

Fisher-Price®

Slumbertime Soother

with Remote Control

Model Number 71249



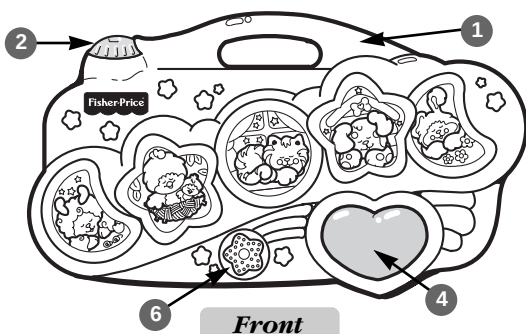
- Please keep these instructions for future reference.
- Requires four size “C” (LR14) alkaline batteries in soother and two size “AA” (LR6) alkaline batteries in remote. (Batteries not included.)
- Tool required for battery installation: Phillips screwdriver.
- Batteries must be installed by an adult.



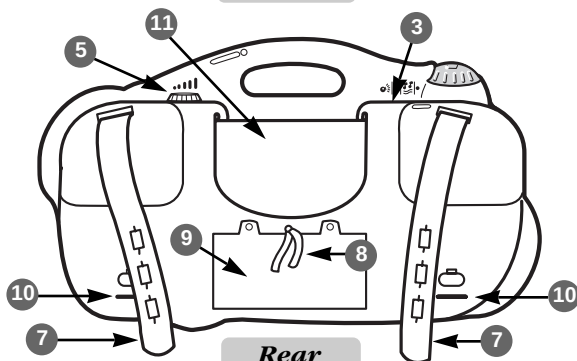
CAUTION

- Always attach all provided fasteners (strings, straps, clamps, etc.) tightly to a crib or playpen according to the instructions. Check frequently.
- Do not add additional strings or straps to attach to crib or playpen.

Soother Features



Front

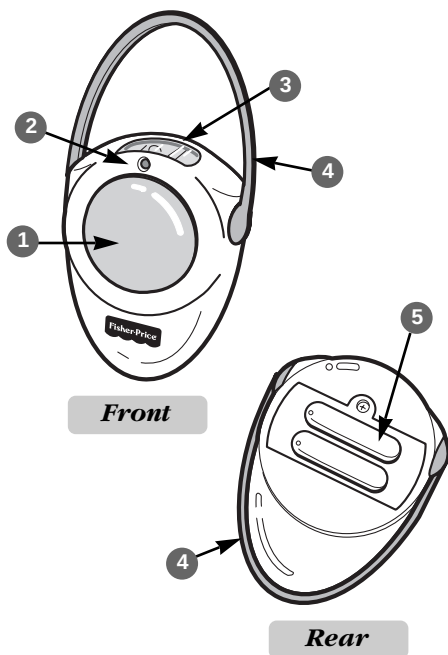


Rear

- 1 **Carry Handle**.....Sturdy carry handle allows you or your child to take Slumbertime Soother wherever you go!
- 2 **Receiver Dome**.....Receiver blinks when it is ready to accept a signal from the remote. Dome rotates to align with the transmitter on the remote.
- 3 **Mode Switch**....Use to turn Slumbertime Soother ON and select any one of three play modes: Long Play, Short Play or Sound Effects and to turn Slumbertime Soother OFF.
- 4 **Heart Button**...Press to activate Slumbertime Soother when the mode switch is in any of the three play positions.
- 5 **Volume Control**.Adjusts volume to a comfortable listening level.
- 6 **Speaker**.Allows baby to hear soothing lullabies or sound effects.
- 7 **Fastener Strap**....To easily attach the soother to a crib.
- 8 **Fastener Cord**....Ties to crib rail to keep the soother in place.
- 9 **Battery Compartment**....Insert four size "C" alkaline batteries.
- 10 **Fastener Strap Storage Slot**...Slide the ends of the fastener straps into the slots to secure the straps when the soother is not attached to a crib.
- 11 **Remote Pocket**...A handy storage pocket sized just right for the remote.



