



Catch 'n Count™ Fishing

USER'S MANUAL



© VTECH
Printed in China
91-01478-000 (美)

Dear Parent:

At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability.

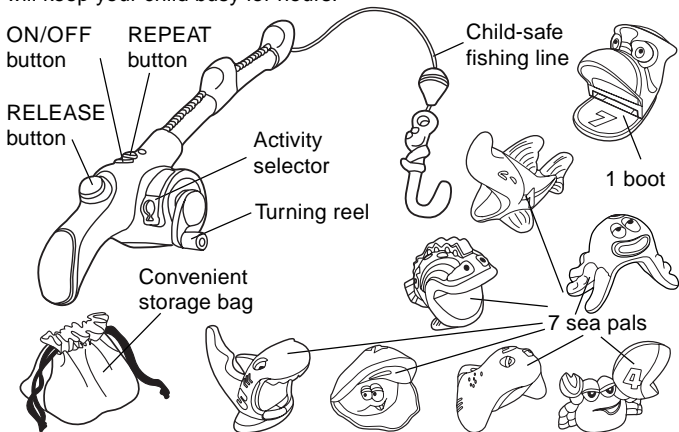
Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain, and develop minds, at VTech® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **VTECH® Catch 'n Count™ Fishing** learning toy. We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada, or 01235 - 546810 in the U.K.

The **VTECH® Catch 'n Count™ Fishing** learning toy will introduce children to various sea pals and their emotions, colors, numbers and counting in an exciting, interactive approach while encouraging them to engage in imaginative role-play. Preschoolers will also enjoy fun music while fishing. This child-friendly design includes seven sea pals, one amusing boot, and a realistic fishing pole featuring a hook, child-safe fishing line and turning reel. It even includes a vibration feature to give your child a real feeling of catching a fish! This day in the learning sea will keep your child busy for hours!



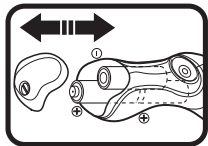
INCLUDED IN THIS PACKAGE

- One **VTECH® Catch 'n Count™ Fishing** learning toy.
- Seven sea pals, one boat and one storage bag.
- One instruction manual.

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover under the handle of the fishing pole. Use a screwdriver to open the battery cover.
3. Install 3 new “AA” (UM-3/LR6) batteries following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Always replace a whole set of batteries at one time.
- Do not mix old and new batteries.
- Do not use batteries of different types.

- Remove exhausted or new batteries from the equipment when the unit will not be used for a long time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

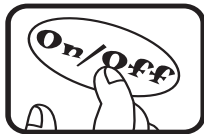
NOTE: If for some reason the product/activity stops working, then please follow these steps:

1. Please turn the unit off.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace new batteries.
4. Turn the unit on. The unit will now be ready to play again.

If, after following the above steps, you are still having a problem with the unit, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada, or 01235-546810 in the U.K. and a service representative will be happy to help you.

TO BEGIN PLAY

1. To begin play, press the **ON/OFF** button to turn the fishing pole on. You will hear an entertaining melody followed by the phrase “Let’s catch a big one!” The light-up fish will flash and the fishing pole will vibrate.
2. To turn the fishing pole off, press the **ON/OFF** button again. You will hear “Catch ‘ya later!” followed by a melody.



HOW TO PLAY

1. Press the **RELEASE** button to release the child-safe fishing line.
Note: The maximum length of the fishing line is 9 inches. Please do not try to pull the line out further as this could cause damage to the fishing pole.
2. Hold the handle of the fishing pole, and hook one of the sea pals by placing the hook into the sea pal's mouth.
3. The sea pals will magically identify themselves when they are placed on the hook!
4. While a sea pal is hooked, turn the REEL in a clockwise direction to reel it up, and then toggle the ROLL UP button to indicate you caught the sea pal.

Please place the hook in the correct position in the sea pals' mouths in order for the learning toy to recognize them. The learning toy may not identify the sea pals if the hook is not located in the correct position.

