



# Smart Bounce & Spin Pony™

N0446



TV is not included.



# Consumer Information

## Safety Tips

- Always sit on the seat.
- Only one (1) rider at a time.
- The receiver is not a toy. Adult set-up is required for TV connect mode.

## Notes

- Please keep this owner's manual for future reference, as it contains important information.
- Requires three "AAA" (LR03) and three "C" (LR14) **alkaline** batteries for operation. Batteries are not included.
- For children ages 12-36 months who are able to get on and off unassisted.
- Weight limit: 44 lbs (20 kg).
- This product is intended for use indoors on carpeted surfaces.
- Bright sunlight or incandescent light may affect the range between the pony and the receiver. Try dimming the light in the room.
- Adult assembly is required. Tool required for assembly: Phillips screwdriver (not included).

## 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.

## FCC Statement (United States Only)

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.

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



## 3 Grow-with-Me Levels!

Give learning a whole new spin and bounce! Set up the wireless TV connection and let baby control on-screen activities, with images responding to baby's movements. Exciting animation, music, sounds, friendly characters, tons of sing-along songs, and a long trail of exciting things to learn.

### 12M+ Level 1 - Action/Reaction

With every bounce or spin of the roller, baby makes something happen! Hear songs, learn about animals and their sounds, first words, greetings and more.

### 18M+ Level 2 - Learn & Play

As baby grows, so does the learning! Discover letters, numbers, shapes and colors in a fun and engaging way.

### 24M+ Level 3 - Active Learning

Lots of games, lots of active learning! For example: make the pony "jump fences" as you count along and collect rewards.

## 5 learning sites to choose from on each level!

- A to Z Zoo
- Count & Grow Farm
- Colorful Home
- Shapes at Shore
- Opposites Playground

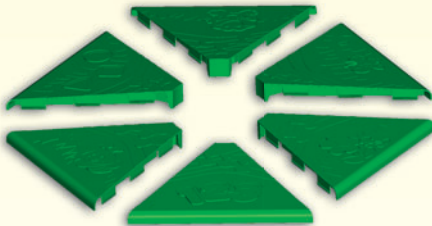


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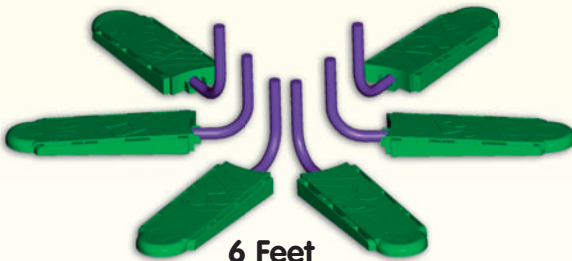
## Parts

### CAUTION

This product contains small parts in its unassembled state. Adult assembly is required. Take extra care during unpacking and assembly.



