

vtech®

# User's Manual



Disney · PIXAR

# MONSTERS UNIVERSITY



THE LEARNING APP TABLET

# InnoTAB®

*Dear Parent,*

*At VTech®, we know how much you enjoy staying on top of the hottest trends and having the most high-tech gadgets around. We also know that your kids feel the same way. With that in mind, we developed InnoTab®, our first multi-function tablet just for kids that brings all the magic of Mom's and Dad's tablets into a fun-filled learning experience that fits their active lifestyles.*

*InnoTab® is the next generation of learning toys for children that has a rich library of cartridge software with interactive animated e-books, learning games, creative activities along with a wide variety of additional apps. It features a 5" brilliant color LCD touch screen, a tilt-sensor for game control, as well as a USB port for downloads, SD card slot for memory expansion and a headphone jack, all housed in a sleek, durable and compact design for easy portability.*

*When playing with InnoTab®, kids can look, listen, touch, and tilt their way through activities to discover a world of fun whenever they want and wherever they go. Through interactive play, your child will develop skills in reading, math, social studies, science, music, creativity, and more—which we know is important to you.*

*At VTech®, we are dedicated to helping your children uncover their talents. We thank you for your trust in our products that encourage active minds through imaginative play.*

*Sincerely,*

*Your friends at VTech®*

# INTRODUCTION

The Scare Games are the biggest event of the year at Monsters University. Mike and the other Oozma Kappas need to win, or Mike and Sulley will get expelled! Read their story in the e-book, or help Mike and Sulley train for the Scare Games in the learning games.

## INCLUDED IN THIS PACKAGE

- 1 InnoTab® cartridge – Disney/Pixar Monsters University
- 1 InnoTab® cartridge user's manual

**WARNING:** All packing materials, such as tape, plastic sheets, packaging locks, wire ties, and tags are not part of this toy, and should be discarded for your child's safety.

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

**Note:** Please keep the user's manual as it contains important information.

## GETTING STARTED

### STEP 1: Insert the InnoTab® Cartridge

Make sure the unit is turned off. Insert the InnoTab® cartridge firmly down into the cartridge slot located on the back of the unit and push until it clicks into place as shown in the below image.



## STEP 2: Select the Cartridge Icon

Touch the cartridge icon on **InnoTab**® desktop.

**Note:** Your **InnoTab**® desktop may look slightly different from the image on the right, depending on which version of **InnoTab**® you own.



## STEP 3: Choose How You Want to Play

There are four ways to play. Touch an icon to choose.

**Adventure:** Help Mike train the OK team and win the Scare Games.

**Free Play:** Access the learning games. Collect pennants in Adventure mode to unlock them all!

**E-Book:** Read or listen to the interactive e-book.

**Photo Fun\*:** Take fun pictures with Monsters University frames and stamps.

**Note:** If your version of **InnoTab**® has a built-in camera, a camera activity will appear in the cartridge menu. If your version of **InnoTab**® does not have a built-in camera, this activity will not be available.



## THE HARD KEYS



### HOME

Exit the current activity and return to the **InnoTab**® desktop.



### HELP BUTTON

Replay instructions, or ask for a hint.

# SETTINGS

## Music On/Off

To turn the background music on or off, touch the Music On/Off icon on the cartridge menu.

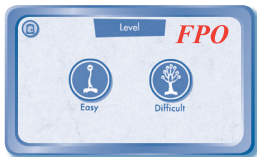


Music On/Off icon

**Note:** If your version of **InnoTab®** has a built-in camera, a camera activity will appear in the cartridge menu. If your version of **InnoTab®** does not have a built-in camera, this activity will not be available.

## Levels

There are two levels for every game; a level selection menu will appear when the player touches any game icon. Touch Easy or Difficult to choose.



# ACTIVITIES

## E-Book

### Menu Page

After touching the e-book icon, you will see a menu page.

Touch the Read the Story icon to go to the index page. Touch the Story Dictionary icon to see vocabulary words from the story. Touch the Settings icon to turn the vocabulary word highlights and music on or off.



## Index Page

After touching the Read the Story icon, you will see an index page. You can start the story from the beginning by touching Whole Story or choose any page to start reading.



## Story Page

In each story page, touch anywhere on the screen to stop the story narration and enter **Free Play**. When the story narration has finished, you will enter **Free Play** mode automatically.

In **Free Play**, you can touch the words one by one to read the story at your own pace, touch highlighted vocabulary words to hear their definitions, or touch images in the art to hear fun voices and sounds. If you don't touch the screen for a while, the story narration will continue automatically to the next page.

