

Fisher-Price®

SMART CYCLE™

PHYSICAL LEARNING ARCADE SYSTEM



GET UP. GET SMART. GET GOING!

It's a stationary bike, a learning center, and an arcade game system – all rolled into one! Smart Cycle™ plugs right into your TV, ready to take kids on learning adventures like no other. As they pedal, favorite character friends guide them through learning discoveries, games, and even exciting races.



Drive

Pedal, steer and learn at your own pace – visit Math Mountain, Shape Lake, Number Fields, Letter Creek and other stops along the way.



Learn

Stop and rest, but don't stop learning! Use the joystick to reinforce important learning skills with plenty of games and activities – with different levels for growing kids.

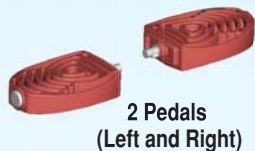
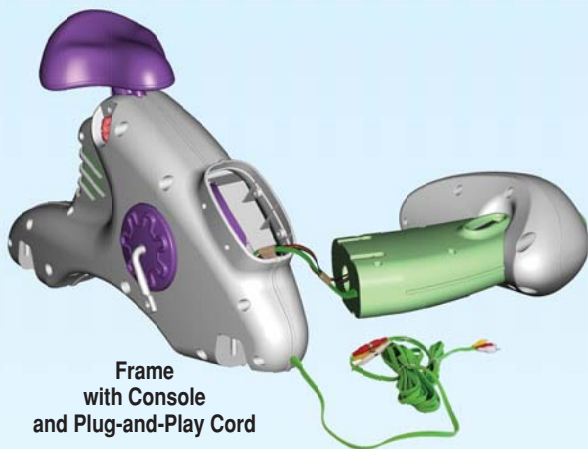


Race

Put the pedal to the metal as you race with cars on-screen, against the clock, or with another player!



PARTS



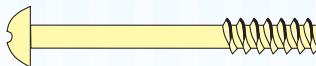
Back Base (Narrow)



Adult assembly is required. Tools needed for assembly: Phillips screwdriver (not included) and assembly tool (included).



#8 x 1" Screws – 6



#10 x 1 1/2" Screws – 4

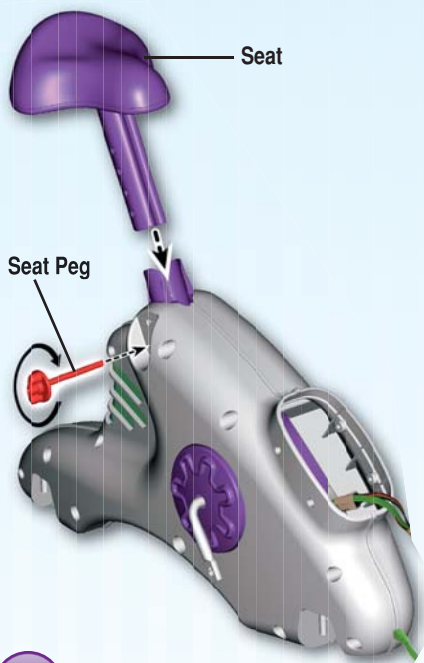
Shown Actual Size

Note: Tighten and loosen all screws with a Phillips screwdriver. Do not over-tighten screws.

ASSEMBLY

CAUTION

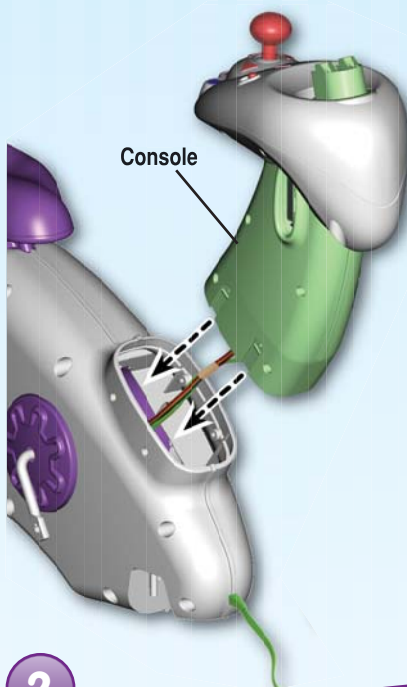
This product contains small parts in its unassembled state. Adult assembly is required.