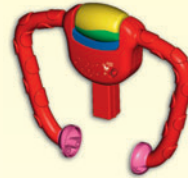
**6 Base Pieces**



**6 Feet**



**Receiver**  
(Not a Toy)



**Handlebar**



**Pony**



**Cap**



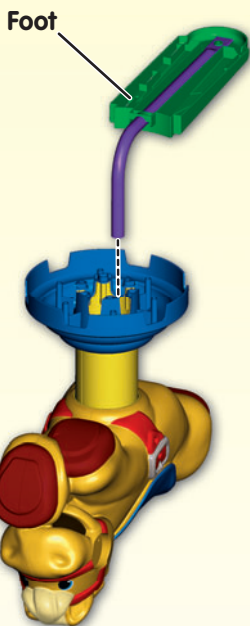
**#8 x 7/8" (2.2 cm) Screw - 8**

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



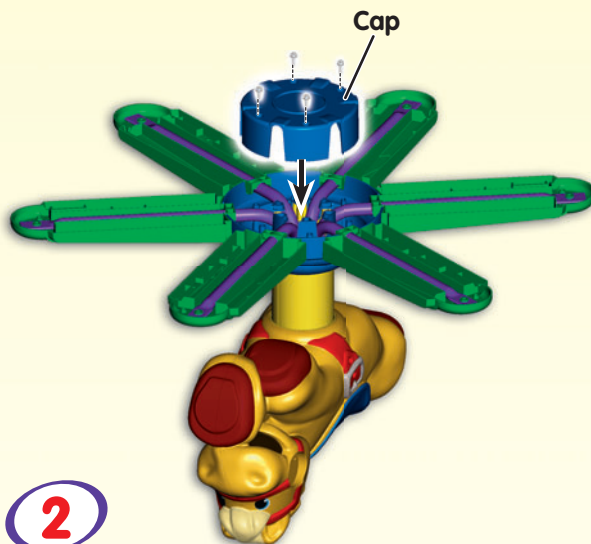
## Assembly

1



- Position the pony upside-down.
- Fit the tube end of a foot into one of the holes inside the post.
- Assemble the other five feet into the post.

2



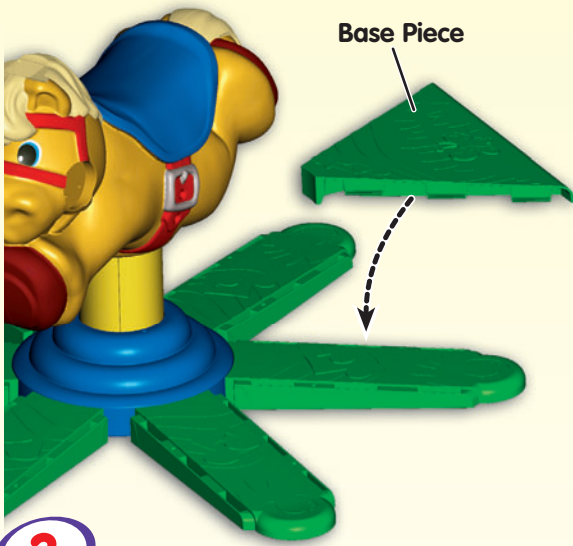
- Fit the cap into the center of the post.
- Insert four screws into the cap and tighten.



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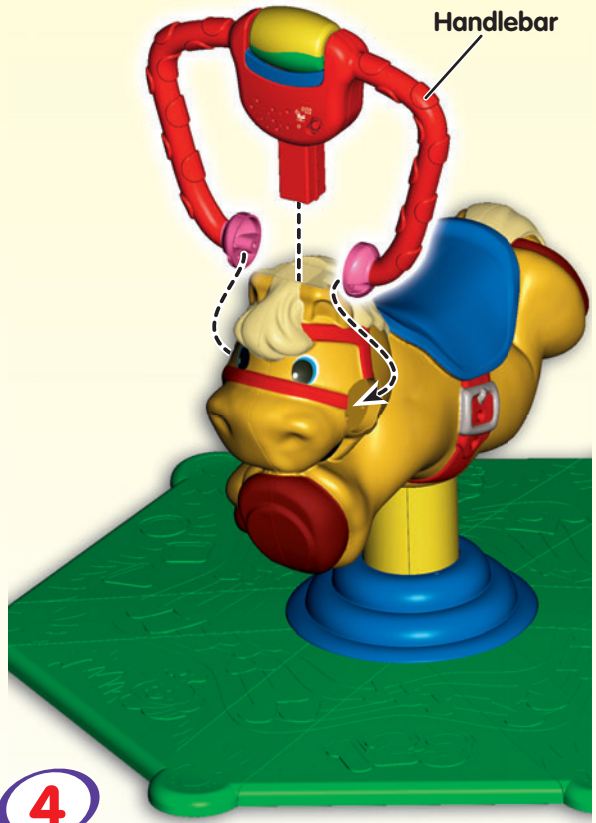
## Assembly



3

- Turn the assembly upright.
- Fit and **"snap"** each base piece between the spaces in the feet.

**Hint:** The base pieces are designed to be assembled to any of the openings between the feet and is a one-time assembly.

