

**Fisher-Price®**

# *Intelli-Table™*

Developed with  
**Microsoft®**  
Smart Technology



**LEARNING GUIDE**

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# START




## **Intelli-Table™ Help your child get the best possible start in learning.**

Stimulating the senses with bright colors and lights, engaging tunes, interesting textures and sounds. Providing challenges that encourage thinking in new, unexplored directions. Right from the start, there's so much you can do to enhance your child's development and set the wheels of lifelong learning in motion.

We can help you stimulate and educate your child in many of these ways, with one remarkable learning activity center. Intelli-Table™ is designed to benefit your child's development through two-way interactions between your child and the toy, and through three-way interactions between you and your child, together with the toy. Intelli-Table's educational content covers three areas deemed important by early childhood educators—early learning basics, music, and thinking skills—but you'll find the learning isn't limited to these areas. Children also learn about themselves—about what they can do, being proud of it, and being confident enough to explore and create. They'll also discover how to control the learning and fun, at their own pace.

## Developed by **trusted experts: Fisher Price® & Microsoft®**



Who better to help prepare your child for the technology age than Fisher-Price and Microsoft, the most trusted preschool brand joined with the leader in interactive technology? Through our collaboration, we were able to give this toy unmatched depth of content that children and parents truly appreciate. And we saw just how much they appreciate it firsthand, in extensive tests by real families. In fact, when we say Intelli-Table™ was developed by experts, we include our “play and parenting experts” in our extended development team. They gave us lots of real feedback about what they liked and didn’t like in electronic learning toys, and invaluable suggestions for making them friendlier and more fun.

The result? Our real-world consultants loved Intelli-Table, kids and parents alike! Like them, we’re confident your child will enjoy many years of learning fun with Intelli-Table, and we encourage you to play along!

## **Children learn by doing.**

Our goal was to create a toy that uses technology to give children fun and educational learning experiences no other toy can provide. To do that, we studied how children play and learn, and then created an interactive toy that matches what they do naturally. The content of the play & learn rings was developed by early childhood educators who know that children learn by doing, enjoy repetition, and are delighted by surprises which they return to over and over again.

Intelli-Table was designed to give very young children rich and playful learning experiences. We have added stimulating, entertaining technology interactions to traditional, physical play to enrich and deepen children’s learning as they grow. Research has shown that the first few years of a child’s life can provide the foundation for future learning. Children have a natural curiosity and



interest in the world around them. They are eager learners and are developing their thinking skills and sense of logic. With this in mind, the play & learn rings encourage children to experiment and try a variety of ways to make things happen.

## Early learning lasts a lifetime.

Advances in brain imaging technology have allowed us to “see” how our brains work and to better understand the process of thinking and learning, starting from infancy. Because of this, there is heightened awareness of the importance of the first years of learning. When we provide young children with enriching experiences that stimulate their senses and spark their curiosity, we help promote an interest in learning that lasts a lifetime. Even everyday activities and daily routines can be exciting and educational, especially when children are encouraged to identify the familiar and look for the unexpected. And the Intelli-Table™ was designed to give children opportunities to do just that!

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The Intelli-Table play & learn rings incorporate familiar core curriculum areas that are fundamentals for early education:

- **Mathematics** (numbers & counting)
- **Language Arts** (letters & words)
- **Science** (animal recognition)
- **Music** (instruments & songs)
- **Art** (colors & patterns)

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In addition, the Intelli-Table play & learn rings have unexpected surprises that encourage and foster thinking and reasoning skills which are basics for early learning:

- **Comparatives** (spatial/size relations & opposites)
- **Matching** (same & different)
- **Creativity** (open-ended problem solving & originality)
- **Logic** (strategy & sequencing)
- **Comprehension** (memory & understanding)

## Why a table?



Fisher-Price® has learned from experience that activity tables are easy and fun for toddlers to play at—they keep them busy with lots of interesting things to do, and help them develop confidence and strength during the cruising stage. Intelli-Table™ is designed to involve the whole body: for children to walk around it to play, to press a button, hear a tune and to dance, if they like! Then, as your child grows, Intelli-Table's play & learn rings remove from the table for portable fun, making this toy perfect for active preschoolers on the go!