1

- Turn to remove the seat peg from the frame.
- Insert the seat into the slot in the frame.
- Replace the seat peg and turn to secure.

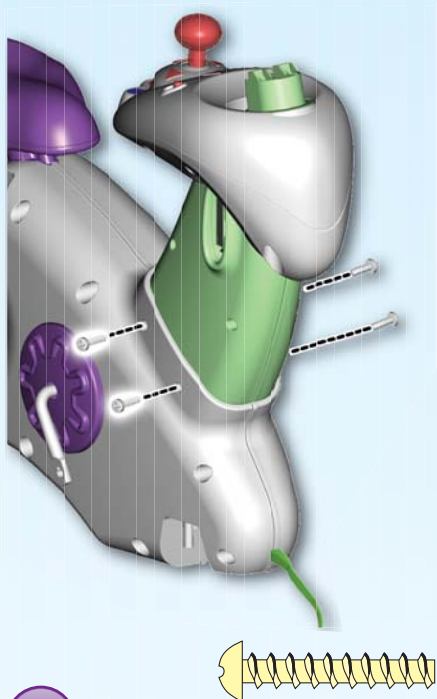
Hint: You can adjust the seat height (higher or lower) for your child's comfort. Simply remove the seat peg and lift or lower the seat. Replace the seat peg to secure the seat.



2

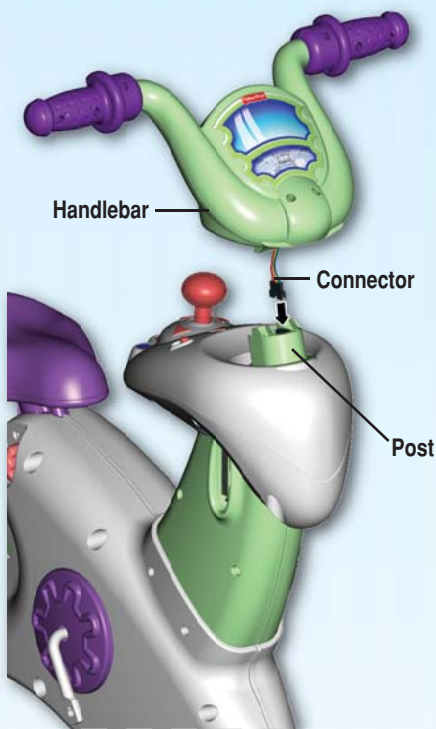
- While tucking the wires into the frame, fit the console into the frame.

ASSEMBLY



3

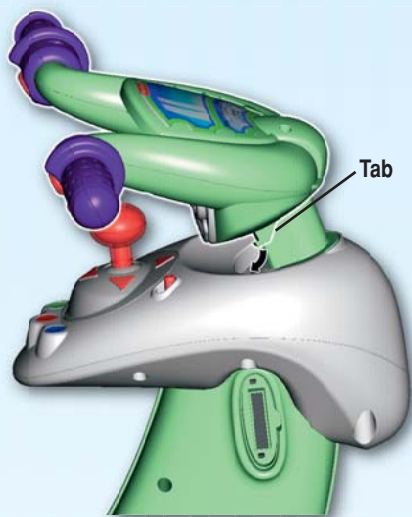
- Align the screw holes in the frame and console. Insert four #8 x 1" screws through the frame and into the console.
- Tighten the screws.



4

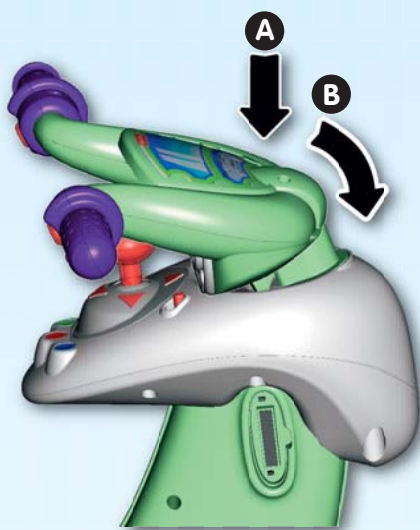
- First, plug the handlebar connector into the socket in the console.
- Hint:** The connector will only fit one way into the socket. If it does not seem to fit, turn it around and try again!

