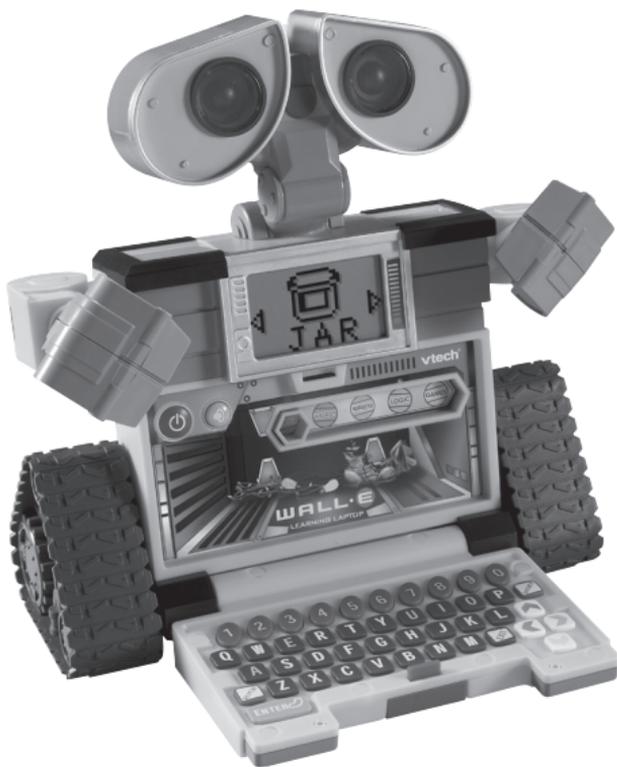


Disney • PIXAR
WALL•E



User's Manual



vtech®

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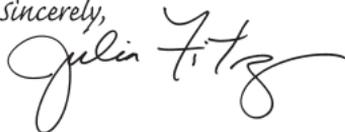
Dear Parent,

At VTech®, we know how important the first day of school is for your child. To help prepare preschoolers for this important event, VTech® has developed the **Preschool Learning™** series of interactive toys.

Preschool Learning™ features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With **Preschool Learning™**, learning is fun from day one!

At VTech®, we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting VTech® with the important job of helping your child learn and grow!

Sincerely,



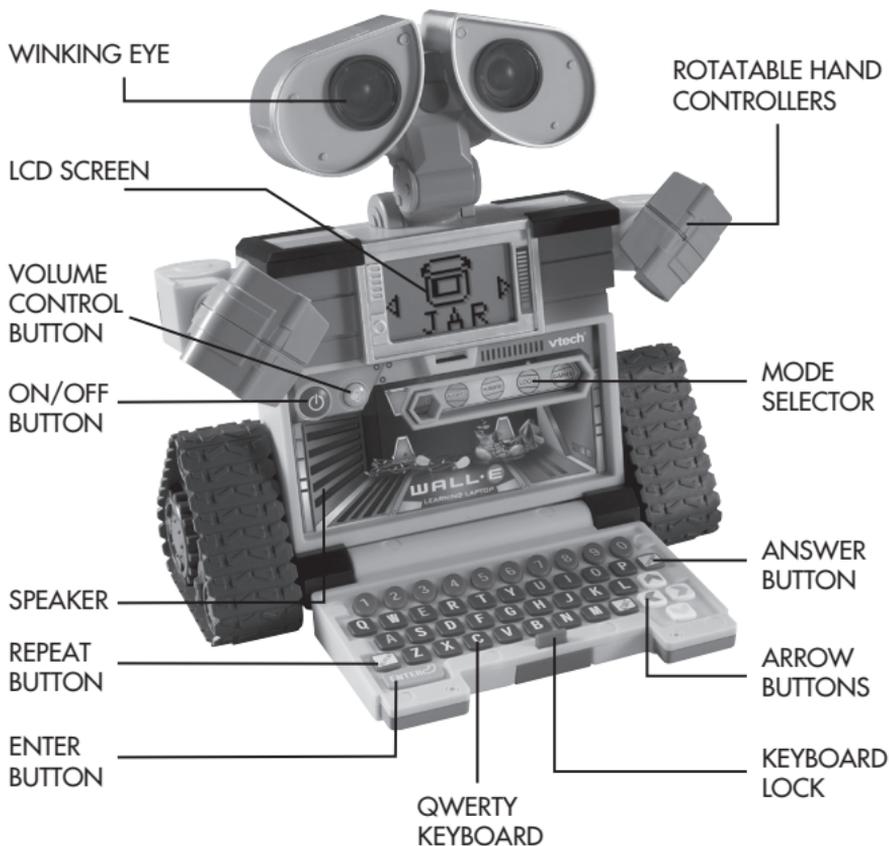
Julia Fitzgerald
Vice President, Marketing
VTech Electronics, NA

To learn more about the **Preschool Learning™** and other VTech® toys, visit www.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.



INCLUDED IN THIS PACKAGE

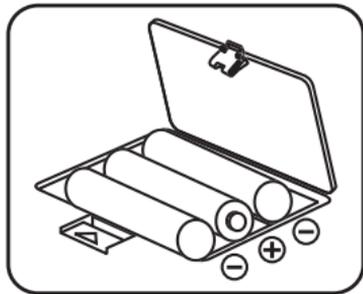
- One VTech® WALL•E Learning Laptop
- One User's Manual

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

BATTERY INSTALLATION

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.

- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

REMOVE DEMO TAG

The demo tag should be removed automatically when the product is taken out of the packaging. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

PRODUCT FEATURES

1. ON/OFF BUTTON

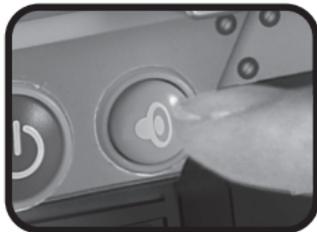
To turn the unit **ON**, press the **ON/OFF BUTTON**.

Press the **ON/OFF BUTTON** again to turn the unit **OFF**.



2. VOLUME CONTROL BUTTON

To adjust the volume, press the **VOLUME CONTROL BUTTON** repeatedly until a suitable volume is found. There are 3 volume levels.



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.



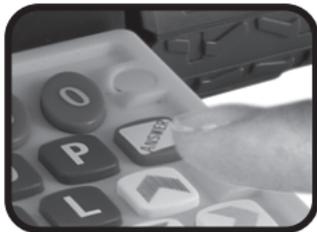
5. ENTER BUTTON

Press this button to confirm a choice.



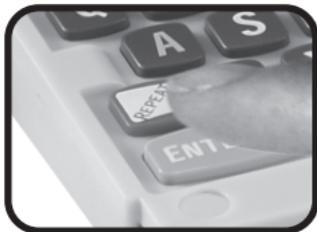
6. ANSWER BUTTON

Press this button to reveal the answer.



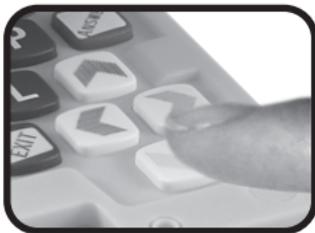
7. REPEAT BUTTON

Press this button to hear the instructions repeated.



8. ARROW BUTTONS

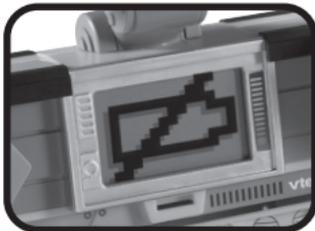
Press these buttons to make a selection and answer a question.



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.

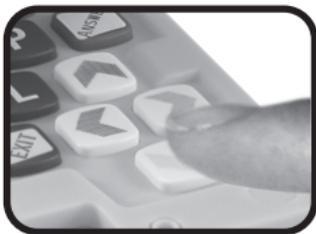


TO BEGIN PLAY

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.



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.



4. Press the **EXIT BUTTON** during an activity to exit and return to the activity selection screen within the selected mode of play.



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.



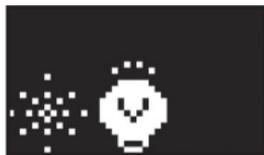
2. Sort Trash Cubes

A few letters will be shown on the screen. Use the arrow buttons or turn WALL•E's hands to select the letters in alphabetical order. Press enter to confirm. Alternatively, press the letter buttons to answer.



3. Letter Bulbs

Letters will appear in light bulbs one by one on the screen. Use the letter buttons to type the letters as fast as you can before they disappear.



WORDS

4. Treasure Hunt

An object will be shown at the beginning of each question. Find the beginning letter by using the arrow buttons or WALL•E's hands. Press enter to confirm. Alternatively, press the letter buttons to answer.



5. WALL•E's Collection

WALL•E wants to show EVE an object. Help WALL•E find it by using the arrow buttons or by turning WALL•E's hands. Press enter to confirm.



6. Letter Cube

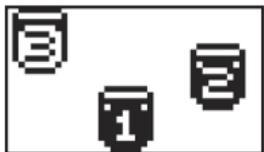
A word will be shown at the beginning of each question then the middle letter will change. Use the arrow buttons or turn WALL•E's hands to change the middle letter to spell the word. Press enter to confirm.



NUMBERS

7. Collect In Order

Some numbers will be shown on the screen. Use the arrow buttons or turn WALL•E's hands to select the numbers in the correct number order. Press enter to confirm. Alternatively, press the number buttons to answer.



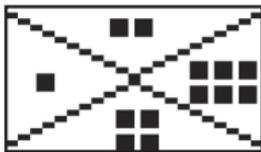
8. Counting

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. Trash Cubes

The required number will be shown at the beginning of each question. Choose 2 sets of trash cubes that add up to the required number. Use the arrow buttons or turn WALL•E's hands to select the sets of cubes. Press enter to confirm.



LOGIC

10. Just Like EVE

EVE will show you a dance at the beginning of each question. Remember the dance steps done by EVE. Use the arrow buttons to help WALL•E repeat the steps in the correct order.



11. Shapes

Turn WALL•E's hands to rotate the shape on the left until it fits the shape on the right. 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.



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.



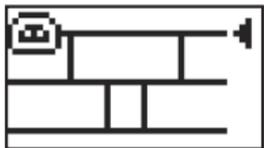
14.Collect Cubes

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.



CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat source.
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.

IMPORTANT NOTE:

Creating and developing **WALL•E™** 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 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. 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.