Best of all, Intelli-Table—like your own special child—has an imagination and sense of humor. It's full of surprises...just wait 'til you discover all of the variety built into its responses!



## Challenges that are always fresh, fun and developmentally appropriate **as your child grows!**

Intelli-Table™ emphasizes creative, open-ended play at your child's own pace. Unlike most electronic toys, the interactions with each play & learn ring have a depth of content that allows the toy to develop with your child. As your child gains new skills and understanding, there are new interactions to discover in the toy that will keep him or her coming back to play in the months and years to come!

### **Infant:**

So many buttons to push, new sounds to hear, lights that go this way and that...all of these discoveries stimulate baby's developing senses and set the wheels in motion for future exploration and learning.

### **Toddler:**

You'll see your child's actions become more purposeful now—and the rewards more interesting, too—through interactions designed to help toddlers reach milestones of discovery and achievement each time they play. For example, toddlers who are ready to go beyond 1-2-3 can count even higher by pressing a button, turning the spinner and seeing their actions played out on the dome.

### **Preschooler:**

Your preschooler learns to control and create magical actions now, advancing the fun and learning to new, challenging levels. And just as your child's mind continues to develop and grow, so does this toy's possibilities. For example, children can compose a tune using one instrument button, and then use another to hear how it sounds.

Of course, the kinds of things your child does with the toy and the kinds of things it can teach your child depend on your child's age and stage of development.





## Why **three** rings?

Intelli-Table's™ three play & learn rings cover three distinct types of educational content—early learning basics, music and thinking skills—with concepts reinforced by sounds and visual effects on the dome. Each content area is best taught through content-specific interactions and buttons. And each play & learn ring presents its educational content in fun, motivating and engaging ways, so your child will enjoy playing with it again and again! Plus, the rings are fully portable, so you can bring Intelli-Table's fun and learning along wherever your child goes.



## Your child can learn so much from Intelli-Table's™ play & learn rings!

| Developmental Benefits      | Early Learning Basics Ring | Music Ring | Games Ring |
|-----------------------------|----------------------------|------------|------------|
| Letters                     | ●                          |            |            |
| Alphabet sequence           | ●                          |            |            |
| Over 50 vocabulary words    | ●                          | ●          | ●          |
| The Alphabet Song           | ●                          |            |            |
| Numbers                     | ●                          |            |            |
| Quantities                  | ●                          |            | ●          |
| Counting sequence           | ●                          |            |            |
| Animal names                | ●                          |            |            |
| Animal sounds               | ●                          | ●          |            |
| Opposites                   | ●                          |            | ●          |
| Exploration & discovery     | ●                          | ●          | ●          |
| Cause & effect              | ●                          | ●          | ●          |
| Part/whole relationships    |                            |            | ●          |
| Reversibility               | ●                          |            | ●          |
| Instrument names            |                            | ●          |            |
| Instrument sounds           |                            | ●          |            |
| 5 musical styles            |                            | ●          |            |
| 30 popular children's tunes | ●                          | ●          |            |
| Creating original music     |                            | ●          |            |
| Pattern creation            |                            | ●          | ●          |
| Pattern recognition         |                            | ●          | ●          |
| Musical structure           |                            | ●          |            |
| Rhythm                      |                            | ●          |            |
| Tempo                       | ●                          | ●          |            |
| Memory skills               | ●                          | ●          | ●          |
| Matching skills             |                            |            | ●          |
| Color matching              |                            |            | ●          |
| Comparative concepts        | ●                          |            | ●          |
| Eye-hand coordination       | ●                          | ●          | ●          |
| Sense of timing             |                            | ●          | ●          |
| Strategy                    |                            |            | ●          |
| Creativity                  | ●                          | ●          | ●          |
| Thinking                    | ●                          | ●          | ●          |
| Logic                       |                            |            | ●          |
| Motor Skills                | ●                          | ●          | ●          |
| Following Direction         |                            |            | ●          |

## What your child can learn from the Early Learning **Basics** Ring.

# BASICS

A-B-Cs and 1-2-3s, animal names and sounds, children's tunes and opposites. Think about some of the earliest, most basic concepts a child learns...that's what this ring teaches, in engaging, surprising ways that are lots of fun for children to experience! And as your child grows, the activities can grow too, simply by combining the use of various buttons.