ASSEMBLY



5

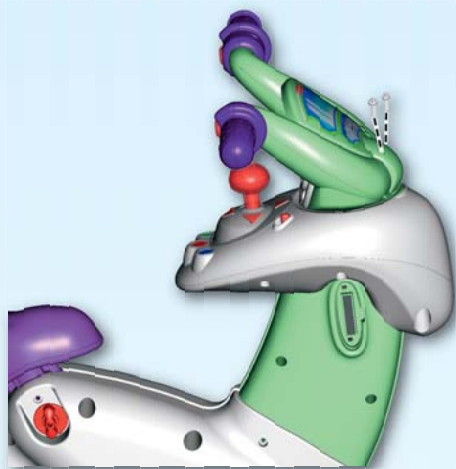
- Fit the handlebar onto the top of the post.
- At an angle, insert the tab on the back of the handlebar into the slot in the console.



6

- Next, rock the handlebar forward and down to "**snap**" it in place. Make sure you hear a "**snap**".

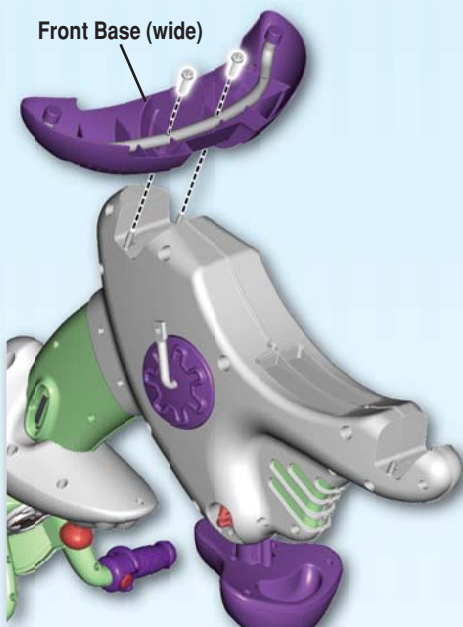
ASSEMBLY



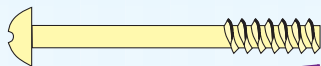
7



- Insert two #8 x 1" screws into the handlebar and tighten.

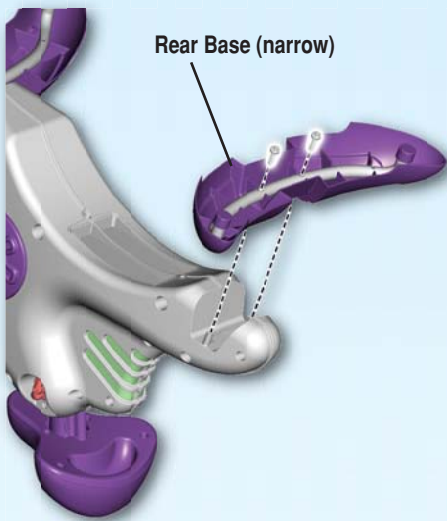


8

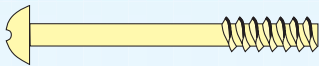


- Turn the cycle upside down.
- Fit the front base (wide) into the groove in the front of the frame.
- Insert two #10 x 1 1/2" screws through the tube in the front base and tighten.

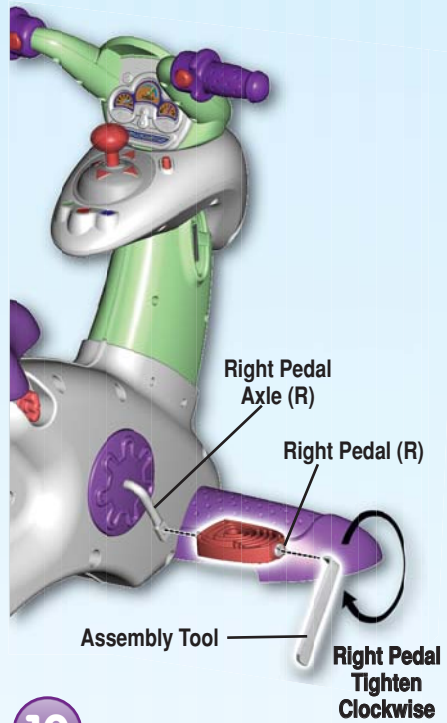
ASSEMBLY



9



- Fit the rear base (narrow) into the groove in the rear of the frame.
- Insert two #10 x 1 1/2" screws through the tube in the rear base and tighten.
- Set the cycle upright.