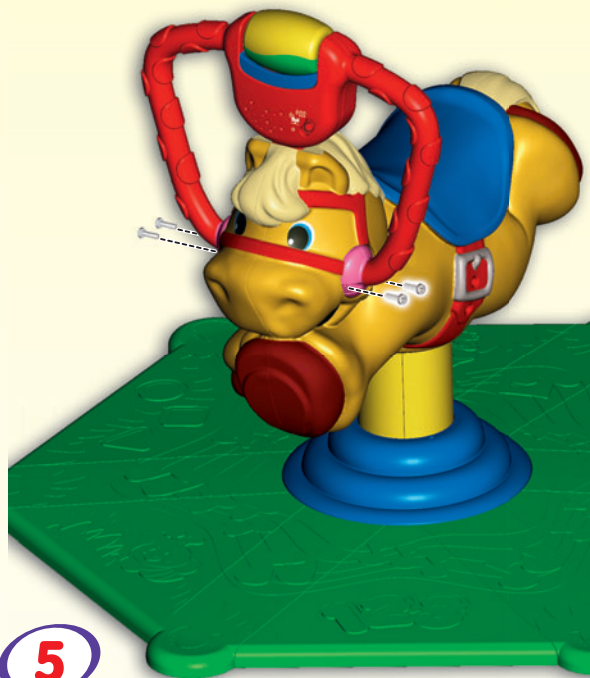


4

- While sliding the ends of the handlebar into the indents on each side of the pony's head, fit the handlebar post into the slot in the top of the pony's head.



## Assembly

**5**

- Insert two screws into each end of the handlebar and tighten.

## Battery Safety Information

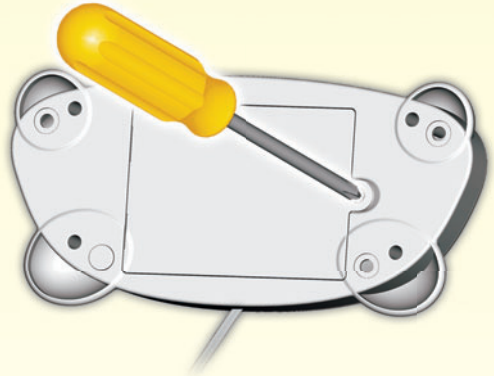
In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- 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 product. Dispose of batteries safely. Do not dispose of this 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 product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

**123**

# Battery Installation

When function is erratic or stops, it's time for an adult to change the batteries!  
We recommend using **alkaline** batteries for longer battery life.




- Locate the battery compartment door on the back of the handlebar.
- Loosen the screws in the battery compartment door. Remove the battery compartment door.
- Insert three "AAA" (LR03) **alkaline** batteries.
- Replace the battery compartment door and tighten the screws.



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

- Locate the battery compartment door on the bottom of the receiver.
- Loosen the screw in the battery compartment door. Remove the battery compartment door.
- Insert three "C" (LR14) **alkaline** batteries.
- Replace the battery compartment door and tighten the screw.

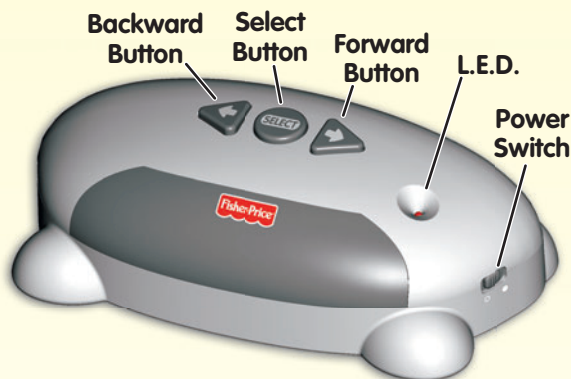
**Hint:** When receiver battery power is weak, you will see a low battery symbol  on your TV screen.