# ABC

### Reminders:

- There's an on/off and volume switch on the bottom of the ring holder.
- Always remember to press the dome first to start the fun!
- The toy has an automatic shut-off, and must be reactivated by pressing the dome.

| What Your Child Does   | How The Toy Responds   | Developmental Benefits   |
|--|--|--|
| Presses the dome   | Plays popular nursery tunes.   | Entertains your child with popular nursery tunes as it introduces different musical structures & rhythms.                      |
| Presses the dome & then spins the spinner right away                   | Speed of the tune is placed under your child's control.  | Your child becomes "the conductor," & can play the song note by note.  |
| Moves the throttle back & forth  | Top & bottom halves of dome fill with color, depending on child's actions.   | Lets your child be creative with visual symmetry of colors & patterns.   |
| Spins the spinner  | Plays a rising & falling loop of notes created on one of four instruments: banjo, clarinet, tuba & piano.                              | Exposes children to repeating patterns, & puts the pattern under your child's control.   |
| Presses ABC button   | Says a letter of the alphabet, a word that begins with that letter, & plays a related sound effect.                                    | Your child learns the alphabet & how it applies to words.  |
| Presses ABC button & then spins the spinner right away                 | Plays the vocal version of "The Alphabet Song."  | Teaches alphabet letter sequence & words to a classic learning song.   |
| Presses the animal button  | Says names of 9 animals & associated animal sounds. Dome shows a related visual effect for reinforcement.                              | Teaches animal names & their sounds.   |
| Presses the animal button & then spins the spinner right away          | Animal sound plays in a rising & falling range of pitches. Dome shows a related visual effect for reinforcement.                       | Presents variations in pitch through simple musical scales.  |
| Presses the 1, 2 or 3 buttons  | Says numbers 1 to 3. Dome shows a related visual effect for reinforcement.   | Teaches number names & quantities, from 1 to 3.  |
| Presses the 1, 2 or 3 buttons & then spins the spinner right away      | Says numbers 1 to 12, counted out forwards & backwards. Dome shows a related visual effect for reinforcement.                          | Teaches counting sequence from 1 to 12, both forwards & backwards. Also gives your child the opportunity to control the speed. |
| Slides the school bus back & forth                                     | Six opposite pairs are represented by lights on the dome & through spoken words. Dome shows a related visual effect for reinforcement. | Teaches opposites of familiar concepts, such as little/big, long/short, stop/go, few/many, out/in.                             |
| Slides the school bus back & forth & then spins the spinner right away | Plays instrumental versions of the children's song, "The Wheels on the Bus."   | Provides an opportunity for your child to sing &/or dance along with this familiar tune.                                       |



## What your child can learn from the **Music** Ring.

Expose your child to the enriching benefits of classical music, or develop an early appreciation for jazz. Intelli-Table™ puts a world of musical fun right at your child's fingertips, from playing 30 children's tunes to creating original compositions with different instrument buttons and musical styles.