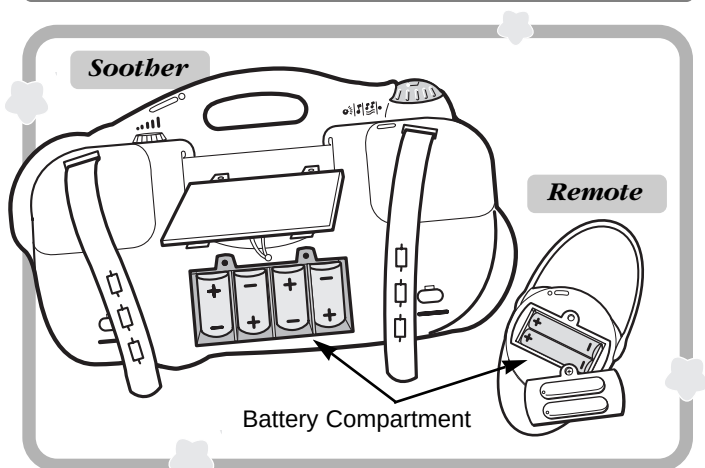
Remote Features



- ① **Button**...Press to activate Slumbertime Soother when the receiver on the soother is blinking.
Please note: If the receiver on the soother is not blinking, the soother is not ready to accept a signal from the remote.
- ② **LED Signal Indicator**...Lights when the button is pressed to let you know the remote has transmitted a signal.
- ③ **Transmitter Window**....Transmitter sends a signal to the receiver on the soother.
- ④ **Handle**....Flips up so you can hang the remote on a door knob. Snaps around bottom of remote when not in use.
- ⑤ **Battery Compartment**....Insert two size “AA” alkaline batteries.



Battery Installation



Soother

- Locate the battery compartment door on the back of the soother.
- Unfasten the screws in the battery compartment door with a Phillips screwdriver.
- Open the battery compartment door and insert four size “C” (LR14) alkaline batteries in the correct polarity as indicated in the battery compartment.
- Close the battery compartment door and tighten the screws with a Phillips screwdriver. Do not over-tighten.

Under normal use conditions, the batteries in the soother will require replacement more often than the batteries in the remote. When you notice that the sound slows down and is affected by the light display or when the sound or lights become faint, it's time to replace the batteries in the soother.

Remote

- Locate the battery compartment door on the back of the remote.
- Unfasten the screw in the battery compartment door with a Phillips screwdriver.
- Open the battery compartment door and insert two size “AA” (LR6) alkaline batteries in the correct polarity as indicated in the battery compartment.
- Close the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

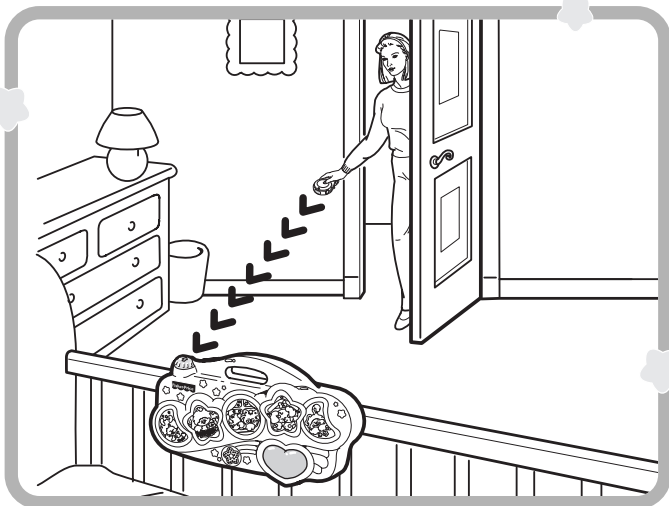
Important Note: If the soother does not respond to use of the remote it does not necessarily mean that the battery power in the remote is low. Replace the batteries in the remote if the LED signal indicator on the remote is dim when the button is pressed. If the LED signal indicator does not light after installing new batteries in the remote, check the orientation of the batteries in the battery compartment to make sure they are properly installed.



Battery Tips

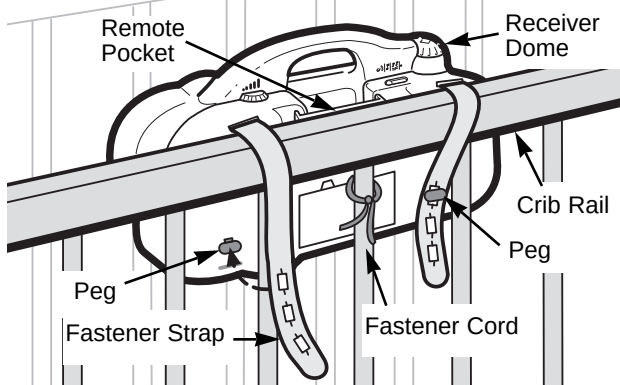
- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Battery leakage and corrosion can damage the product.
- Never short circuit the battery terminals.
- Non-rechargeable batteries are not to be recharged.
- Only batteries of the same or equivalent type as recommended in the “Battery Installation” instructions are to be used.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the product before they are charged.
- Battery chargers used with the toy must be examined regularly for damage to the cord, plug, enclosure and other parts. In the event that such damage is found, the toy must not be used with the battery charger until the damage has been repaired.