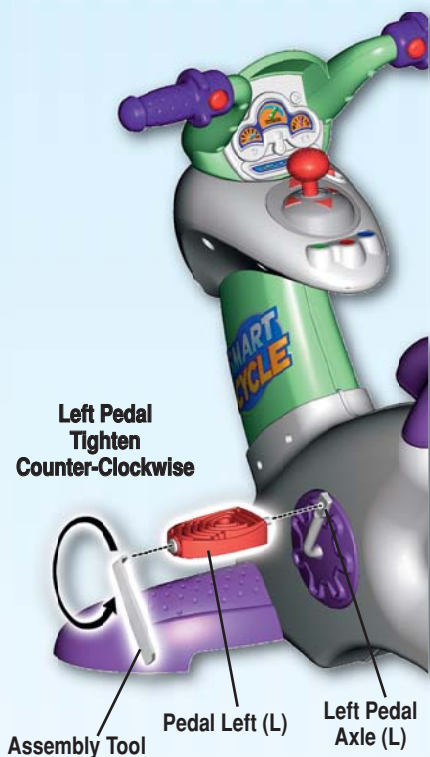


10

- Locate the right pedal marked with an **R** on the outside end.
- Now, find the pedal axle marked with an **R**.
- Fit the threaded end of the right pedal into the hole in the right pedal axle.
- Hand-tighten the pedal by turning it **clockwise**.
- Then, fit the assembly tool to the end of the pedal. Turn it **clockwise** to fully tighten.

Hint: You will not be able to tighten the pedal if you have tried to attach the left pedal. If you cannot tighten the pedal, remove it and try the other. Be sure to match the letters **R** or **L** on each part.

ASSEMBLY



11


- Fit the threaded end of the left pedal (marked with an **L**) into the hole in the left pedal axle.
- Hand-tighten the pedal by turning it **counter-clockwise**.
- Then, fit the assembly tool to the end of the pedal. Turn it **counter-clockwise** to fully tighten.

BATTERY INSTALLATION



- Locate the battery compartment on underside of the frame.
- Loosen the screws in the battery compartment door and remove the door.
- Insert four "D" (LR20) **alkaline** batteries.

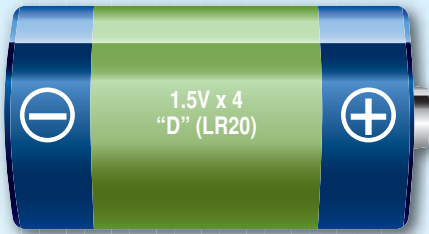
*Hint: We recommend using **alkaline** batteries for longer battery life.*

- Replace the battery compartment door and tighten the screws.
- When function is erratic or stops, or you see a low battery symbol on your TV screen , it's time for an adult to change the batteries!



- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

BATTERY SAFETY INFORMATION



In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your toy. 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 toy. Dispose of batteries safely. Do not dispose of the 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 toy before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

CONNECTING SMART CYCLE™ TO YOUR TV



Note: The photo above shows a combination TV/VCR/DVD with input on the front. Your TV or VCR may have input jacks on the back.

Important! Your TV or VCR must have audio and video input jacks.

- Place the Smart Cycle™ in front of your TV.
- Locate the plug-and-play cord on the front of the cycle.
- Plug the audio-video pins into the matching colored input jacks on your TV or VCR (Yellow for Video In, White for Left Audio In and Red for Right Audio In).

Hint: We've included a detailed illustration to show how to connect Smart Cycle™ to a TV or TV and VCR. Please refer to page 21.



- Insert the game cartridge into the socket in the side of the cycle.

Hint: You can easily attach other cartridges (sold separately and not included) to the key ring.

