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You can read the recommendations in the user guide, the technical guide or the installation guide for VTECH BUZZ LIGHTYEAR STAR COMMAND LAPTOP. You'll find the answers to all your questions on the VTECH BUZZ LIGHTYEAR STAR COMMAND LAPTOP in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual VTECH BUZZ LIGHTYEAR STAR COMMAND LAPTOP
User guide VTECH BUZZ LIGHTYEAR STAR COMMAND LAPTOP
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Manual abstract:

disney.com © 2010 VTech Printed in China 91-002460-000 INTRODUCTION Thank you for purchasing the VTech® Buzz Lightyear Star Command Laptop. Your child will love to learn letters, language, numbers, logic and lots more with this fantastic spaceship-styled laptop. Let's join the adventure with Buzz Lightyear and his friends in 30 fun activities that will bring mind-boggling challenges to your child. LCD SCREEN 4 CATEGORY BUTTONS 10 NUMBER BUTTONS ON/OFF BUTTON ESCAPE BUTTON ANSWER BUTTON REPEAT BUTTON CURSOR MOUSE QWERTY KEYBOARD ENTER BUTTON SETUP BUTTON INTRODUCTION Introduction LIGHT-UP BUZZ LIGHTYEAR BUTTON INCLUDED IN THIS PACKAGE · One VTech® Buzz Lightyear Star Command Laptop · One User's Manual 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. DEMO STRIP REMOVAL: When the product is taken out of the packaging, please remove the demo strip from the unit to activate normal play mode. Unlock the packaging locks: Rotate the packaging locks 90 degrees counter-clockwise. Pull out the packaging locks.

GETTING STARTED BATTERY INSTALLATION 1. Make sure the unit is turned OFF.

2. Locate the battery cover on the bottom of the unit. 3. Open the battery cover. 4.

Install 3 new "AA" (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.) 5. Replace the battery cover. Getting Started GETTING STARTED BATTERY NOTICE · The use of new alkaline batteries is recommended for maximum performance.

· Non-rechargeable batteries are not to be recharged. · Rechargeable batteries are to be removed from the toy before being charged (if removable). @@ · Do not mix old and new batteries. @@@@ · Batteries are to be inserted with the correct polarity. · Exhausted batteries are to be removed from the toy. · The supply terminals are not to be short-circuited. @@ · Do not dispose of batteries in fire. WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES. PRODUCT FEATURES 1. ON/OFF BUTTON To turn the unit on, press the On/Off button or the Buzz Lightyear Button.

Press the On/Off button again to turn the unit off. BATTERY NOTICE Product Features 2. CATEGORY BUTTONS Press one of the category buttons to choose from one of the four categories: Letters & Language, Numbers, Logic, or Games. There are a total of thirty activities to choose from. 3. BUZZ LIGHTYEAR BUTTON Games Letters & Language Numbers Logic The light inside Buzz Lightyear's helmet will flash when various actions are performed during play, including selecting an activity mode, answering questions and whenever Buzz Lightyear's voice is heard. 4. LETTER BUTTONS Q A W S Z E D X R F C T G V Y H B U J N I K M O L P Press the Letter Buttons to learn letters, or answer letter-related questions. Beschrijving van de functies Product Features Press this button to see some fun animations on the LCD screen and hear some of Buzz Lightyear's phrases. Following this, the laptop will enter Free Play mode where you can freely select any of the number or letter buttons to learn numbers, letters and phonic letter sounds.

5. NUMBER BUTTONS 1 2 3 4 5 6 7 8 0 Press the Number Buttons to learn numbers, or answer number-related questions. 6. REPEAT BUTTON Repeat Press this button to repeat the current question or instruction. 7. ENTER BUTTON Enter Press this button to make a choice. 8. ANSWER BUTTON Answer Press this button to show the correct answer in most activities. 9. SETUP BUTTON Setup Press this button to adjust screen contrast, volume level, or to turn the background music on or off.

There are five steps of adjustment for the screen contrast and volume level. Use the cursor to select. 10. ESC BUTTON Esc Press this button to escape and exit to the previous screen. 11. CURSOR MOUSE Move the Cursor Mouse left, right, up or down to select a choice, and then press the Enter button to choose an answer in related activities. Beginnen met spelen Product Features 12. AUTOMATIC SHUT-OFF To preserve battery life, the Buzz Lightyear Star Command Laptop 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 shut off when your batteries are very low.

