



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for VTECH WALL.E LEARNING LAPTOP. You'll find the answers to all your questions on the VTECH WALL.E LEARNING 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 WALL.E LEARNING LAPTOP**  
**User guide VTECH WALL.E LEARNING LAPTOP**  
**Operating instructions VTECH WALL.E LEARNING LAPTOP**  
**Instructions for use VTECH WALL.E LEARNING LAPTOP**  
**Instruction manual VTECH WALL.E LEARNING LAPTOP**

Disney • PIXAR  
**WALL•E**



User's Manual



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**Manual abstract:**

vtechkids.com INTRODUCTION Thank you for purchasing the VTech® WALL-E Learning Laptop. The WALL-E Learning Laptop introduces age-appropriate curriculum in a fun and engaging way! With 5 modes of play including 15 games, your child will learn and have fun with letters, words, numbers, logic and games. Sound effects and music add to the enjoyment as you join WALL-E in adventures across the galaxy. WINKING EYE ROTATABLE HAND CONTROLLERS LCD SCREEN VOLUME CONTROL BUTTON ON/OFF BUTTON MODE SELECTOR SPEAKER REPEAT BUTTON ENTER BUTTON ANSWER BUTTON ARROW BUTTONS KEYBOARD LOCK QWERTY KEYBOARD Introduction 2 INCLUDED IN THIS PACKAGE · · One VTech® WALL-E Learning 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. GETTING STARTED 1. Make sure the unit is OFF. 2. Locate the battery cover on the back of the unit. 3. Open the battery cover. 4. Install 3 new "AA" (AM-3/LR6) batteries into the compartment as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.) 5. Replace the battery cover. BATTERY NOTICE · · · · Install batteries correctly observing the polarity (+, -) signs to avoid leakage. Do not mix old and new batteries. Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium). Remove the batteries from the equipment when the unit will not be used for an extended period of time. Always remove exhausted batteries from the equipment. Getting Started 3 BATTERY INSTALLATION · · · Do not dispose of batteries in fire. Do not attempt to recharge ordinary batteries. The supply terminals are not to be short-circuited. @@@@ON/OFF BUTTON To turn the unit ON, press the ON/OFF BUTTON. Press the ON/OFF BUTTON again to turn the unit OFF. 2. @@There are 3 volume levels. Product Features 4 3. ROTATABLE HAND CONTROLLERS Turn WALL · E's hands to choose a game or to interact during some of the games. 4. WINKING EYE WALL-E will wink when the unit is turned on or off, when a question is answered correctly and at certain times throughout the games to encourage interaction. 5. ENTER BUTTON Press this button to confirm a choice. 6. ANSWER BUTTON Press this button to reveal the answer. 7. REPEAT BUTTON Press this button to hear the instructions repeated. Product Features 5 8. ARROW BUTTONS Press these buttons to make a selection and answer a question. TO BEGIN PLAY 1. Press the ON/OFF BUTTON. The unit will play a short animation then will enter the mode of play that the MODE SELECTOR is positioned on. If there is no input, the activities in that mode will be scrolled through on the screen. 2. Move the MODE SELECTOR to choose one of the five modes of play: Letters, Words, Numbers, Logic or Games. There are three activities in each mode. To Begin Play 6 9. AUTOMATIC SHUT-OFF To preserve battery life, the WALL · E Learning 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 auto power off when the batteries are very low. A warning will be displayed on screen as a reminder to change the batteries. 3. Choose an activity within a mode of play by using the ARROW BUTTONS or WALL-E's ROTATABLE HAND CONTROLLERS to scroll through the options. Press the ENTER BUTTON to confirm. ACTIVITIES LETTERS 1. Infrared Letter Location A capital or small letter will be shown on the screen. Find the matching capital or small letter by using the arrow buttons or by turning WALL-E's hands. Press enter to confirm. 2. Sort Trash Cubes A few letters will be shown on the screen. @@Press enter to confirm. @@@@Press enter to confirm. Alternatively, press the letter buttons to answer. 5. @@@@Press enter to confirm. 6. @@@@Press enter to confirm. NUMBERS 7. Collect In Order Some numbers will be shown on the screen. @@Press enter to confirm. @@Counting An object will be shown at the beginning of each question. Count how many of the required objects are shown on the screen. Press a number button to answer. 9. @@Choose 2 sets of trash cubes that add up to the required number. @@Press enter to confirm. LOGIC 10. @@Remember the dance steps done by EVE. @@11. @@Press enter to confirm. 12. Escape From M-O WALL-E is being chased by M-O. Help WALL-E to open the door and escape by solving the code. Open the door by selecting the odd one out. For example, if 3 letters and 1 number are shown, the number is the odd one out. Use the arrow buttons or turn WALL-E's hands to choose your answer. Press enter to confirm. Activities 9 GAMES 13. The Plant Watch the animation carefully to see which robot takes the plant away. Use the arrow buttons or turn WALL-E's hands to identify the robot that took the plant. Press enter to confirm. Alternatively, press the corresponding letter button to answer. 14. Collect Cubes There are 2 columns of objects falling down. Turn WALL-E's hands up to collect the cubes. Turn WALL-E's hands down or to the side to let the other objects fall. 15. Follow EVE Work out which path EVE will end up on. Use the arrow buttons or turn WALL-E's hands to choose the path before EVE reaches the end. Activities 10 CARE & MAINTENANCE 1. Keep the unit clean by wiping it with a slightly damp cloth. 3. Remove the batteries when the unit is not in use for an extended period of time. 4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water. TROUBLESHOOTING If for some reason the program/activity stops working or malfunctions, please follow these steps: 1. Please 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 play again. 5. If the product still does not work, replace with a new set of batteries. If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you. Care & Maintenance / Troubleshooting 11 2. @@@@However, errors sometimes can occur. @@@@A service representative will be happy to help you. 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.



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*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 Caution : Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. Note 12 .*



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