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## Consumer Information

- Please keep this instruction sheet for future reference, as it contains important information.
- Requires three "AA" batteries (included).
- Adult assembly is required for battery replacement.
- Tool needed for battery replacement: Phillips screwdriver (not included).

#### Visit us on-line at www.service.fisher-price.com

Call Fisher-Price® Consumer Relations, 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

## Before First-Time Use

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Please keep small parts such as plastic tabs out of children's reach. Throw the plastic tab away.

**Note:** A plastic tab is attached to the toy for in-store demonstration purposes. While the tab may have already been removed, check the back of the toy to be sure. If the plastic tab is still attached, pull and remove the tab from the toy. Throw the plastic tab away.

# 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 auarantee 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.



- 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 Replacement



For best performance, we recommend replacing the batteries that came with this toy with three, new "AA" (LR6) alkaline batteries.

- Locate the battery compartment on the back of the toy.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door. Remove the batteries and throw them away.
- Insert three "AA" (LR6) alkaline batteries, as indicated inside the battery compartment.

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

- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When sounds or lights from this toy become faint or stop, 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 (Europe only).



+ 1.5V x 3 - AA" (LR6)

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.

# Learn Your Phone Number Fun!

Program up to three numbers into the phone that you'd like your child to learn.

2 abc

4 ghi

Pgrs

3 def

mno

Flip the phone open to turn it on. Close the phone to turn it off.

### HOME

#### Learn and practice the emergency number 911 and your own important phone numbers.

 Press the rest button. Listen to the beginning of the number. It's your child's turn to press the rest of the digits.

**Hint:** You can program up to three numbers that you'd like your child to learn (like your work number, home number or Grandma's number).

Press to choose a ring tone.

Press any number button to hear it identified and see it displayed.

Look through the simulated viewfinder and press the simulation for pretend pictures.

### GAMES

#### Play two different learning games.

- Press the I button once to start the Letter Buzz game. Press the letter on the key pad that matches the letter on the bee before it's gone. The more you get correct, the faster the bees go!
- Press the I button again to start the Music-By-Numbers game. Look at the numbers on the screen and press the numbers on the key pad to build the tune, tone-by-tone. When you are finished, listen to the tune!

### CALL ME

Call the firefighter, the police officer, or the pizza maker.

 Press the button to hear greetings from neighborhood friends. The police officer and firefighter also teach the emergency number 911.

**Hint:** If your child is not actively playing with this toy, it goes to sleep. To "wake up" the phone, press any button.

## Programming Phone Numbers



Press the programming button on the back of the phone with a pointed object.



- Use the arrow buttons O O on the bottom of the key pad to choose custom number 1, 2 or 3.
- Press the T button to save your selection.



- Use the arrow buttons O O on the bottom of the key pad to choose an icon for the number you are entering (Grandpa's, Home, Work, etc).
- Press the T button to save your selection.



• Enter the phone number on the key pad.

**Hint:** You can use the arrow button  $\bigcirc$  on the bottom of the key pad as a "back space" if you make a mistake entering the number.

- Press the T button when you are finished.
- Use the arrow buttons O O on the bottom of the key pad to program another custom number.
  Press the programming button on the back of the phone to return to regular play.

# **Ready For More Learning Fun?**

Look for other great Fun 2 Learn<sup>™</sup> toys - each with different skills to practice! Each sold separately and subject to availability.



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

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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.

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