# Music



### Reminders:

- There's an on/off and volume switch on the bottom of the ring holder.
- Always remember to press the dome first to start the fun!
- The toy has an automatic shut-off, and must be reactivated by pressing the dome.



| What Your Child Does   | How The Toy Responds  | Developmental Benefits  |
|--|---|---|
| Presses the dome   | A silly animal chorus chimes in, "singing" classical tunes!   | Exposes your child to similarities & differences, with the same musical melodies being heard using different animal sounds. Silly & unexpected surprises will delight your child!             |
| Presses the dome & then spins the music note spinner right away                                  | Transfers animal voices to the spinner, with tune's tempo now under your child's control.                           | Gives your child an opportunity to improvise & create own tunes. Strengthens musical skills when your child "becomes the conductor" by making the animal voices sing fast or slow.            |
| Turns the music note spinner   | Plays one of five upbeat <b>blue-grass</b> tunes with banjo sounds.   | Teaches instrument name & the sound it makes. Puts your child in control of the tune, with child's own actions (fast or slow) matching musical output. Exposes your child to bluegrass music. |
| Presses the violin button  | Plays one of five <b>classical</b> tunes using violin notes.  | Teaches instrument name & the sound it makes. Exposes your child to the enriching benefits of classical music.  |
| Presses the tuba button  | Plays one of five <b>marching</b> tunes using tuba notes.   | Teaches instrument name & the sound it makes. Exposes your child to regular beats & rhythms, & low-pitched wind instrument sounds. Exposes your child to march music.                         |
| Slides the trombone slider   | Plays trombone note scales, & then <b>jazz</b> tunes using trombone notes.  | Teaches instrument name & the sound it makes. Exposes your child to jazz music.   |
| Presses violin, tuba or slides the trombone & then spins the music note spinner right away       | Transfers that instrument's tune to the spinner, with tune tempo now under child's control.                         | Puts your child in control of the tune, with child's own actions (fast or slow) matching musical output.  |
| Presses the piano keys   | Uses piano notes & silly sounds to make <b>ragtime</b> tunes.   | Allows your child to create songs & patterns. Exposes your child to ragtime music.  |
| Presses the piano keys & then spins the music note spinner right away                            | The tune composed by your child plays back under spinner control.   | Lets your child compose his/her own tunes & experiment with how they sound when played fast or slow. Then they can hear their original compositions & play them back for family & friends!    |
| Presses the dome, tuba, violin or trombone slider, & then quickly hits the piano keys right away | Transfers sounds from the dome or instruments to the keyboard, so your child can use those sounds to compose tunes. | Gives children the thrill of composing their own music with the instruments of their choice. They can also play back their musical creation by using the spinner.                             |

## What your child can learn from the **Games Ring**.

How do you match things up, or make a pattern? What does it take to anticipate something, and then plan a strategy for reacting to it? This ring will strengthen your child's developing thinking and creativity skills through simple but challenging educational games that are lots of fun to play!



### **To start a new game...**

- Press the dome.
- The name of a game will be announced, and then the toy will pause for a few seconds.
- If your child wants to play that game, he/she should start playing immediately by pressing a red game button.
- If the toy doesn't receive any input, it will automatically start a new, different game and announce its name.

