



# KidiBuzz<sup>™</sup> 3



## Parents' Guide

For additional help, please visit  
[vtechkids.com/tutorials/kidibuzz](http://vtechkids.com/tutorials/kidibuzz)

# Getting Started

Register your KidiBuzz™ 3 device to access:

- The full collection of educational games that come with this device
- Two FREE apps from Learning Lodge®, a VTech online store<sup>1</sup>
- Kid-friendly messaging with the KidiCom Chat™ app
- Access to parent settings where you can manage your child's apps, set time limits, and more

- 1. CHARGE** your KidiBuzz™ 3 device using either the included power adapter plugged in to the wall, or the included USB cord plugged into a computer. Do not use a third-party adapter.  
The Charging Indicator Light will turn red to indicate it is charging, and will turn green when it is fully charged in about 3.5 hours. Please ensure the battery is fully charged before the first use or before attempting a system update.
- 2. SET UP** the device by following the on-screen prompts to connect to Wi-Fi<sup>2</sup>, set your time zone, and register with a Learning Lodge® account.
- 3. UNLOCK** the KidiCom Chat™ app after system registration and install the app on your mobile device.
- 4. ENJOY** fun learning games, silly photos, kid-friendly messaging and more!

<sup>1</sup> For first-time registration and designated content only

<sup>2</sup> Supports Wi-Fi 802.11 b/g/n only

## Key Features

Rotatable Camera ————— MagLens

Touch Screen

Microphone

Charging Indicator Light

Power Button

microSD Card Slot  
(microSD card not included)

Micro-USB/Charging  
Port

Volume + / -  
Buttons

Headphone Jack

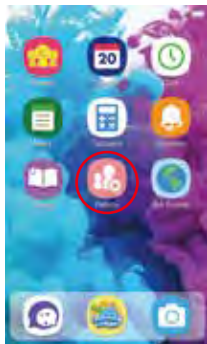
Speaker

## Parent Settings

To enter Parent Settings, touch the Parents icon on the second page of your child's home screen. From Parent Settings, you can control the way your child plays by adding or removing apps, setting time limits, managing access to the Web, and adjusting device settings.

### Adding or Removing Apps

Browse the Learning Lodge® store for a selection of age-appropriate educational apps that have been approved by VTech learning experts. If you're looking for common Android apps from outside of the VTech ecosystem, go to Device Settings and select Get More Apps to find instructions to install a third-party app store.



You can manage apps and content through the following options:

- Storage Manager—Manage your device's memory.
- VTech App Manager—Download or uninstall any content purchased from Learning Lodge®. You can also uninstall some of the apps that are included with the system.
- App Settings—Give permission for third-party apps you download to appear on your child's home screen.

### Setting Time Limits

Select Time Controls to limit the amount of time your child can play per day or to mark certain hours of the day as off limits.

### Managing Web Access


This Web browser is OFF until enabled through the passcode-protected App Settings. Although VTech makes every effort to ensure a kid-friendly browsing environment, the content of individual websites may change without VTech's knowledge. Please be sure to monitor your child's online experience and keep your passcode secret.

### If You Forget Your Parent Settings Passcode

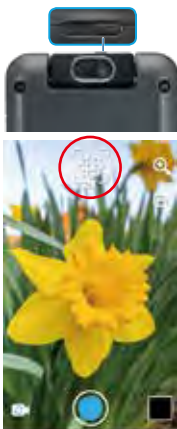
If you forget your Parents passcode, go to the passcode screen and enter **9876543210**. We'll send a message to the email address provided at registration.

## Additional Information

### Using the MagLens

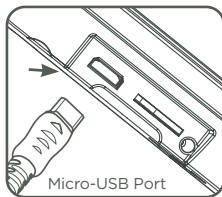
- The **MagLens** can be used to help take close-up photos. To use it, first rotate the camera unit so it's pointing away from the screen, then slide the **MagLens** switch to position the **MagLens** over the camera.
- Be sure to only use the **MagLens** switch to move the **MagLens** to avoid accidentally smudging the camera lens or **MagLens**. When the **MagLens** is in position, open the Camera app and hold the device steady at a distance of approximately one to two inches away from your subject. When the **MagLens** is positioned over the camera, you'll see a special icon  in the Camera app to let you know.

OFF  $\longleftrightarrow$  ON



### Charging the Device

- To charge the device, first connect the included USB cable or power adapter to the **KidiBuzz™ 3** device by inserting the smaller, micro-USB end into the micro-USB port on the device.
- If using the power adapter, plug it in to a power outlet. If using the micro-USB cable, plug it in to a computer's USB port (computer not included).
- This toy contains batteries that are non-replaceable.



