

**Fisher-Price®**

**AlphaSpinner™**

Model Number: 77951



**Learning**  
**Sensations™**

Discover what's possible™...[www.fisher-price.com](http://www.fisher-price.com)

# Let's Go!

- 1 Slide the power/volume switch:
  - On with **low** volume.
  - On with **high** volume.
- 2 Press one of the mode buttons:  
**Teach** – **Test** – or **Tickle**.



## Teach

Spin the dial to hear the letter, its phonics, a related word and a fun sound.



## Test

Listen to the question. Spin the dial to the correct letter.



## Tickle

Spin the dial to create your own musical "letter rap".

### Hint:

When you spin the dial to select a letter, make sure you see the letter through the hole in the green button.

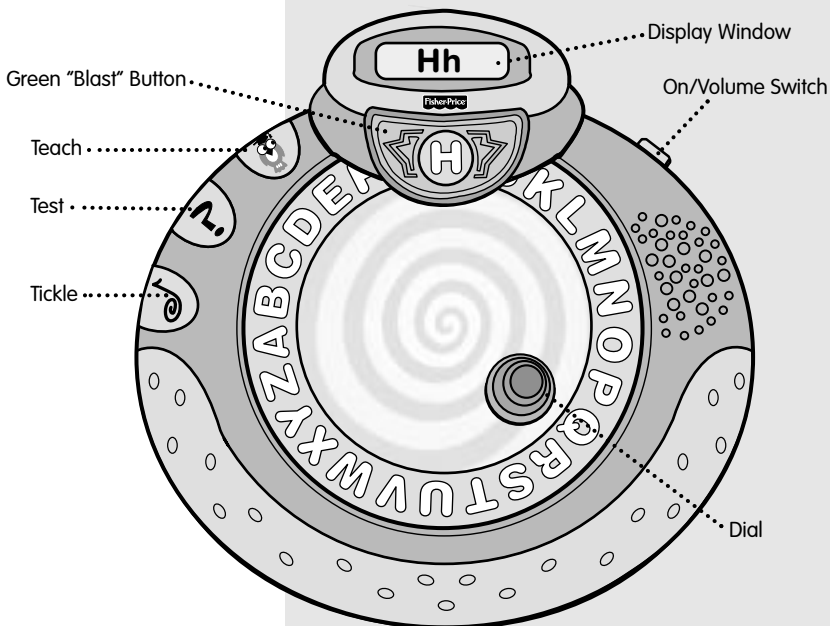
# What is Learning Sensations?

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Multisensory toys that offer a comprehensive learning experience. Your child enjoys the fun of learning through **sight**, **sound** and **touch**. **Seeing** letters, words and fun animations promotes visual learning.




**Listening** to letters, words, phonics, fun sound effects and music enhances auditory learning. And, **feeling** raised letters and spinning the dial encourages tactile learning.

Your child enjoys the fun of learning letters, word association, spelling basics and more with AlphaSpinner™. Add fun animations and sound effects plus a musical "letter rap" and you'll find your child's learning in lots of surprising ways.



## Helpful Hints

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- Please keep this manual for future reference, as it contains important information.
- Adult assembly is required to install the batteries. Tool needed for battery installation: Phillips screwdriver (not included).
- When sounds from – or the display on this toy become faint or stop working, it's time for an adult to replace the batteries!
- Requires three “AA” **alkaline** batteries for operation (not included).
- Be sure to select a comfortable listening level when turning power on. Select: On with high volume  ; or on with low volume .
- This toy features an automatic shut off, and will turn off if your child is not actively playing with it after about 15-30 seconds. You can also turn this toy off by sliding the power/volume switch to .
- The words shown in bold, italic quotes throughout this manual are sample responses. This toy may respond differently.

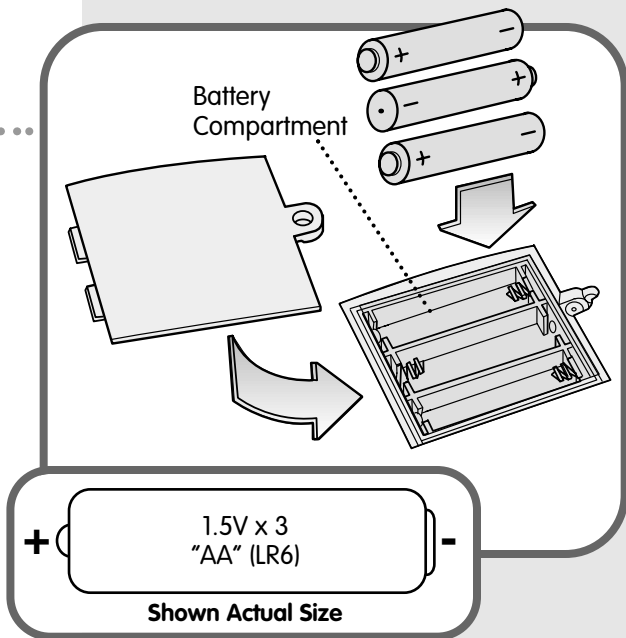
## Care

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- 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. Please do not take this toy apart.