Attaching the Soother to a Crib



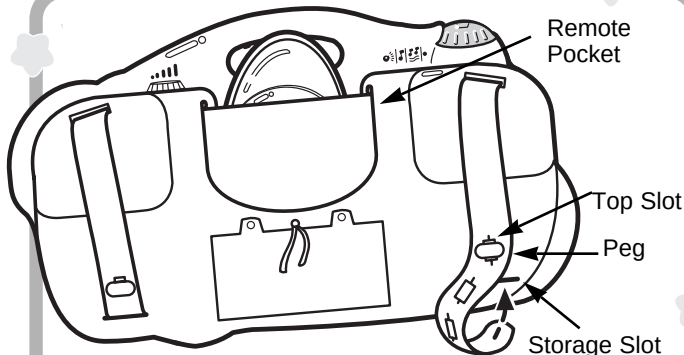
- To activate the soother using the remote, the receiver on the soother and the transmitter on the remote must be in direct line of sight and free of obstructions. Choose a location along the crib rail to attach the soother that will allow you to easily use the remote.





- Position the soother against the crib rail with the front of the soother facing the interior of the crib.
- Wrap the fastener straps over the top of the crib rail.
- Fit a slot in each strap over the peg on the back of the soother. **Make sure the receiver dome on the soother is above the crib rail so that the crib rail will not obstruct remote activation.**
- Tie the fastener cord on the back of the soother around the nearest side rail.

Take-Along Fun

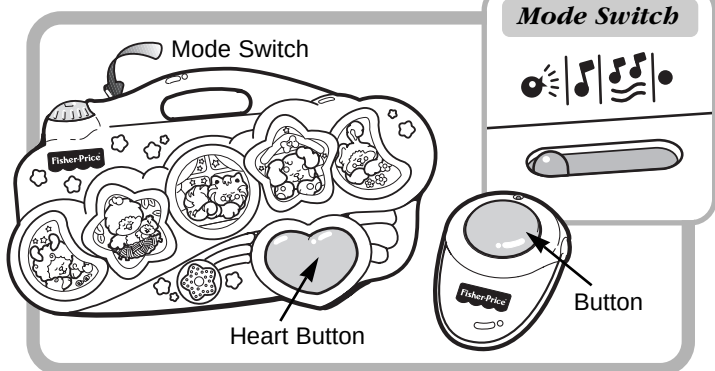


- Slumbertime Soother is portable for take-along fun and can be used long after your child outgrows the crib! Your child will love using the remote.
- Fit the top slot in each strap over the peg on the back of the soother.
- Fit the end of each strap into the storage slots in the back of the soother to secure the strap ends.

Slumber Time!

Important Notes:

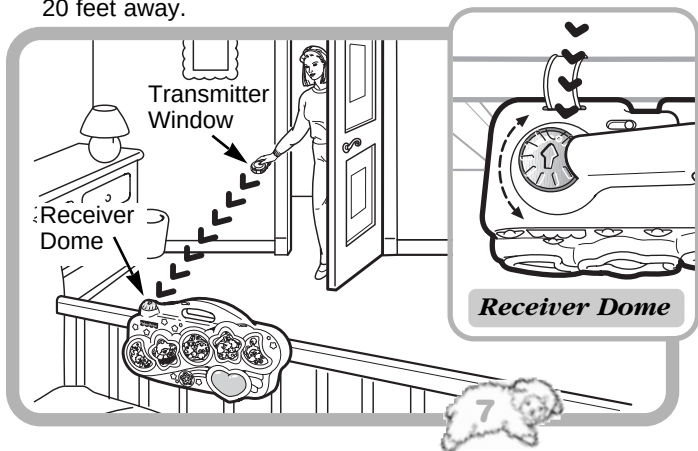
- In the unlikely event that use of the Slumbertime Soother remote interferes with normal use of other remote controlled equipment, such as televisions and stereos, or use of other electric or battery powered appliances interfere with operation of Slumbertime Soother, do not use both appliances at the same time.
- For best performance between the soother and the remote, avoid using Slumbertime Soother with Remote Control in areas of bright light. In bright natural or artificial light you may notice loss of range when using the remote. Move the soother or otherwise reduce the amount of light to improve performance.



- Use the mode switch (behind the carry handle) to turn the soother ON and select any one of the three play modes: Long Play , Short Play  or Sound Effects .

The receiver will blink to indicate it's ready to receive a signal from the remote.

- Activate the soother by pressing the heart button on the front of the soother or by pressing the button on the remote. The remote will activate the soother from 1 foot to as far as 20 feet away.