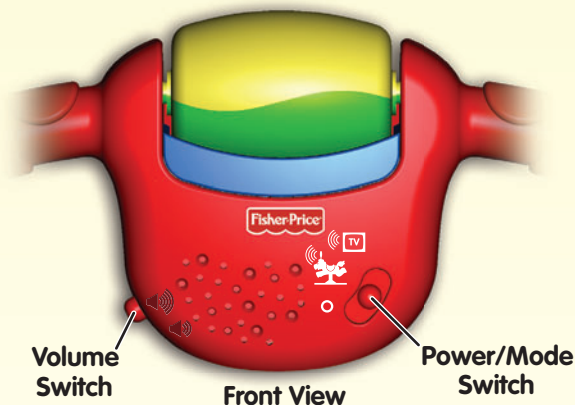
# TV Connect Mode

Receiver

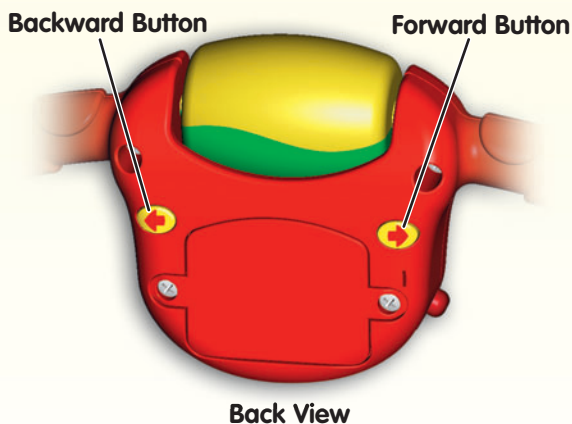


- Power Switch – Slide the switch to **on** ● or **off** ○.
- Backward Button ◀ – Press to scroll backward on screen.
- Forward Button ▶ – Press to scroll forward on screen.
- Select Button ● – Press to make a selection on screen.

Pony



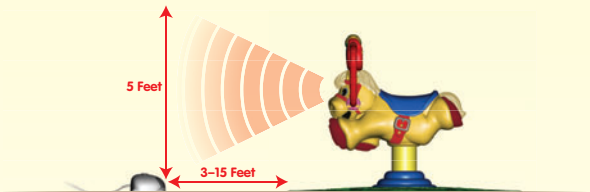
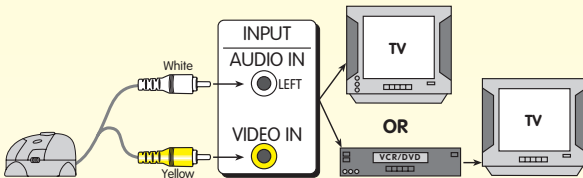
- Power/Mode Switch – Slide this switch to **TV Connect** (TV icon), **Stand Alone** (Pony icon) or **Off** ○.




- Backward Button ◀ – Press to scroll backward on screen.
- Forward Button ▶ – Press to scroll forward on screen.