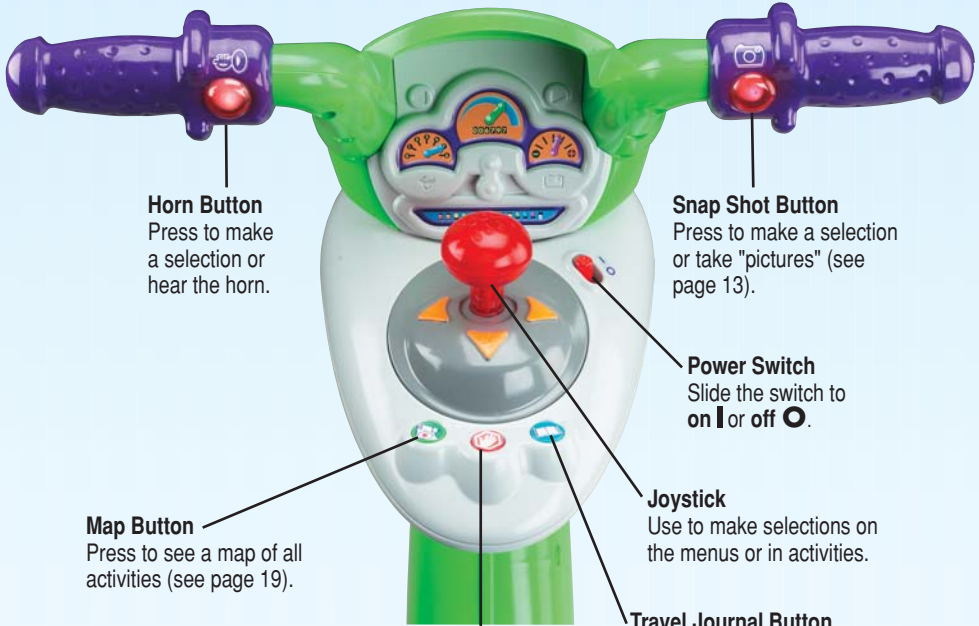
- Turn your TV or VCR power **on**.
- Slide the power switch on the cycle to **on** | .
- To find the picture on your TV screen, set your TV's or VCR's mode selector to INPUT or VIDEO IN.

Hint: The plug-and-play cord is designed to easily disconnect if it is pulled. Simply connect the matching connectors in the middle of the cord.

GETTING STARTED ON THE LEARNING ADVENTURE

Handlebar

Use for steering on the road or in games.



Horn Button

Press to make a selection or hear the horn.

Snap Shot Button

Press to make a selection or take "pictures" (see page 13).

Power Switch

Slide the switch to on **I** or off **O**.

Joystick

Use to make selections on the menus or in activities.

Map Button

Press to see a map of all activities (see page 19).

Travel Journal Button

Press to see the pictures you took along your journey.

Exit Button

Press to exit the activities.



CUSTOMIZE YOUR VEHICLE



- Use the joystick to choose the type of vehicle you'd like to "drive."
- Press either handlebar button to make your selection.
- Repeat this process to choose the color of your vehicle, horn sound and a hood ornament style.

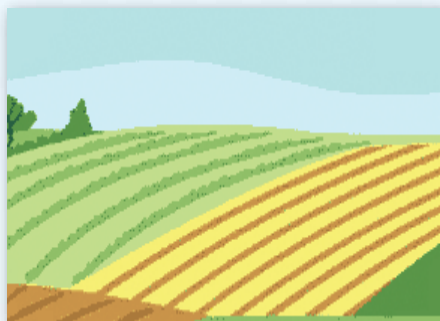


LEARNING ADVENTURE




Find the objects!

- Pedal the cycle to move down the road.
The faster you pedal the faster you go!
- Use the handlebars to steer.
- Find all the letters, numbers or shapes shown in the upper left of the screen. Simply ride over them. Don't ride over other objects!

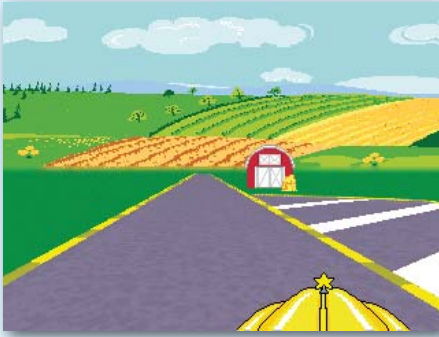


Taking Snap Shots

- Press the right handlebar button  to take snap shots in any activity.



ALPHABET BARN



Off Ramps

- Keep traveling down the road and go all the way around the course or head onto an off-ramp for other fun games and activities. Simply bear to the side of the road as you see one approaching.


Hint: If you miss a ramp, you can pedal in reverse to back up.



Find the Letters!

- Listen carefully to the letter you need to find. "Find the upper case G".
- Move the joystick to scroll through choices. Then press either handlebar button to choose a letter.



- Select the correct letter and you complete a word! "G - Goat"
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity!



