

Fisher-Price **Kasey**
the
Kinderbot™
LEARNING SYSTEM



Living Things

Let's
get
growing!



Discover what's possible™...www.fisher-price.com

Getting Started

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

Before inserting the software cartridge, turn power off by pressing the On/Off button on the top of Kasey's foot. Insert the software cartridge into the software port and Kasey automatically turns back on!





Blast Into the World of Science

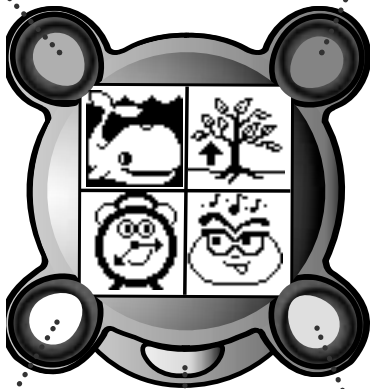
Choose a game or activity from the Main Menu: **Discover Where Animals Live**, **Watch Things Grow**, **Wake Up Our Senses** and the **Body Mover Song**. Press a colored selection button to make your choice.

Discover Where Animals Live

Press the red selection button. Find out about animals and where they live.

Watch Things Grow

Press the blue selection button. Living things grow in stages – explore the different ways plants, animals and even people grow!



Wake Up Our Senses

Press the yellow selection button. Keep your senses sharp with Kasey. Listen closely to help Kasey match sounds and pictures.

Body Mover Song

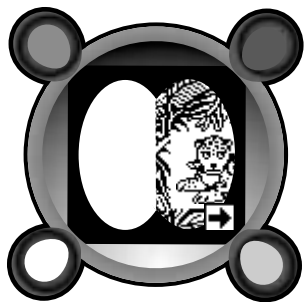
Press the green selection button. Move, dance and sing along with the Body Mover Song!

Home Button

Press the Home Button to return to the Main Menu at any time.



Discover Where Animals Live



- Press the green selection button to search for animals.

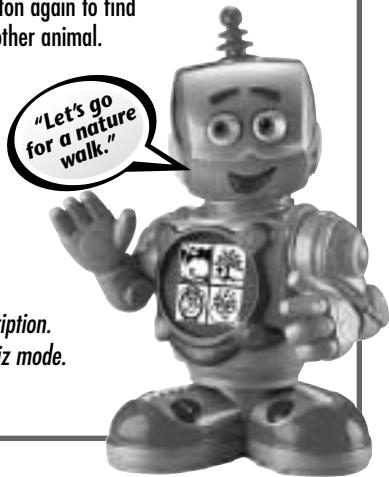


Green
Selection
Button

- Listen to the description of where the animal lives.
- Then, press the green selection button again to find another animal.

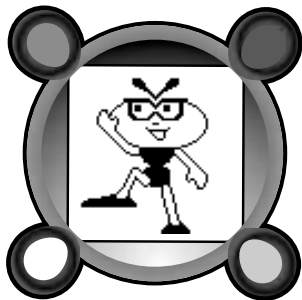
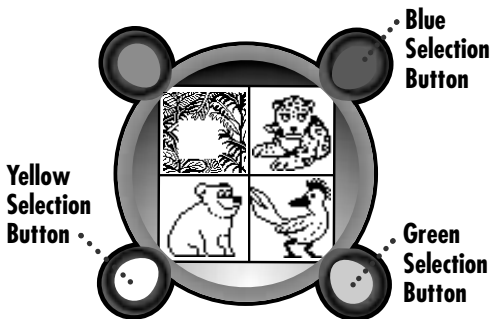
Hints:

- Press the blue selection button to repeat the description.
- Press the red selection button to go directly to Quiz mode.
(See the next page for instructions.)





Discover Where Animals Live



- After learning about four animals, it's time for a few questions. Help Kasey figure out where each animal lives.
- Listen to Kasey's question. Press the blue, yellow or green selection button to choose an animal and answer Kasey's question.

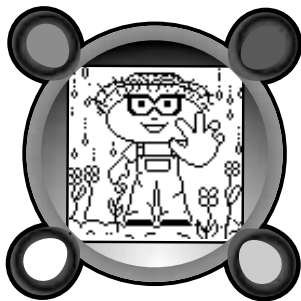
Hint: If you choose incorrectly, Kasey asks you to try again. After a third incorrect response, Kasey helps you out by showing you the correct answer.

- It's time to move. How about walking like a penguin?

Hint: Press the red selection button to repeat Kasey's question.

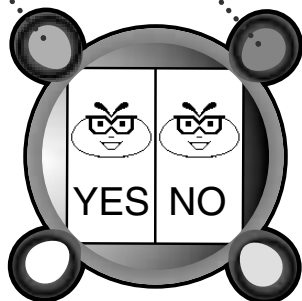


Watch Things Grow



- Sing the “Dancing Flowers” song with Kasey and Chip™.