# Battery Installation

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- Locate the battery compartment on the back of the toy.
- Loosen the screw in the battery compartment door with a Phillips screwdriver.
- Lift to remove the battery compartment door.
- Insert three "AA" (LR6) **alkaline** batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

## Hint:

We recommend using **alkaline** batteries for longer battery life.


# Battery Tips



- 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.
- Do not dispose of batteries in a fire. The batteries may explode or leak.
- 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 Replacement" 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.

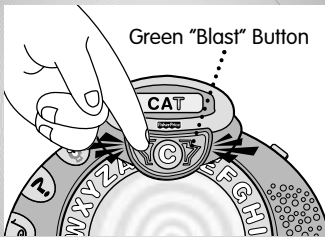
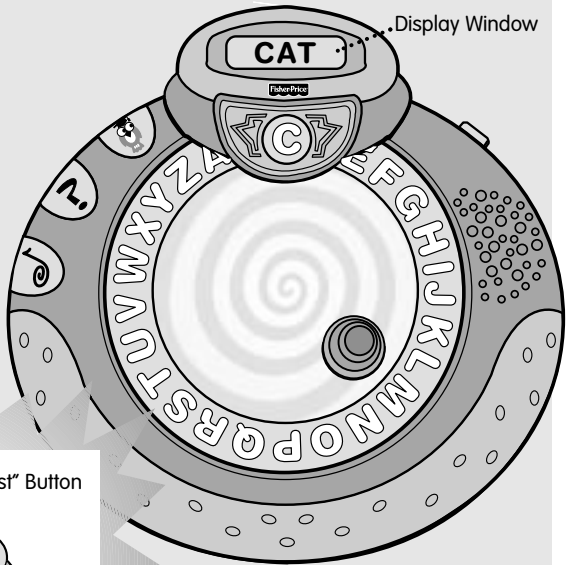
# Teach

## Letters

When you:	The Toy Responds:
Press the  Teach button.	<b>“Let’s spin letters.”</b>
Spin the dial to select a letter.	The toy magically knows which letter you selected. You’ll hear the letter, phonics, plus a related word and fun sound. <b>“C – cuh – cat – meow.”</b>
Press the green button to <b>blast</b> to the next level.	Now, you’ll hear and see how to spell the related word. <b>“Cat – C-A-T – Cat – meow.”</b>

### Hint:

Look at the display window to see letters, words and fun animation!



# Test

## When you:

Press the  Test button.

Spin the dial to select a letter.

## The Toy Responds:

*“Find the letter L as in lion.”*

Select the correct letter and you’ll hear and see a positive response and a fun sound.

*“Awesome! L - luh - lion - rrroar.”*

(After answering correctly, you can **blast** to a spelling question. Press the green button.)

If your child selects the wrong letter, your child hears the letter selected and then is asked the same question.

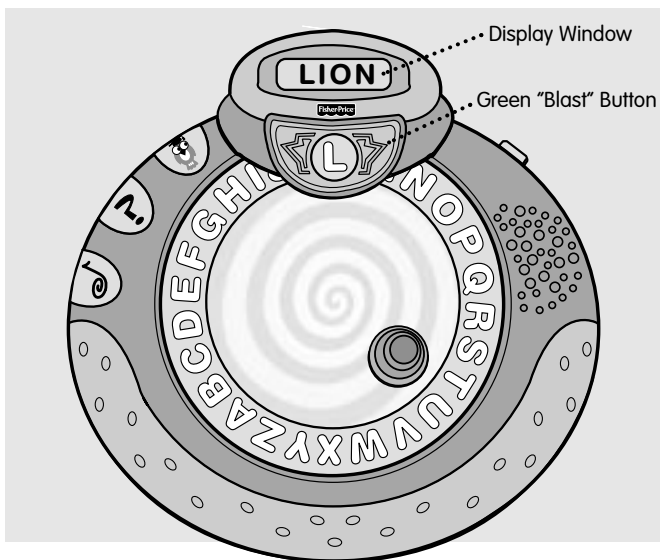
*“I. Find the letter L as in lion.”*

After selecting the wrong letter a third time, the toy advances to another question.