### Australia/New Zealand

**WARNING! SAFETY INSTRUCTIONS, PLEASE READ THOROUGHLY BEFORE GIVING THIS PRODUCT TO A CHILD. KEEP AWAY FROM FIRE OR HEAT SOURCE.**

**BATTERIES CANNOT BE REPLACED.**

The batteries within this toy are permanently encased. Before giving this toy to a child make sure there are no signs of damage. Regularly check the toy and dispose of it immediately if there are any signs of damage. Do not dispose of the toy in a fire, as the batteries may leak and explode. Keep batteries safely out of children's reach before disposing of them via a safe disposal system.

## Guidelines for Charging With Micro-USB Cable

Only charge this device using the included micro-USB cable connected to a computer or with the included adapter. Do not charge using a third-party adapter. Before use, inspect the cord to confirm that it is in good condition and that there are no breaks or exposed wires. Ensure there are no particles or liquid (water, juice, etc.) in either of the connectors before plugging in either end of the cable. The device should be completely dry with no debris in the cable connectors when charging. Plug in the cable securely, in the correct orientation. If the device is on when plugged in, a dialog box may open on your computer to allow you to access the device's drive. Never leave the device unattended while charging. Do not charge your device on soft surfaces, as they can trap heat around the device. Typical charging time is between 2-3 hours if the battery is fully depleted. Disconnect the device when it is fully charged. Do not leave the device charging for more than 4 hours.

## Power Adapter Specifications

Output: 5V DC

**WARNING:** Only use the included power supply unit or micro-USB cable connected to a computer to recharge the battery.

**ATTENTION :** Pour recharger la batterie de cet appareil, utiliser uniquement l'adaptateur/transformateur ou le câble micro-USB fournis avec ce jouet.



USB Cable and  
Power Adapter

This toy is only to be connected to equipment bearing either of the following symbols:  or 

### **WARNING:**

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

**NOTE:** Please keep this parents' guide 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, cordons et vis d'emballage. Ils ne font pas partie du jouet.

**NOTE :** Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

## WARNING

A very small percentage of the public, due to a pre-existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on screens. While the **KidiBuzz™ 3** device 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 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.

## CAUTION

When you are not charging the battery or connected to a computer, close the USB port cover on the **KidiBuzz™ 3** device for safety. Use the power adapter and micro-USB cable that came with this device to charge it. Please note: **VTech** is the only service provider that is authorized to replace the battery on your **KidiBuzz™ 3** device. Any attempt to remove or replace the battery by a third party or by yourself may damage your **KidiBuzz™ 3** device and will void your warranty. If you feel your battery needs service, please contact the VTech Customer Services Department.

## NOTES

Static electricity may cause the **KidiBuzz™ 3** device to malfunction. In some cases, the game play score stored in the device's memory may be lost. In cases where the **KidiBuzz™ 3** device is malfunctioning due to static electricity, reset it by pressing and holding the **Power Button** for 10 seconds until the unit turns off. Then press and hold the **Power Button** for three seconds to turn the unit on again.



To prevent possible hearing damage, do not listen at high volume levels for long periods.

This product is licensed under the AVC patent portfolio license for the personal use of a consumer or other uses in which it does not receive remuneration to

(i) encode video in compliance with the AVC standard (“AVC video”) and/or  
(ii) decode AVC video that was encoded by a consumer engaged in a personal activity and/or was obtained from a video provider licensed to provide AVC video.

No license is granted or shall be implied for any other use. Additional information may be obtained from MPEG LA, L.L.C. See [mpegla.com](http://mpegla.com)

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

Trade Name: VTech®  
Model: 5411  
Product Name: KidiBuzz™ 3  
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 UNDESIRE OPERATION.

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

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :

- 1) L'appareil ne doit pas produire de brouillage;
- 2) L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.



## 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.

A USB cable with a ferrite core must be used with this equipment to ensure compliance with the Class B FCC limits.

## END USER LICENSE AGREEMENT

This is a legal agreement between you and VTech® Electronics North America, L.L.C. ("VTech"), stating the terms that govern your use of software for KidiBuzz 3 device or in connection with the application of software, ("software"). "Software" includes audio files for the KidiBuzz 3 device. By activating, using, downloading or installing this software, you are agreeing to be bound by the terms of this agreement. Your right to use the software is conditional upon your agreement to these terms. If you determine that you are unwilling to agree to the terms of this license agreement, you have no right to use the software and you should promptly return the software to VTech or delete it.

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Wherever this agreement refers to "you" or "your," it is meant to include both parent and children users, except where a child is not of sufficient legal age to enter into a binding contract (such as an e-commerce transaction) or provide any required consents (such as consent to data collection, processing, or transfers),

in which case the parent of such child hereby acknowledges and agrees he/she is acting on the child's behalf to effectuate such contracts or consents and is fully liable for the actions or inactions of such child with respect to the use of the software and related services.

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