Red Selection
Button



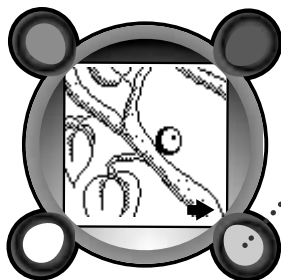
Blue Selection Button

- To play the tune again, press the red selection button (for yes) or press the blue selection button (for no) to continue this activity.

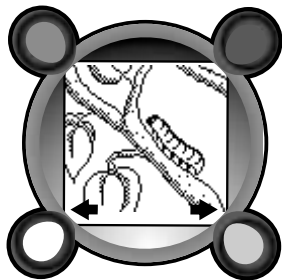


Watch Things Grow

Let's watch how something grows.

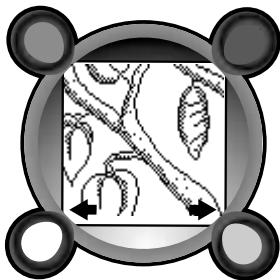


Green
Selection
Button

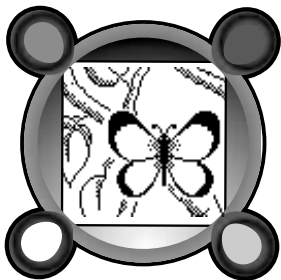


- First it starts like this. To watch it grow, press the green selection button.

- Second – let's see how it changes. To watch it grow, press the green selection button again.



- Third – look at it grow. To watch it grow, press the green selection button.

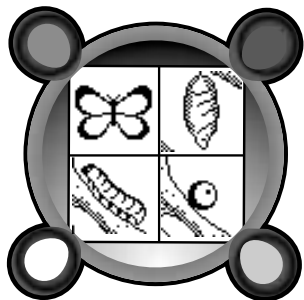


- Fourth – it's fully grown!

Hint: Press the yellow selection button to see the previous picture.

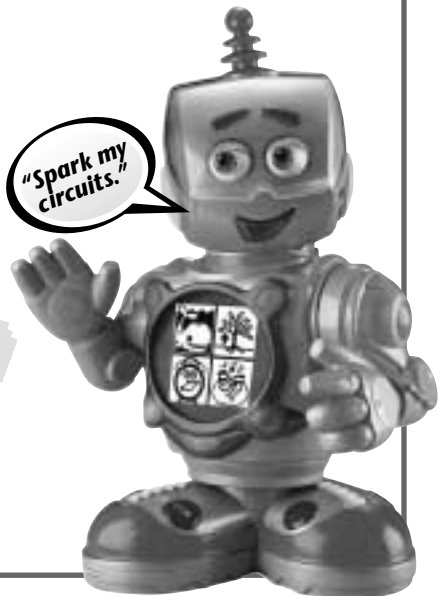
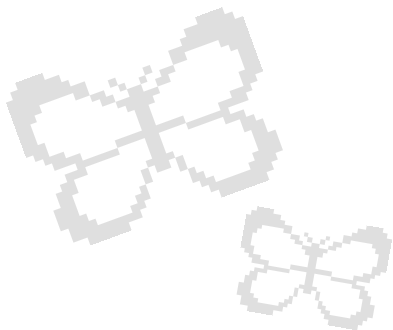


Watch Things Grow



- After learning how something grows, Kasey asks about the order that it grows. Help him find which happened first, second, etc.
- Listen to Kasey's question. Press a selection button to answer Kasey's question.

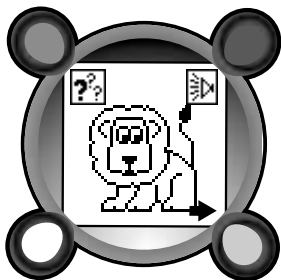
Hint: If you choose incorrectly, Kasey asks you to try again.



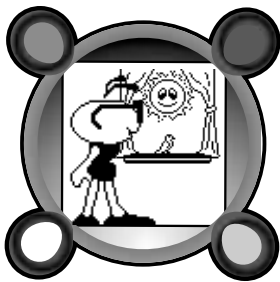


Wake Up Our Senses

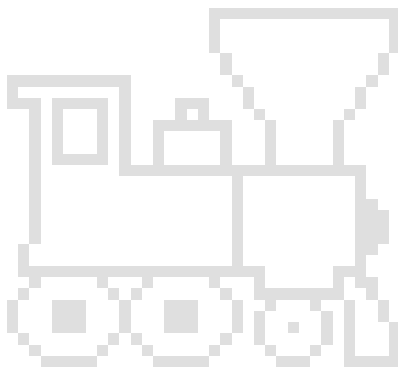
There are two games in this activity:



What Sounds Like This?



**Wake Up Eyes, Nose,
Mouth and Ears**

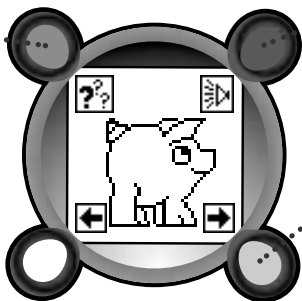




Wake Up Our Senses

What Sounds Like This?