## Adult Set-Up (TV Connect Mode)

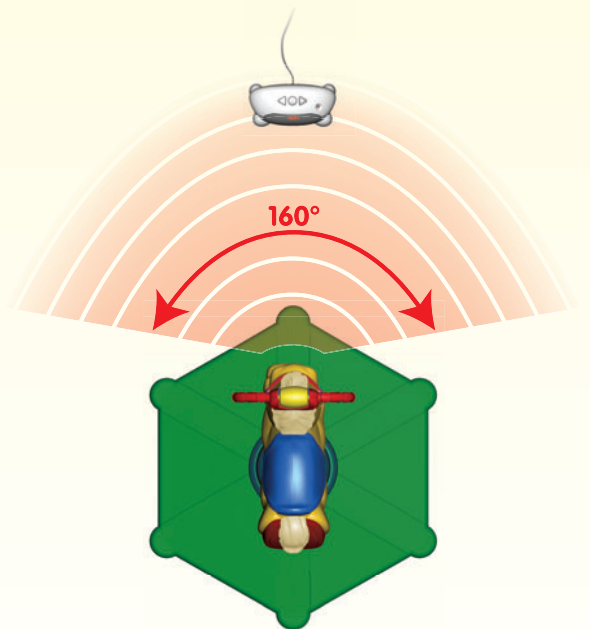


**IMPORTANT!** Your TV or VCR/DVD must have audio and video input jacks.

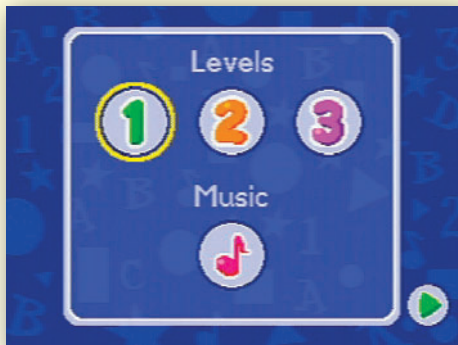
- Plug the audio-video pins on the receiver into the matching colored input jacks on your TV or VCR/DVD (yellow for "Video In" and white for "Left Audio In").
- Place the pony in front of the receiver.
  - The pony should be at least 3 but no more than 15 feet from the receiver.
  - Make sure the receiver is placed flat, either on ground level or no more than 5 feet off of the ground.
  - Make sure the receiver is centered in front of the pony.
  - Make sure there is a clear path between the pony and the receiver.
- Turn your TV or VCR/DVD power **on**.
- Slide the power switch on the receiver to **On** ●. Slide the power/mode switch on the pony to **TV Connect** .

**Hint:** The L.E.D. on the receiver should always be on and will flash when there is a wireless connection to the pony. When baby spins on the pony, there will be a 160° range of wireless connection.

- To find the picture on your TV screen, set your TV's or VCR's/DVD's mode selector to INPUT or VIDEO IN.
- To adjust sound in TV Connect Mode, use your TV or VCR/DVD volume control.



## Adult Set-Up (TV Connect Mode)

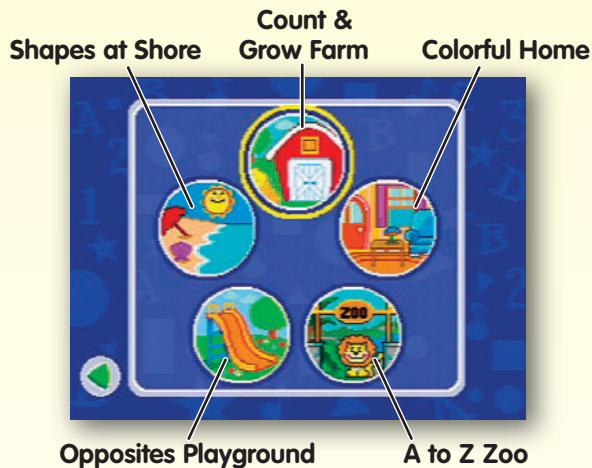


### Levels

- Use the backward and forward buttons on the receiver to scroll through levels. Levels can only be changed by an adult.
  - Level 1 (12M+) – Action Reaction
  - Level 2 (18M+) – Learn and Play
  - Level 3 (24M+) – Active Learning
- Press the select button on the receiver to choose a level.

### Background Music

- Use the backward and forward buttons on the receiver to toggle background music on or off. Press the select button to make a choice.



### Locations

- Use the backward and forward buttons on the receiver to scroll through locations. When you find one that you like, press the select button.

**Note:** Baby can also change locations using the backward and forward buttons on the pony.

- The pony will turn off (sleep mode) if it is not used for three minutes. Bounce or spin the roller drum on the pony to turn on again.



# Count & Grow Farm



## Level 1

- Different farm animals appear on the screen when baby bounces on the pony.
- Spin the roller drum for fun animal songs.



## Level 2

- Bounce on the pony to see how many animals you can count on the farm. Count to 10 and celebrate with a song!
- Spin the roller drum to watch the weather change as you learn about opposites.



## Level 3

- Bounce on the pony to help the farm animals jump over all 10 hurdles. Celebrate with a song at the end.
- Spin the roller drum to change animals.



# Colorful Home



## Level 1

- Bounce on the pony to learn about different objects found in a house.
- Spin the roller drum to listen to songs about opposites and manners.



## Level 2

- When baby bounces on the pony, household objects appear on the screen. Keep bouncing to hear opposites of the object.
- Spin the roller drum and a friendly mouse will come out to visit. Spin the roller drum again to change the color of the walls or send the mouse back into the wall.



