the bottom right corner of the screen to see the finished, animated e-card.

49. DANCING FUN

Let's dance! There are 7 fun poses for you to choose from at the right side of the screen. Use the Arrow keys or cursor pad to see what the poses look like, and then make your own combination of the dance steps by selecting a series of poses in order. Click the "play" icon at the bottom right corner of the screen to watch the dance you created.

50. CONCERT MASTER

Conduct your own concert! Choose a number to play a melody, then use the Arrow keys or cursor pad and press Enter to select different instruments to play the melody. You are a real concert master!

Melody List:

1. She'll Be Coming 'round the Mountain
2. Oh My Darling, Clementine
3. Turkish March
4. Jopin: The Entertainer
5. Rossini: William Tell Overture
6. Offenbach: Can Can
7. Mendelssohn: Spring Song
8. Pop Goes the Weasel
9. Bach: Badinerie

TROUBLESHOOTING

1. If your Nitro Web 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 located just above the Power button labeled “Reset.”
- If you are still having problems, visit our web site at 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 problem you are experiencing.
- The actions you took right before the problem occurred.

Internet: www.vtechkids.com

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

OTHER INFO

DISCLAIMER AND LIMITATION OF LIABILITY

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.

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Company: **VTech**® Electronics North America, L.L.C.

Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL
60004 USA

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

NOTE: This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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.

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IMPORTANT NOTE

Creating and developing Electronic Learning 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. or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A services representative will be happy to help you.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.