LETTER CREEK




Word

Frog Lives

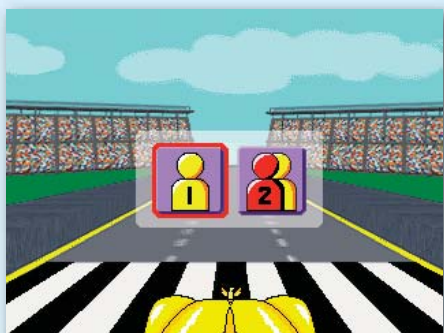
Score

Catch the letters to spell words!

- Look at the word on the lower left corner of the screen. This is the word you'll need to spell. You have 5 frog lives to spell words correctly in each level of play.
- Watch the letter bugs appear on the screen.
- Use the joystick to move the frog left and right. Then, press either handlebar button to flick out the frog's tongue and catch the letter bug.
- When you spell a word, you score points! Look at your score in the lower right corner of the screen. If you choose an incorrect letter you lose a frog life.
- When you spell all words correctly on one level, move up to the next level. The words are longer and the bugs fly faster!
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity!



THE BIG RACE



Pedal as fast as you can to the finish line!

- Use the joystick to choose a 1 Player or 2 Player game. Press either handlebar button to select the game.



1 Player


- Pedal down the road as fast as you can to the finish line. Try to speed past the other cars. Get to the finish line first and you win!



SHAPE LAKE



2 Player

- Each player takes a turn. Pedal down the road as fast as you can to the finish line. Look at your time.
- Now, it's time for Player 2 to beat your time.
- The player with the fastest time *wins*.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity!




Nozzle


Shape

Score

Match shapes to pop the bubbles!

- Look at the shape inside the nozzle. Use the joystick to aim the nozzle toward the matching shape.
- Press either handlebar button to shoot the shape and "pop" the bubble.
- If you hit the matching shape, you score points! If you hit the wrong shape, the bubble floats back to the top.

Hint: The blowfish  can be used to hit any bubble shape.

- Try to pop all the bubbles before they reach the bottom. When you pop all the bubbles, move on to the next level. The bubbles move faster!
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity!




MATH MOUNTAIN



Lots of counting fun!

- Use the joystick to move the clouds over a number.



- Hear the number identified and see it counted out.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity!



NUMBER FIELDS



Timer


Score

Use the tractor to run over numbers in the field before they disappear!

- Use the joystick to move the tractor around the field. Run over the numbers before they disappear.
- When you hit the numbers, you score points! Try to get as many points as you can before time runs out.



Timer

- When time runs out, you're on to the next level. Numbers appear and disappear faster now and there are obstacles to avoid too. Don't lose points!
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity!




BONUS ACTIVITY



- To visit here, you need to visit all of the activities around the course and complete the first level of each game.



- Watch the ant parade. The ants march by carrying letters, numbers or shapes.
- When you're finished with this activity, press the exit button  to return to the road. Pedal to the next activity!




TRAVEL JOURNAL



See previous
snap shot



See next
snap shot

- Press the travel journal button . Then use the joystick and handlebar buttons to review and select a snap shot.



Stamp Tool


Erase

- Next, use the joystick and handlebar buttons to select the stamp tool  to decorate your picture.
- Choose a stamp with the joystick and handlebar buttons and place it on the snap shot.
- Select the erase button  to clear the screen and decorate another picture.




THE MAP

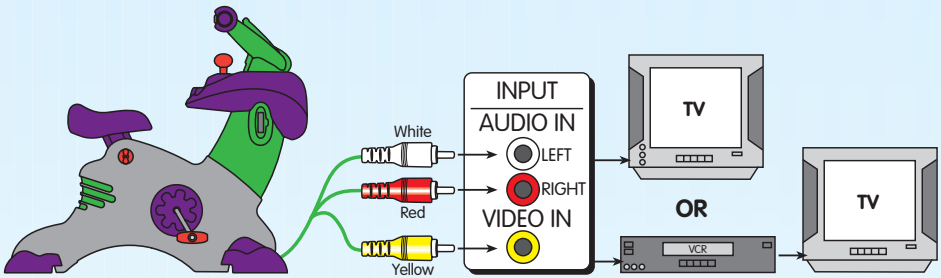


- You can travel down the road and head onto an off-ramp to access activities or simply press the map button  to visit any of the activities around the course.