## Level 3

- Bounce on the pony to learn about opposites. Keep bouncing to learn about colors.
- Spin the roller drum to move objects in the house or listen to a song.

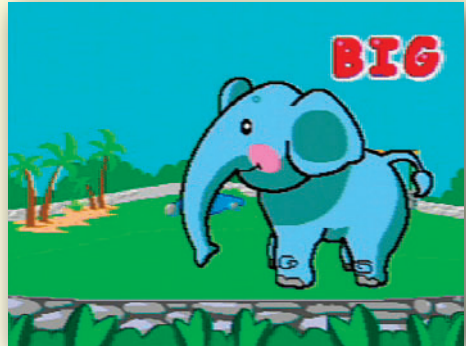


# A to Z Zoo



## Level 1

- Different zoo animals appear on the screen when baby bounces on the pony. Listen to the name of the animal and the sound it makes.
- Spin the roller drum for songs about zoo animals and the ABC's.



## Level 3

- Bounce on the pony to learn about colors and opposites. Keep bouncing for ABC and animal songs.
- Spin the roller drum to watch different objects float across the screen. Listen to the musical tunes!



## Level 2

- Bounce on the pony to hear the letters in the alphabet. When you complete the whole alphabet you will be rewarded with a song.
- Spin the roller drum and watch birds or butterflies flutter across the screen.





# Opposites Playground



## Level 1

- Bounce on the pony and watch the puppy play. Listen for fun phrases, kisses and clapping.
- Spin the roller drum for a song.



## Level 2

- Bounce on the pony to watch the puppy play on the playground. Listen to all the action words!
- Spin the roller drum to watch the weather change.



## Level 3

- Bounce on the pony to count with the puppy playing in the playground. Count a sequence of numbers and listen to a song.
- Spin the roller drum to watch different objects and animals scurry across the screen.



# Shapes at Shore



## Level 1

- Bounce on the pony for a different object or sea creature found at the beach. Listen for the name when it appears on the screen.
- Spin the roller drum for a song.



## Level 2

- Bounce on the pony to randomly select an object or sea creature. Bounce again to hear what color it is. After selecting all the items, listen to the music.
- Spin the roller drum to watch the seagulls fly by or the waves splash onto the shore.

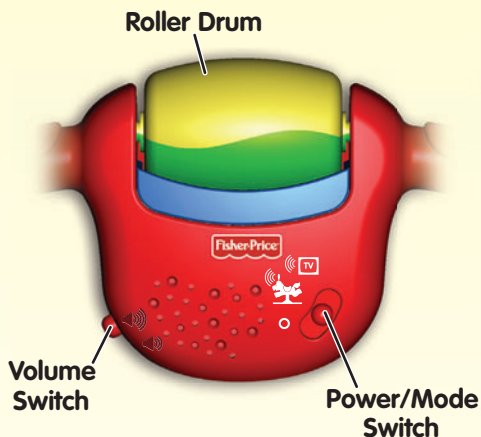


## Level 3

- Bounce on the pony and an item appears on the screen. Bounce again to see it in action and hear its color or shape.
- Spin the roller drum to watch the seagulls fly by or the waves splash onto the shore.



## Stand Alone Mode



- Slide the power/mode switch on the pony to **Stand Alone** 🐾.
- Slide the volume switch to low volume 🔊 or high volume 🔊.

**Hint:** This volume control switch does not control sound when using this toy in TV connect mode.

- Bounce/spin on the pony or spin the roller drum on the handlebar to play songs and sounds without the TV.
- If the pony begins to operate erratically, you may need to reset the electronics. Slide the power/mode switch **Off** ○ and then back to **Stand Alone** 🐾.
- When you are finished playing, slide the power/mode switch **Off** ○.





## Play Tips



Children learn so much just by playing—and you can make the experience even better! Try some of the following ideas to extend the learning and enjoy playtime fun together.

### Level 1

Talk to your baby about what you see on the screen, pointing to objects, naming them, and describing them. "See the ball? The round ball is blue!" Describe the actions, and enjoy the silly surprises. They help develop your baby's sense of humor! A few more ideas:

- Take turns spinning the roller drum.
- Encourage baby to bounce on the pony to see what happens next on the screen.
- Clap your hands to the music.
- Add words to the music and sing them to your baby.