Receiver Dome

Important Note: When using the remote, make sure that the arrow on the soother's receiver dome is pointing towards the transmitter on the remote. **For best results, the path between the transmitter on the remote and the receiver on the soother should be in direct line of sight and free of obstacles. Rotate the receiver dome so that the arrow on the dome points to the area from which you're most likely to use the remote.** For example, if you'll most often be using the remote from the doorway of the nursery, make sure that the arrow on the receiver dome is pointing towards the doorway and that the path between the receiver and the doorway is free from obstructions.

Long Play Mode 🎵

Plays a medley of 10 different relaxing lullabies for approximately 10 minutes to a gentle light display featuring cute and sleepy crib friends.

- Press the button on the soother or the remote at any time during play to stop the music and light display.
- When the lullaby medley ends, the receiver remains active and will blink for up to four hours. Press the button on the remote or the soother to restart the lullaby medley. After approximately four hours without activation, the receiver times-out and will stop blinking. Press the heart button on the soother to restart the lullaby medley and light display and reactivate the remote. Or, to reactivate the remote without restarting the lullaby medley and light display, move the mode switch.

Short Play Mode 🎵

Choose any one of the 10 lullabies from the long play medley. The lullaby plays to a gentle light display featuring cute and sleepy crib friends.

- Press the button on the soother or the remote to play the first lullaby and start the gentle light display. To skip to a different lullaby, press the button again to stop the first lullaby. Press the button to start the second lullaby. Keep pressing the button to cycle through all 10 lullabies.
- When the selected lullaby ends, the receiver remains active and will blink for up to 30 minutes. Press the button on the soother or the remote to start the next lullaby. After approximately 30 minutes without activation, the receiver times-out and will stop blinking. Press the heart button on the soother to restart the first lullaby and light display and reactivate the remote. Or, to reactivate the remote without restarting the lullaby and light display, move the mode switch.



Sound Effects Mode

Choose any one of three sound effects: babbling brook, chirping crickets or tweeting birds. The sound effect will play for approximately 10 minutes. There is no light display in the Sound Effects mode.

- Press the button on the soother or the remote to play the first sound effect. To skip to a different sound effect, press the button to stop the first sound effect. Press the button again to start the second sound effect. Keep pressing the button to cycle through the three sound effects.
- When the selected sound effect ends, the receiver remains active and will blink for up to four hours. Press the button on the soother or the remote to restart the same sound effect. After approximately four hours without activation, the receiver times-out and will stop blinking. Press the heart button on the soother to replay the selected sound effect and reactivate the remote. Or, to reactivate the remote without replaying the sound effect, move the mode switch.

Care

- Always turn the mode switch to the OFF position (●) when the soother is not in use.
- Do not leave the remote face down or in a drawer or toy box. Light pressure on the remote button can activate the remote and drain the batteries.
- To clean, wipe the surface of the soother and remote with a damp cloth. Do not immerse the soother or remote.
- Store the remote in the pocket on the back of the soother when not in use.

FCC Note (United States Only)

Slumbertime Soother with Remote Control

Model Number: 71249

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.
Consumer Affairs Department
636 Girard Avenue
East Aurora, New York 14052



Two (2) Year Limited Warranty

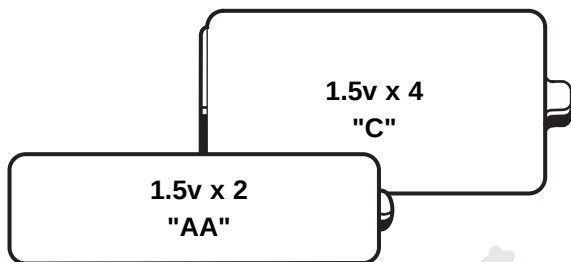
Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052, warrants that Slumbertime Soother with Remote Control is free from all defects in material and workmanship when used under normal conditions for a period of two (2) years from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Fisher-Price Consumer Affairs Department at the address indicated below and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any other liability other than that expressly stated above including but not limited to any incidental or consequential damages.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE WARRANTY MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER LEGAL RIGHTS WHICH VARY FROM STATE TO STATE.

This product requires four size "C" alkaline batteries in soother and two size "AA" alkaline batteries in remote for operation. (Batteries not included).



Shown Actual Size

Questions? We'd like to hear from you!

Call Fisher-Price Consumer Affairs, toll-free at **1-800-432-KIDS**, 8 AM - 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to: Fisher-Price Consumer Affairs, 636 Girard Avenue, East Aurora, New York 14052.

If you have any questions about this product: **In Canada**, call **1-800-567-7724**, or write to: Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2. **In Great Britain**, telephone 01734 770488. **In Australia**, call the Fisher-Price Australian Consumer Advisory Service toll-free at 1-800-800-812, or write to: Fisher-Price, Mattel Pty. Limited, 461 Plummer Street, Port Melbourne, Victoria 3207.