

Fisher-Price®

W8777



Please keep this instruction sheet for future reference,
as it contains important information.

Requires three "AA" batteries (included).

Adult assembly is required for battery replacement.

Tool needed for battery replacement: Phillips screwdriver (not included).

www.fisher-price.com



CONSUMER ASSISTANCE

1-800-432-5437 (US & Canada)

1300 135 312 (Australia)

service.fisher-price.com

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.

Hearing-impaired consumers: 1-800-382-7470.

Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,
Mississauga, Ontario L5R 3W2; www.service.mattel.com.

Great Britain: Mattel UK Ltd, Vanwall Business Park,
Maidenhead SL6 4UB. Helpline: 01628 500303.
www.service.mattel.com/uk

Mattel Europa, B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

Australia: Mattel Australia Pty. Ltd., 658 Church Street,
Locked Bag #870, Richmond, Victoria 3121 Australia.

New Zealand: 16-18 William Pickering Drive,
Albany 1331, Auckland.

FCC Statement (United States Only)

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:

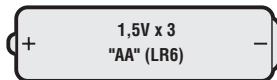
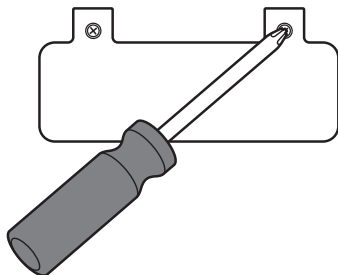
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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

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.

Fisher Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.
©2011 Mattel, Inc. All Rights Reserved. © and ™ designate U.S. trademarks of Mattel, Inc.

Battery Replacement



For best performance, we recommend replacing the batteries that came with this toy with three, new “AA” (LR6) alkaline batteries.

- Locate the battery compartment on the bottom of the toy.
- Loosen the screw in the battery compartment door with a Phillips screwdriver and remove the door. Remove the batteries and dispose of them properly.
- Insert three “AA” (LR6) **alkaline** batteries, as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw. Do not over-tighten.
- If this toy begins to operate erratically, you may need to reset the electronics. Slide the power/volume switch off and then back on.
- When sounds or lights from this toy become faint or stop, it's time for an adult to change the batteries.

Battery Safety Information

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

Care

- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse.
- This toy has no consumer serviceable parts. Do not take this toy apart.
- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.



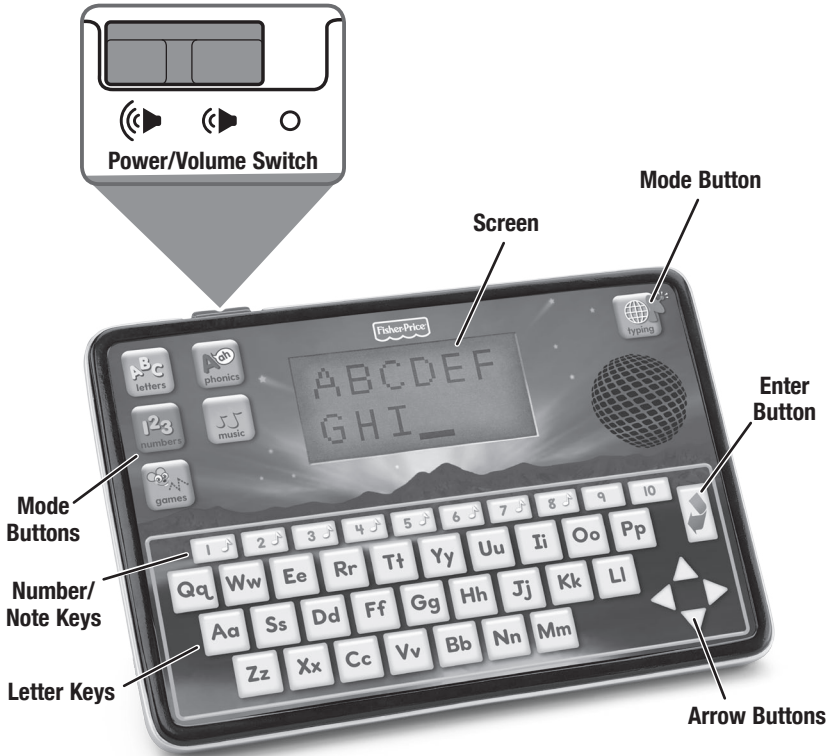
ICES-003

- This Class B digital apparatus complies with Canadian ICES-003.
- 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.

NMB-003

- Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.
- L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) l'utilisateur du dispositif doit être prêt à accepter tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.

It's Just for Kids!



- Slide the power/volume switch to either **ON with low volume** (speaker icon with one line); **ON with high volume** (speaker icon with two lines); or **OFF** (circle with diagonal line).
- Touch a mode button to choose choose: **Letters**, **Phonics**, **Numbers**, **Music**, **Games** or **Typing!**
- Press the left, right, up or down arrow buttons to navigate on the screen.

Note: This toy goes into sleep mode after one minute of inactivity. Touch any key or button to wake it up.

6 Modes of Learning Fun!



Letters

- Touch a letter key. Listen to the letter, the letter sound and a word that starts with the letter. Look at the screen to see the letter along with an image that starts with that letter.
- Touch the arrow buttons to hear a musical tune and scroll through the alphabet on the screen.

Hint: Touch the mode button again to change from lower case to upper case letters.



Phonics

- It's raining letters! As letters appear on the screen you'll hear its phonic sound. Touch a letter key to "catch" the letter. If you select the correct letter, you score a point. Catch all the letters and move up to the next level.



Numbers

- Touch the arrow buttons to scroll through activity choices. Touch the enter button to select an activity.
- **"Let's Count Stars"** - Touch a number key to select a number. Listen to the number in English and Spanish. Count the stars in English or Spanish!
- **"Quiz Time"** - Count the number of stars at the top of the screen and then touch that number key.



Music

- Touch a number key to hear a note. Touch another to hear a different note.
- Touch a letter key to hear a short ditty. Touch another letter key to add to your "song".
- Touch an arrow button to hear a musical tune and watch the scrolling alphabet on the screen.



Games

- Touch the arrow buttons to scroll through game choices. Touch the enter button to select a game.
- **"Don't Let the Mouse Escape"**: Touch the left or right arrow buttons to stop the ball on the screen from "escaping". When you advance to the next level, the ball moves quicker.
- **"Where's the Cheese?"**: Touch the up, down, left or right button to move through the maze and find the cheese. Get the cheese and move to a different maze.



Typing

- Touch a letter or number key. Listen to each letter or number while you typing!
- Touch the left or right arrow buttons to add spaces or delete letters on the screen.