### Level 2

Encourage your toddler to point to what appears on the screen as you identify and name the objects. Seeing objects and hearing their names, or seeing and hearing letters together helps your toddler make associations. Extend the learning to colors and shapes as you point to objects on the screen. You can also count along as animals and objects appear, or describe the action on screen. "The ball bounced high!" Enjoy all the rich music together, too.

- Tap to the beat of the music with your toddler.
- Sing along with the songs and encourage your child to sing too!



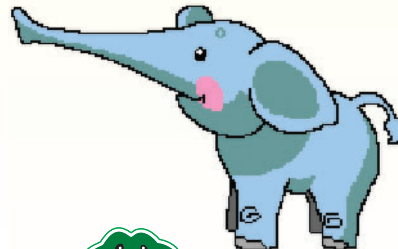
- Repeat what is spoken to reinforce those words.
- Ask your child to imitate the sounds the animals make. "What does the monkey say?"
- Talk about what you and your child see on the screen, describing objects and actions.





### Level 3

At this point your child may be interested in learning things that are more complex, such as comparisons in size, shape, or speed (fast vs. slow). Sing along with the music to encourage rhythm and language development. Laugh and giggle at the silly surprises, drawing out your toddler's sense of humor. Make the most of learning opportunities while encouraging physical activity. Most of all, have fun!

- Encourage your child to keep bouncing to get to a fun response. "Whee! You made the pony jump the fence!"
- Ask your child to explain what the characters are doing.
- Help your child make comparisons. "The penguin is small; what about the elephant?"
- Encourage your child to count objects on the screen to foster understanding of numbers.
- Ask your child to choose which learning location to go to next and encourage your child to press the arrow buttons on the pony.



# Troubleshooting Guide

Problem	Cause	Solution
No image on the TV	TV or VCR/DVD is not set to proper input	Press the channel down button on the VCR/DVD or TV and check for an INPUT channel below channel 2.
		Use the menu system on your TV or VCR/DVD to find INPUT or SOURCE. Change to INPUT or SOURCE.
		Refer to your TV's or VCR/DVD's instruction manual.
	Batteries in the pony/receiver are weak or dead	Replace the batteries in the pony with three, new "AAA" (LR03) <b>alkaline</b> batteries and the receiver with three new "C" (LR14) <b>alkaline</b> batteries.
	Pony battery compartment door is loose	Fully tighten both screws in the battery compartment door.
	No wireless connection (L.E.D. on receiver is off)	Distance between pony and receiver must be 3-15 feet.
		Receiver must be placed flat on ground level or no more than 5 feet off the ground.
		Make sure receiver is centered in front of pony. When baby spins on pony, there will be a 160° range of wireless connection.
		Make sure you have a clear path between the pony and the receiver. Do not place the receiver in a closed cabinet.
		Make sure receiver power is on. Slide the power switch <b>on</b> ●.
Low battery symbol  appears on TV screen	Batteries in the receiver are weak	Receiver is in sleep mode (after 1 hour of non-use). Press any button on the receiver to wake it up.
		Receiver audio-video pins not connected to TV or VCR/DVD input jacks.
		Receiver audio-video pins not connected to TV or VCR/DVD input jacks.
Image is stretched or distorted on a wide screen TV	TV aspect ratio set incorrectly	Pony power is off or it is in Stand Alone mode. Slide the power/ mode switch to TV Connect  .
		Pony is in sleep mode (after 3 mintes of non-use). Bounce/spin on the pony to wake it up.





## CONSUMER ASSISTANCE

Call toll free: 1-800-432-5437 (US & Canada only)  
M-F 9AM to 7PM / SAT 11AM to 5PM (EST)



**service.fisher-price.com**

**Write to us at: Fisher-Price® Consumer Relations,  
636 Girard Avenue, East Aurora, New York 14052.**

**Hearing-impaired consumers using TTY/TDD equipment,  
please call 1-800-382-7470.**

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For countries outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,  
Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://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.