

Instruction Manual

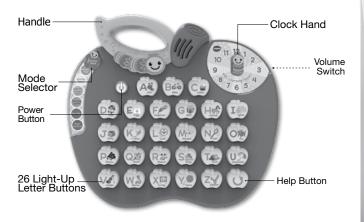
ABC Learning Apple™



INTRODUCTION

Thank you for purchasing the ABC Learning Apple™.

The ABC Learning Apple™ is an interactive light-up learning board that's full of fun! Twenty-six letter buttons and a moveable clock hand encourage discovery as your child explores essential pre-school skills like phonics, letters, numbers, spelling, vocabulary and time concepts. Realistic sounds effects, light-up buttons, fun phrases, different levels of play and cheerful melodies add to the fun and learning!



INCLUDED IN THE PACKAGE

- ABC Learning Apple[™]
- · Quick Start Guide

WARNING

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

NOTE

Please save this instruction manual as it contains important information.

ATTENTION

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d'emballage. Ils ne font pas partie du jouet.

NOTE

Il est conseillé de conserver ce guide de démarrage rapide car il comporte des informations importantes.

Unlock the Packaging Locks

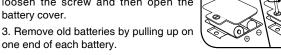


- ① Rotate the packaging locks counterclockwise several times.
- ② Pull out the packaging locks and discard.

INSTRUCTIONS

Battery Removal and Installation

- 1. Make sure the unit is turned Off.
- 2. Find the battery cover located on the back of the unit, use a screwdriver to loosen the screw and then open the battery cover.



- 4. Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
- 5. Replace the battery cover and tighten the screw to secure.

⚠ WARNING:

Adult assembly required for battery installation. Keep batteries out of reach of children.

ATTENTION:

Les piles ou accumulateurs doivent être installés par un adulte. Tenir les piles ou accumulateurs hors de portée des enfants.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- · Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.

- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES

- Remove rechargeable batteries from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

IMPORTANT : INFORMATIONS CONCERNANT LES PILES

- Les piles fournies avec le produit permettent de tester le jouet en magasin mais ne sont pas des piles longue durée.
- Mettre en place les piles ou les accumulateurs en respectant les polarités + et -.
- Ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas mélanger différents types de piles : alcalines, zinc-carbone et rechargeables.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en courtcircuit (en reliant directement le + et le -).
- Retirer les piles ou les accumulateurs en cas de non-utilisation prolongée.
- Enlever les piles ou les accumulateurs usagés du jouet.
- Ne les jeter ni au feu ni dans la nature.

PILES RECHARGEABLES:

- Enlever, lorsque c'est possible, les accumulateurs du jouet pour les recharger.
- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.
- Ne pas tenter de recharger des piles non rechargeables.

PRODUCT FEATURES

1. Power Button

Press the **Power Button** to turn the unit **On**. Press the button again to turn the unit **Off**.



2. Mode Selector

Slide the **Mode Selector** up or down to select from seven activities.



3. Light-Up Letter Buttons

Press the **Light-Up Letter Buttons** to explore letters, objects, play music, or make an answer selection in related activities.



4. Help Button

Press the **Help Button** to repeat the current question or receive a helpful hint.



5. Moveable Clock Hand

Move the **Clock Hand** at any time to hear the corresponding time and a related phrase, or answer a question in the Quiz Time activity.



Volume Switch

Located on the back of the product, the **Volume Switch** can be moved to the right for higher volume or to the left for lower volume.

Automatic Shut-Off

To preserve battery life, the **ABC Learning Apple[™]** will automatically shut off after several minutes without input. The unit can be turned on again by pressing the **Power Button**.

TO BEGIN PLAY

Press the **Power Button** to turn on the unit, then move the **Mode Selector** to select a game to play.

Note

Make sure the Mode Selector is positioned on one of the seven activities. If you accidentally move the Mode Selector between two activity modes, the worm will ask you to move the slider to select a game.

ACTIVITIES

1. Phonics World

Move the **Mode Selector** to the first position to enter this activity. You will be asked to press any **Light-Up Letter Button** to learn about letter sounds. Keep pressing the buttons to hear more letter sounds.

2. Discovery Time

Move the **Mode Selector** to the second position to enter this activity. You will be asked to press any **Light-Up Letter Button** to learn about vocabulary words. Press the button to hear the corresponding response.

3. Spelling Game

Move the **Mode Selector** to the third position to enter this activity. You will hear a word and how it is spelled. Watch carefully as the buttons light up to spell the word. Then press the **Light-Up Letter Buttons** in the correct order to spell the word. There are four difficulty levels in this activity. After every five words are spelled correctly, it will automatically move up to the next level of words.

4. Feed the Hungry Worm

Move the **Mode Selector** to the fourth position to enter this activity. The worm is hungry! You will be asked to press the flashing **Light-Up Letter Buttons** to feed the hungry worm. There are five difficulty levels in this activity.

5. Dancing Lights

Move the **Mode Selector** to the fifth position to enter this activity. This is a memory game. Watch as the buttons light up and then repeat the pattern. A new light will be added to the sequence after each correct round. There are three difficulty levels in this activity.

6. Eye Spy

Move the **Mode Selector** to the sixth position to enter this activity. You will be asked a series of quiz questions. Press a **Light-Up Letter Button** or move the **Clock Hand** to answer. There are five difficulty levels in this activity.

7. Music Festival

Move the **Mode Selector** to the seventh position to enter this activity. Press any of the **Light-Up Letter Buttons** to hear fun melodies. The lights will dance with the music! Press a button at any time to change the melody.

8. Clock

Move the **Clock Hand** at any time to hear the corresponding time and a related phrase.

MELODIES

- 1. Funiculi, Funicula
- 2. Bicycle Built for Two
- 3. Pat-a-Cake
- 4. Little Miss Muffet
- 5. Peas Porridge Hot
- 6. Mary Had a Little Lamb
- 7. Hey Diddle Diddle
- 8. William Tell Overture
- 9. Humpty Dumpty
- 10. Teddy Bears' Picnic
- 11. Did You Ever See a Lassie?
- 12. Skip to My Lou
- 13. Hickory Dickory Dock
- 14. Sailing, Sailing
- 15. Yankee Doodle
- 16. Ode to Jov
- 17. Wheels on the Bus
- 18. Polly Put the Kettle On
- 19. Row, Row, Row Your Boat
- 20. London Bridge
- 21. Twinkle, Twinkle Little Star
- 22. Old MacDonald Had a Farm
- 23. Glow Worm
- 24. Chopsticks
- 25. Three Little Kittens
- 26. A-Tisket, A-Tasket

CARE & MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat sources.
- Remove the batteries if the unit will not be in use for an extended period of time.
- Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, 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 **On.** The unit should now be ready to use again.
- 5. If the unit still does not work, install a new set of batteries.

IMPORTANT NOTE:

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or by going to our website **vtechkids.com** and filling out our **Contact Us** form located under the **Customer Support** link. 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 contact us with any problems and/or suggestions you might have. A service 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.

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 distance 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.

Supplier's Declaration of Conformity 47 CFR § 2.1077 Compliance Information

Trade Name: VTech® Model: 139060

Product Name: ABC Learning Apple™

Responsible Party: VTech Electronics North America, L.L.C.

Address: 1156 W. Shure Drive, Suite 200

Arlington Heights, IL 60004

Website: vtechkids.com

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.

CAN ICES-003(B)/NMB-003(B)

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

vtechkids.com vtechkids.ca

Read our complete warranty policy online at vtechkids.com/warranty vtechkids.ca/warranty