| Game                      | How to Play   | Goals of the Game   | Developmental Benefits  |
|---------------------------|---|---|---|
| <b>Follow the Leader</b>  | The toy presents a series of lights & sounds. Your child uses the four red game buttons to match & repeat the series.   | Follow the lights, first one, then two, then three, then... can you do all four? Press the button in the quadrant that matches the pattern.                             | Counting 1 to 4. Memory skills. Attention span.   |
| <b>Color Pie</b>          | The toy presents four pie-shaped sections on the light-up dome. Your child presses the red game buttons to make pie sections either the same or different colors.               | Your child can choose what color or design he/she wishes to make, or you can encourage your child to choose a specific color or design.                                 | Creativity. Part/whole relationships. Matching. Same/different concepts.  |
| <b>Let's Make a Match</b> | The toy presents a pattern on the light-up dome. Your child presses any of the red game buttons to match the patterns.  | Hit, hit, hit the buttons until you make a match!   | Matching. Same/different concepts. Following directions.  |
| <b>Rings of Color</b>     | The toy presents four rings of color on the light-up dome. Your child presses the red game buttons to change the color of the rings to make them the same or different.         | Your child can choose what color or design he/she wishes to make, or you can encourage your child to choose a specific color or design.                                 | Creativity. Color matching. Part/whole relationships. Same/different concepts.                                  |
| <b>Catch the Fly</b>      | Buzz-buzz. A "fly" appears on the toy's light-up dome. Your child presses any of the four red game buttons to "catch the fly" as it buzzes around.                              | Quickly now, catch that fly! See how fast you can catch it!   | Eye-hand coordination. Timing. Sense of success.  |
| <b>Roadblock</b>          | The toy presents a growing column of lights on the dome. Your child presses game buttons to stop the column of lights from getting to the other side.                           | Try your best to stop the column of lights from getting to the other side.  | Timing. Strategy. Eye-hand coordination. Sense of success.  |
| <b>Squirt</b>             | The toy presents a ray of lights across the dome. Your child uses the four red game buttons to chase the ray of lights as it "squirts" across the dome.                         | Follow the squirt & see if you can catch it where it lands by pressing the corresponding red button closest to where it lands...see if you can do it 10 times in a row! | Counting from 1 to 10. Memory skills. Eye-hand coordination.  |
| <b>Wheel of Color</b>     | The toy presents lines of colored lights on the dome. Your child uses the four red game buttons to create a "wheel" of color from the lines, lighting each spoke one at a time. | Your child can choose what color or design he/she wishes to make, or you can encourage your child to choose a specific color or design.                                 | Pattern creation & recognition. Creativity. Matching skills. Part/whole relationships. Same/different concepts. |

## Some points of game play:



Many of Intelli-Table's™ games can be enjoyed by your child alone, or can be played by up to four players. Try playing "Catch the Fly" with four players, for example, and see who can catch the fly first.

### **If you wind the spinner...**

- The dome will fill with color, then automatically unwind.

### **If you press the color button...**

- The toy presents the colors red, green and orange on the light-up dome.
- Continue pressing the color button to change the color of the lights.

### **If you press the color button during a game...**

- It changes the colors that appear on the light-up dome.
- It provides an immediate, fun response during game play, and gives your child more control over game content.

### **If you press the sound button...**

- The toy plays silly sounds and presents visual effects on the dome.
- Continue pressing the sound button to change the sounds for silly, push-button fun!

### **If you press the sound button during a game...**

- It changes the sounds used in the game to animal, instrument or silly sounds.
- It provides an immediate, fun response during game play and gives your child more control over game content.





## Helpful **Hints** for Games

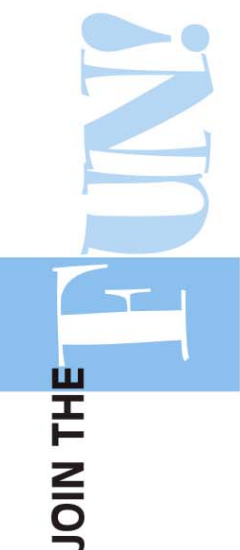
| During a matching game:   | What you can do to help your child  |
|---|---|
| If your child is pressing game buttons over and over again, never making a match....  | Demonstrate for your child how to select a match. Think out loud. Press the game button and if the choices don't match, say, "Let's see...do these go together? Oops, no they don't. Let's try again." Then press the button again. Keep doing this until there is a match and say, "Yes! These are the same! See how they match?" and let the toy's reward play. Encourage your child to play as you did, saying "yes" or "no" out loud. Reinforce your child's correct answers after the toy does. Use words to describe why the matches were similar ("They both had three green lines!"). |
| During creativity games:  | What you can do to help your child  |
| In creativity games (Rings of Color, Color Pie, Wheel of Color), the colors can be changed by pressing the different game buttons. Children often press the game buttons randomly or press one button repeatedly, enjoying the result but not making specific patterns. | <p>Encourage your child to try to make all the lights one color. Talk about the colors that are currently on the light-up dome. Show your child how to change the color on the dome, thinking out loud as you do so, "Now I'll press this button to change this ring of lights to be green, too!"</p> <p>You can also ask your child to make patterns of two colors (red green red green, for example) and model doing so yourself. Be sure to point out the consistent pattern using words and pointing with your finger.</p>  |

LET'S PLAY

AGAIN.