A warning will be displayed on screen as a reminder to change your batteries. TO BEGIN PLAY 1. Press the On/Off button to turn the unit on. 3. Alternatively, you can enter the activity number directly using the number buttons and then press the Enter button to choose. 4. You can also press the category buttons to cycle between the four activity modes. ACTIVITIES Category 1: Letters & Language 01. Laser Phonics Buzz Lightyear is looking for something in the darkness with the light from his laser beam. Three letters are displayed on the screen.

Listen to the instruction and find the letter that makes the sound you hear. Move the mouse left or right to select and press Enter to choose, or press the matching Letter Button to answer. Activiteiten Activities 2. The unit will play a short animation, then it will enter the activity menu. Use the cursor mouse to select an activity and press the Enter button to choose.

02. Spanish Buzz Buzz Lightyear has been accidentally switched to Spanish mode. Find the picture that matches the Spanish phrase that is heard. @@Capital and Small 04. @@@@ @@@@ There are three doors on the screen, each with a different letter.

Find the correct door according to the instruction. @@@@ @@@@ Three letters will be shown one by one. Press the letters in the same sequence using the Letter Buttons. @@@@ @@@@ Three numbers are displayed on the screen. Listen to the instruction and find the correct number. @@@@ Find the picture that matches the Spanish number that is heard. @@ Piggy Bank Help Hamm count how many coins there are. The coins will drop down into the slot on Hamm's back. @@@@ Listen to each instruction and choose the correct balloons. @@@@ There are three doors on the screen, each with a different number.

Find the correct door according to the instruction. @@@@ Help Buzz Lightyear find the largest number by moving the mouse left or right and press Enter to choose, or press the matching Number Button to answer. @@ When the answer is incorrect, Buzz Lightyear won't make it all the way across! 14. Smallest Number The screen shows three aliens, each with a number on them. Listen to the instruction and find the smallest number. Move the mouse left or right and press Enter to choose, or press the matching Number Button to answer. When the Activities 10 answer is correct, the pincers will pick up that specific alien. 15. Number Code Help Buzz Lightyear to activate his launch mode.



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Three numbers will be shown one by one.

Press the numbers in the same sequence using the Number Buttons. When the answer is correct, Buzz Lightyear's wings will pop open. 16. Add the Blocks Woody needs to arrange the blocks in order. An equation is given with three answer choices at the bottom.

Move the mouse left or right to select a number and press Enter to choose, or press the matching Number Button to answer. Category 3: Logic 17. Hide and Seek There are three boxes on the screen. An alien will jump into one of the boxes, then the boxes will be swapped around. Remember which box the alien is hiding inside, and select it by moving the mouse left or right and press Enter to choose.

18. Spot the Difference There are four army men on the screen. They are in the middle of a drill, but one of them is out of sync with the others. Find the one that is different by moving the mouse left or right and then press Enter to choose. Activities 11 19. Big and Small There are three dolls shown on screen in random size order. According to the instruction, arrange the dolls from largest to smallest or smallest to largest. Move the mouse left or right to select a doll and then press Enter to choose. Then select another doll and press Enter. The two dolls will then swap their location.

Follow the same method until the dolls are arranged in the correct order. When answer correct, the dolls will all jump inside the largest one. There are some toys scattered around the floor of Bonnie's bedroom. Help to push the obstacles away so that Woody can pass through and find Bonnie's backpack. Use the mouse to push the obstacles left, right, up or down. 21. Where is Woody's Hat? Woody has put his hat somewhere, but he's forgotten where. Help Woody find his hat according to the instruction. Move the mouse left or right to highlight an answer and press Enter to choose. 22.

Shape Puzzle A sequence of shapes will be shown on the screen. Help the aliens to find the missing shape that completes the sequence. Move the mouse up or down to select the correct shape and press Enter to choose. Activities 1 20. Bonnie's Backpack 23.

Grab the Shapes Buzz Lightyear will run onto the screen to find three handles, each one a different shape. @@@@A photo of one character will appear on the left, then some shadows will appear one by one on the right. Find the matching character's shadow by moving the mouse up or down and press Enter to choose. 25. Rock, Paper, Scissors Play rock, paper, scissors with Woody or Buzz Lightyear.

Move the mouse 00-521-2010 in the U.S. or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you. Important Note 1 .



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