*“Find the letter B as in ball.”*

## Hint:

If your child selects the wrong letter a second time, your child receives a clue! Look in the display window.





# Test

## When you:

Answer a question correctly in **Test** mode and then press the green button to **blast** to spelling.

Spin the dial to select a letter.

## The Toy Responds:

Look at the display window.

**“Find the missing letter.”**

Select the correct letter and you’ll hear and see a positive response and a fun sound.

**“Way to go! Lion – L-i-o-n – Lion.”**

If your child selects the wrong letter, your child hears the letter and then is shown the word and its proper spelling again. Then, the same question is repeated.

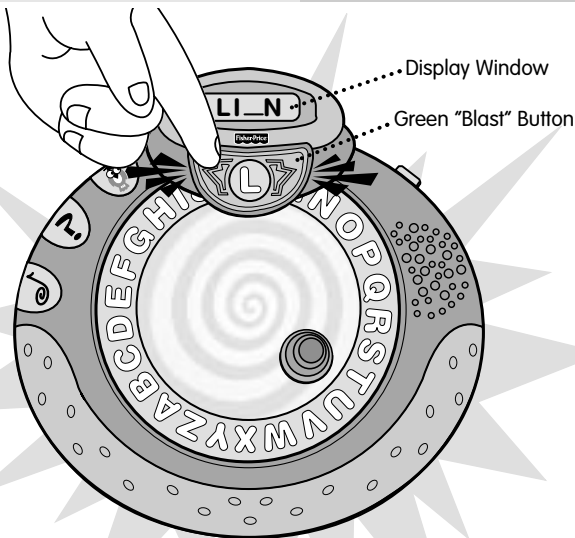
**“Find the missing letter.”**

After selecting the wrong letter a third time, the toy reverts back to a letter identification question.

**“Find the letter D as in duck.”**

## Hint:

In **Test** mode, you can only **blast** to a spelling question **after** answering a letter identification question **correctly**.



# Tickle

## When you:

Press the  Tickle button.

## The Toy Responds:

**“Let’s spin and rap.”**  
(The music starts.)

Spin the dial to select a letter.

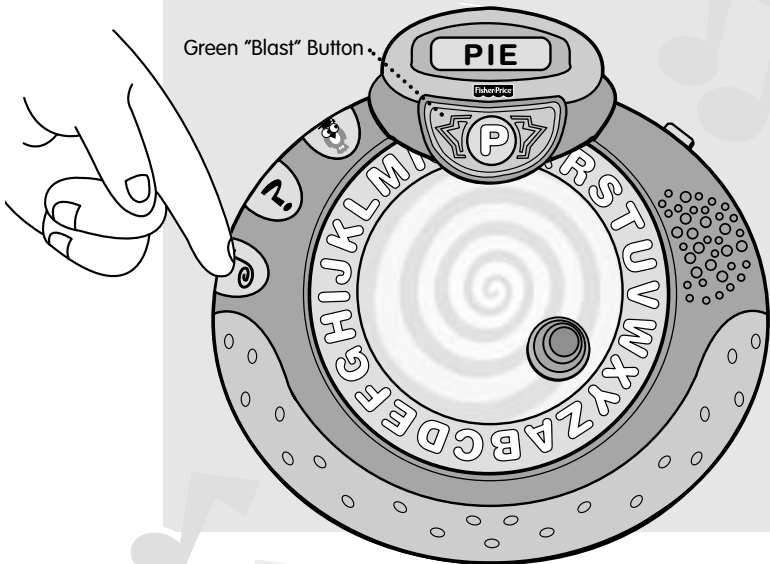
The toy knows which letter you selected and you’ll hear the letter and the related word all to the beat of the music!

**“P – pie – puh-puh-puh – Pie.”**

Press the green button to *blast* into more rapping fun.


You’ll hear phonics each time you press the button.

**“Puh.”**



# Your Child Is Learning!

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Letter Identification	Introduces the entire alphabet, A to Z.
Word Association	Each letter has a related word, so your child is exposed to 26 vocabulary words.
Phonics	Phonics helps your child with beginning reading.
Listening Skills	Your child listens to the toy prompts and responds accordingly.

## Consumer Information

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Call Fisher-Price® Consumer Relations, 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, Inc.  
Consumer Relations  
636 Girard Avenue  
East Aurora, New York 14052

For other countries, outside the United States:

**Canada:** call 1-800-567-7724, or write to: Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

**Great Britain:** telephone 01628 500302.

**Australia:** Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

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

## FCC Statement (United States Only)

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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 manufacturer responsible for compliance could void the user's authority to operate the equipment.

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