## Play along & make the learning experience even richer!



Intelli-Table™ is designed so children can play with it alone and learn the content at their own pace. However, like everything else in children's development, parental interaction makes the learning experience much richer...and even more fun! A great way to help your child learn with Intelli-Table is to build on "teachable moments," where you have the opportunity to extend actions and events your child is already engaged in. Try modeling behaviors for your child to imitate, or supplementing the toy's educational content with your own words and actions. For example, when a familiar tune is playing, you can sing the words and encourage your child to sing along. Or, while the ABC Song is playing, touch the individual letters on the table as they are named, building an association between the letter and its name in the song.

Here are just a few suggestions for parent/child interactions that will extend the play—of course, you can come up with your own ideas by playing with your child and the toy:

| What your child might do   | What you can do to enrich learning   |
|--|--|
| Presses the same button over and over again.   | Children learn through repetition, so this behavior is appropriate. You can enrich learning by encouraging your child to experiment, when he or she is ready, with other buttons, too. Maybe if you press them first, your child will follow your example. |
| Your child fingers the letters imprinted on the side of the table.   | It's a great opportunity to reinforce letter and word associations. You could touch each letter as you say the letter out loud, and then encourage your child to do the same. Talk about some words that start with that letter.                           |
| <b>Early Learning Basics Ring</b><br>Your child presses the ABC button over and over, moving through the alphabet one letter at a time.            | If your child seems to know the alphabet letter sequence, you can play a game of "What letter comes next?"   |
| <b>Early Learning Basics Ring</b><br>Your child moves the bus slider and listens to the sounds while watching the "opposites" visuals on the dome. | Encourage a game that you and your child can play together. For example, find opposites in your own home environment, or talk about things that are opposites.   |
| <b>Games Ring</b><br>Twists the spinner back and forth.  | The display will "unwind" with a silly sound all by itself. Show your child the display can be filled all the way or only a little bit. Play a game where you ask your child to fill up the display with lights "a lot" or "a little."                     |

## For your convenience...

We didn't forget about parent-friendly benefits when we designed Intelli-Table™. Here are a few things you're sure to appreciate about the toy:

### Self-contained storage

With one play & learn ring engaged in the ring holder, there's room in the red table base to store the other two rings.

### It's so easy to take along!

The activities on the play & learn rings are completely functional when the ring holder is removed from the red table base, so your child can enjoy this toy wherever your day takes you!

### Volume control

Simply put, we understand that sometimes you need things toned down a bit (hey, we're parents too). On the underside of the ring holder you'll find the on/off switch with volume control: the middle setting is low volume, or slide to the outside to turn it up!

### Automatic shut-off

When the toy hasn't been played with in a while, it automatically shuts off to help conserve the batteries.



## Assembly and Instruction

Adult assembly is required.

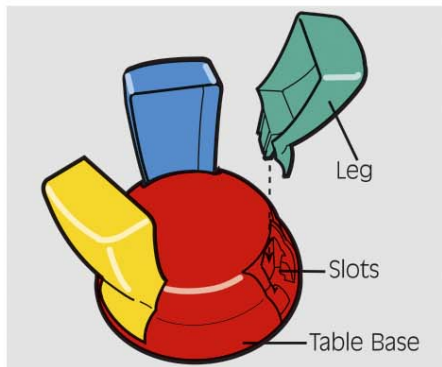
Requires four "AA" (LR6) alkaline batteries for operation (not included).

Tool required for battery installation:  
Phillips screwdriver (not included).

Please save these instructions for future reference.