Flick the screen left or right or press the left or right arrow to play the previous or next page.

To listen to the story narration again, touch the **Replay** icon (↺) on the screen. To go back to the index page, touch the **Index** icon (☰) on the screen.



## Adventure Mode

Help Mike and Sulley train for the Scare Games in Adventure Mode. Select **New Game** to start a new adventure, or touch **Continue Game** to continue the adventure.



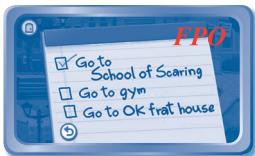
## Calendar

In Adventure Mode, you'll see Mike's calendar. There are two types of days: training days and Scare Game days.



## Training Days

On the training days, a daily plan shows what Mike needs to do. Help Mike get to the places where he wants to train. Tap the path to guide Mike. Tap the pennants on the screen to collect them!



## Path Games

Along the path, Mike will find some clubs that are trying to recruit new members. Stop at a booth to learn more!

## Monster Football

Help Mike kick a field goal by choosing the correct letter.

**Curriculum:** Beginning Letters / Missing Letters



## Monster Puzzle

Mike sees Sulley playing a puzzle game at Games Club booth. Help Sulley complete a puzzle featuring a famous Scarer.

**Curriculum:** Problem Solving



## Scare Card Club

At the Scare Card Club booth, play a memory game with the scare cards.

**Curriculum:** Memory



## Training Games

When Mike arrives at a training location, he'll play a training game.

### Reflex Training

Mike trains to improve his speed and reaction time in the gym. Help Mike get in good shape by running on the treadmill with the highest number, and then running on the treadmills with the correct answer to the math problem.

**Curriculum:** Math, Addition, Number Comparison



### Scary Faces

A good scare is all in the details. Help the OKs find the differences between the two pictures.

**Curriculum:** Visual Discrimination





## Avoid the Spotlight

Mike has set up a training game for Sulley. Help Sulley scare the pop-ups by choosing the correct headboard.

**Curriculum:** Numbers, Number Order



## Scare Games

After several days of training, Mike and Sulley will participate in a Scare Game. Lead the OK team to victory by winning all the games!



## The Toxicity Challenge

Guide Mike as he runs through the sewer full of toxic urchins. Help him race with Sulley and make it to the end of the path.



## Avoid the Parent

Mike needs to avoid the librarian and look for the OK flag. Help him search different bookshelves in the library.

**Curriculum:** Beginning Letters, Missing Letters



## Simulated Scare

Help Sulley and Mike scare the simulator kid within the time limit.



## Free Play

In this activity, you can access all the training games, path games, and Scare Games. Some of them will be locked. Use the pennants collected in Adventure mode to unlock all of them!



## Photo Fun

In this activity, you can take photos with Monsters University frames and stamps.

**Note:** If your version of **InnoTab**® has a built-in camera, a camera activity will appear in the cartridge menu. If your version of **InnoTab**® does not have a built-in camera, this activity will not be available.



## ONLINE FEATURE

Register online to keep track of your child's learning journey with personalized recommendations. You can also connect to our **Learning Lodge**™ to download great apps, games, e-books and more! If you have not already installed the **InnoTab**® version of the **Learning Lodge**™ software on your computer, go to [www.vtechkids.com/download](http://www.vtechkids.com/download) to download and install it.

# CARE & MAINTENANCE

1. Keep **InnoTab®** cartridge clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Avoid dropping it. NEVER try to dismantle it.
4. Always keep **InnoTab®** cartridge away from water.

## WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns. While **InnoTab® The Learning App Tablet** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on an LCD screen at close range and handling touch screen or g.sensor controls for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

## TROUBLESHOOTING

Please note that if you try to insert or remove an **InnoTab®** cartridge without first turning the unit **OFF**, you may experience a malfunction. If this happens, and the unit does not respond to pressing the **ON/OFF** button, disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries.

## 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 started.

Internet: [www.vtechkids.com](http://www.vtechkids.com)

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

Download from [www.Somanuals.com](http://www.Somanuals.com). All Manuals Search And Download.

# COPYRIGHT NOTICES

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## IMPORTANT NOTE:

Creating and developing **InnoTab**® **The Learning App Tablet** products is accompanied by a responsibility that we at **VTech**® take very seriously. We make every effort to ensure the accuracy of the information that 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.

## OTHER INFO

### DISCLAIMER AND LIMITATION OF LIABILITY

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

ADDRESS : 1156 W. Shure Drive, Suite 200, Arlington Heights, IL 60004 USA

TEL NO.: 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.

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.



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