TROUBLESHOOTING GUIDE

PROBLEM	CAUSE	SOLUTION
No image on the TV	TV or VCR is not set to proper input	Press the channel down button on the VCR or TV and check for an INPUT channel below channel 2.
		Use the menu system on your TV or VCR to find INPUT or SOURCE. Change to INPUT or SOURCE.
		Refer to your TV's or VCR's instruction manual.
Low battery symbol  appears on TV screen	Batteries in the cycle are weak or dead	Replace the batteries in the cycle with four, new "D" (LR20) alkaline batteries.
	Plug-and-play cord is disconnected	Make sure both ends of the plug-and-play cords are fully connected to the cycle and your TV or VCR.
Image is stretched or distorted on a wide screen TV	TV aspect ratio set incorrectly	This product is designed for use with a 4:3 aspect ratio (display setting) and you should see black bars on the sides of the image. For best picture, do not use a 16:9 aspect ratio (stretched) wide screen setting. For more information on changing this setting, refer to your TV owner's manual.

CONNECTING TO A TV OR VCR AND TV



Note: Input jacks may be on the back of your TV or VCR.

CONSUMER INFORMATION

Safety Tips

- Always sit on the seat.
- Always wear shoes.
- Only one (1) rider at a time.

Notes

- Please keep this owner's manual for future reference, as it contains important information.
- Requires four "D" (LR20) **alkaline** batteries (not included) for operation.
- Age: 3 years - 6 years.
- This product is intended for indoor use only.

Care

- Wipe with a clean cloth dampened with a mild soap and water solution. Do not use bleach. Do not use harsh or abrasive cleaners. Do not immerse.
- This product has no consumer serviceable parts. Do not take this product apart.
- Periodically check this product for wear and damage and replace any cracked part.

VISIT US ON LINE AT WWW.SERVICE.FISHER-PRICE.COM

Call our Consumer Relations Department, toll-free at **1-800-432-5437**, 9 AM - 7 PM EST Monday through Friday and 11 AM - 5 PM EST Saturday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

For countries outside the United States:

CANADA: Questions? 1-800-432-5437. 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](http://www.service.mattel.com/uk)

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.

ASIA: Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

FCC STATEMENT

United States Only

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:

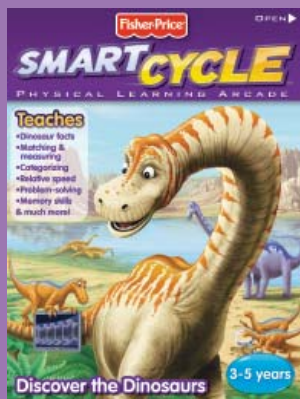
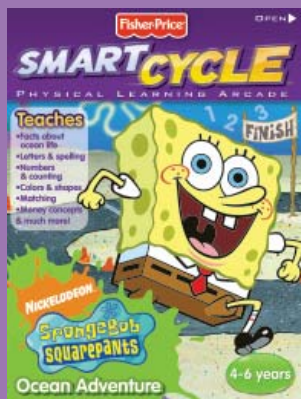
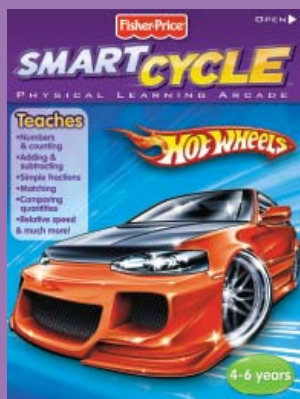
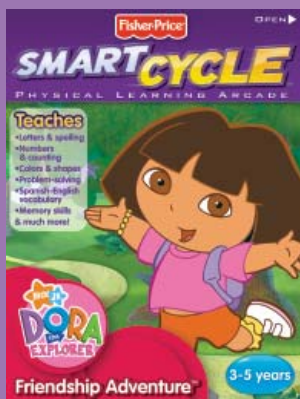
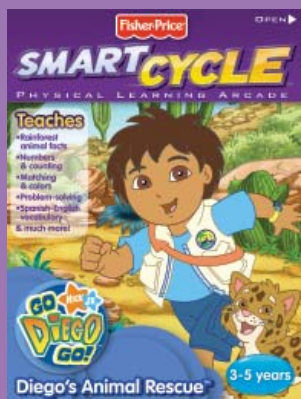
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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



Stretch your mind with other software titles for your Smart Cycle!

Each sold separately and subject to availability.



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