Red
Selection
Button



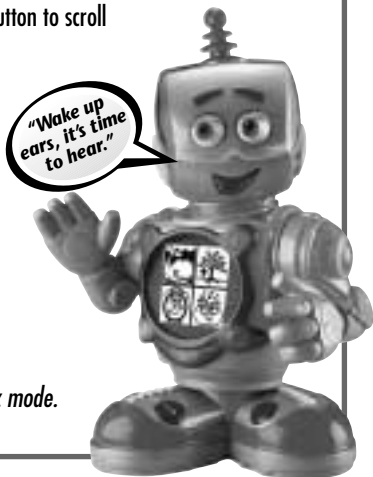
Blue
Selection
Button

Green
Selection
Button

- Listen to the sound that the picture makes.
- Then, press the green selection button to scroll through more pictures.

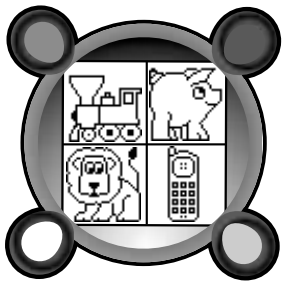
Hints:

- Press the blue selection button to repeat a sound.
- Press the red selection button to go directly to Quiz mode.





Wake Up Our Senses



- After learning about different sounds, it's time for a few questions.
- Listen to Kasey's question. Press a selection button to choose the picture that matches the sound.

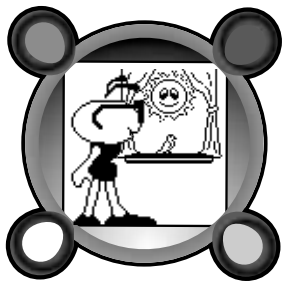
Hint: If you choose incorrectly, Kasey asks you to try again. After a third incorrect response, Kasey helps you out by showing you the correct answer.



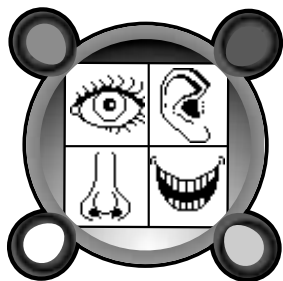


Wake Up Our Senses

Wake Up Eyes, Nose, Mouth and Ears



- It's time to see, hear, touch, smell and taste.



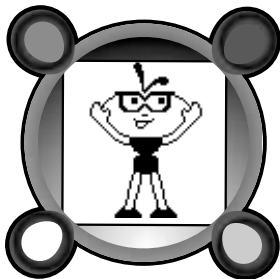
- Listen to Kasey's question.
- Press a colored selection button to choose the correct part of the body.

Hint: If you choose incorrectly, Kasey asks you to try again. After choosing incorrectly a third time, Kasey shows you the correct answer.

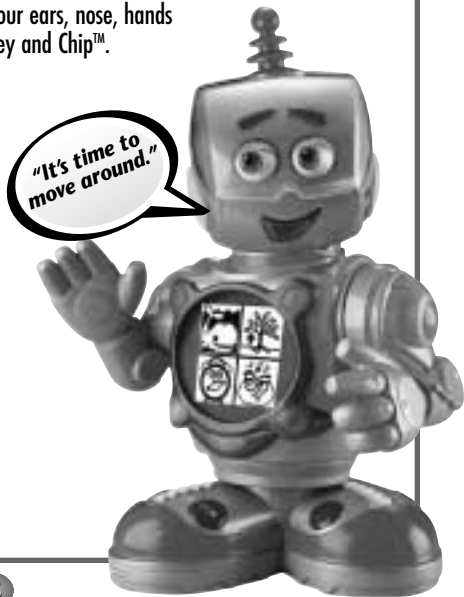




Wake Up Our Senses

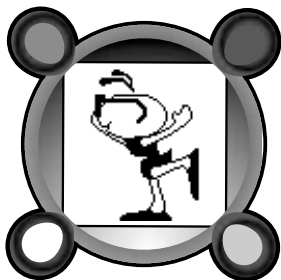


- It's time to move your ears, nose, hands and more with Kasey and Chip™.

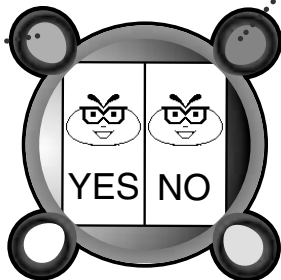




Body Mover Song



Red
Selection
Button ...



Blue
Selection
Button

- Sing along to a fun song with Kasey and Chip™, and move your waist, tap your toes, spin your arms and more!
- To sing and dance again, press the red selection button (for yes) or press the blue selection button (for no) and return to the Main Menu.



Care

- Keep water, sand and dirt off of this cartridge.
- Keep this cartridge away from direct sunlight and excessive heat.
- Do not immerse the cartridge. Simply wipe the outside of the cartridge with a cloth to clean.
- This cartridge has no consumer serviceable parts. Please do not take this cartridge apart.

One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants Kasey the Kinderbot™ Living Things is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year 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 Consumer Relations at the address indicated above 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 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 LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

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

Consumer Information

Questions? We'd like to hear from you!

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®
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.



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