### One-Time Table Assembly

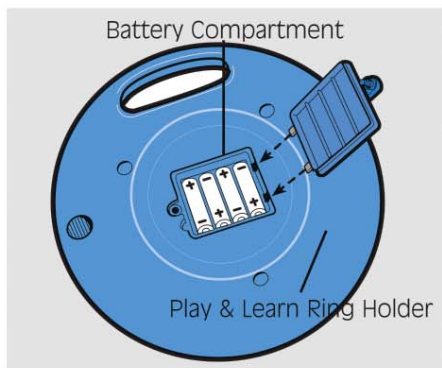
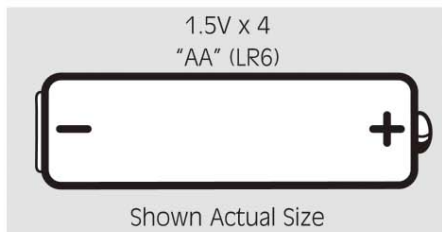
- Place the red table base upside-down on a flat surface.
- Insert and **"snap"** each leg into the red table base.
- Turn the red table base upright. One-time assembly is now complete!



### Battery Installation

- Locate the battery compartment on the underside of the blue play & learn ring holder.
- Loosen the screw in the battery compartment door with a Phillips screwdriver and open the door.
- Insert four "AA" (LR6) alkaline batteries, as indicated in the battery compartment.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

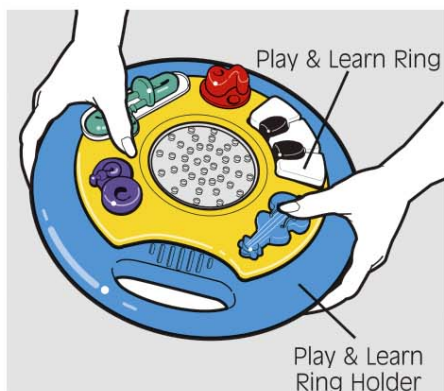
**Hint:** We recommend the use of alkaline batteries for longer battery life.



## Inserting the Ring into the Holder

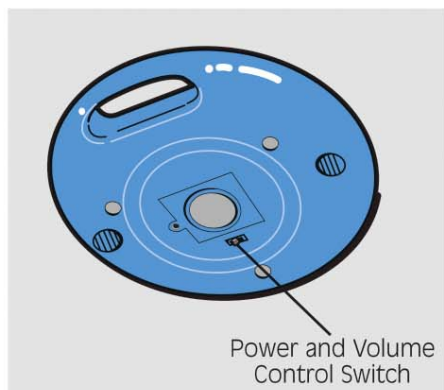
- Position the play & learn ring holder upright on a flat surface.
- Fit the ring into the holder.
- Using both hands, press on the ring with your thumbs until you hear two “clicks”.

Place the ring holder into the red table base for table play or remove for take-along fun!



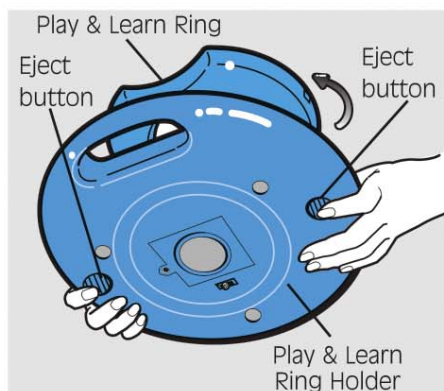
## Power and Volume Control Switch

- Slide the power and volume control switch “on” to the low volume position.
- Adjust the volume to a comfortable listening level by:
  - keeping the switch in the low volume position.
  - sliding the switch to the high volume position.
- To turn the toy “off,” slide the switch to the off position.



## Ejecting the Ring from the Holder

- Press the eject buttons on the underside of the holder to release and remove the ring.





## Battery Tips

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- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the toy. Battery leakage and corrosion can damage this toy. Dispose of batteries safely.
- 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 toy before they are charged.
- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.

## Care

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- If sounds or lights become faint or stop, it's time for an adult to replace the batteries!
- Keep water, sand and dirt off of this toy.
- Keep this toy away from direct sunlight and excessive heat.
- Do not drop this toy on a hard surface.
- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable parts. Do not take this toy apart.

## FCC Note (United States Only)

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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.
- Consult the dealer or an experienced radio/TV technician for help.