ACTIVITIES

1. Name That Fish



1. Turn the activity selector to Name That Fish. In this activity, you will learn about different emotions. You will hear water bubble sounds. Then you will hear "Reel 'em in!"
2. Hold the handle of the fishing pole, and hook any of the sea pals or boot to the worm. Once a sea pal is hooked, you will hear it slurp followed by the phrase "You got a bite!" Then the sea pal will identify itself. For example, if you catch the shark, it will say "I'm silly the shark!" Once you hook a sea pal, your fishing pole will vibrate! Turn the reel to bring the sea pal up while toggling the ROLL UP button. The sea pal is yours! The fisherman will give you a positive reward by saying, "Fantastic!"

3. If you hook the boot, you will hear the phrase “I’m brainy the boot!” If you reel up the boot and toggle the ROLL UP button, a funny sound effect will be heard. If the boot is released from the hook, you will hear another silly sound effect followed by water splashing.
4. When the sea pal is released from the hook, you will hear a silly sound effect followed by water splashing. Then you will hear the fisherman say, “It got away.”
5. Press the REPEAT button and the fisherman will repeat the previous phrase. If there is no sea pal hooked to the worm, you will hear “Reel ‘em in.”

2. School of Color Fish



1. Turn the activity selector to School of Color Fish. In this activity, you will learn different colors. You will hear water bubbles followed by an instruction such as “Catch the yellow one!”
2. Once a sea pal is hooked, you will hear it slurp followed by the phrase “You got a bite!” Then the sea pal will be identified, for example, “This is the purple one” followed by “Reel ‘em in!” Once you hook a sea pal, your fishing pole will vibrate. Turn the reel to bring the sea pal up while toggling the ROLL UP button and the sea pal is yours! As you turn the reel, you will hear short tunes play.
3. If the sea pal is released from the hook, you will hear a silly sound effect followed by “It got away.” If the boot is released, you will hear silly sounds.
4. Press the REPEAT button to listen to the question again when there are no sea pals attached to the hook. If a sea pal is attached to the hook, you will hear it identified.

3. Sea of Numbers



1. Turn the activity selector to Sea of Numbers. This activity teaches numbers one through eight. You will hear water bubbles followed by an instruction such as “Catch the number two fish!”
2. Once a sea pal is hooked, you will hear it slurp followed by the phrase “You got a bite.” Then you will hear it identified, for example, “This is the number two fish.” Once you hook a sea pal, your fishing pole will vibrate. Turn the reel to bring the sea pal up while toggling the ROLL UP button, and the sea pal is yours! As you turn the reel, you will hear a short tune play.
3. If the sea pal is released from the hook, you will hear a silly sound effect followed by water splashing. The fisherman will say, “It got away.” If the boot is released, you will hear silly sounds.
4. Press the REPEAT button to listen to the question again if no sea pal is attached to the hook. If a sea pal is attached to the hook, you will hear it identified.

4. Fast Cast Fishing



1. Turn the activity selector to Fast Cast Fishing. The object of this activity is to see how many fish you can catch in 90 seconds. You will hear water bubbles followed by the question, “How many fish can you catch? Ready? Set. Go!”
2. Hold the handle of the fishing pole to hook any of the sea pals. Once a sea pal is hooked, it will slurp followed by the phrase “You got a bite!”
3. Turn the reel and toggle the ROLL UP button and the sea pals will be counted. For example, you will hear “one fish”, “two fish” and so on. If you catch more than ten fish, the fisherman will say, “Fantastic!”

4. If you hook the boot, you will hear a silly sound effect followed by “Throw it back!” If you reel the boot up, it will not be counted in this game.
5. The longer you play, the faster the background music will play, during the last ten seconds. When the time is up, you will hear the fisherman say, “Time’s up!” followed by the number of sea pals you caught.
6. If the sea pal is released from the hook, you will hear a silly sound effect and water splashing followed by the fisherman saying, “It got away.”
7. Press the REPEAT button to listen to the question again when a sea pal is not attached to the hook. If a sea pal is attached to the hook, you will hear a silly sound effect.

5. Singin’ With the Sea Band



1. Turn the activity selector to Singin’ With the Sea Band. This activity will allow you to enjoy different melodies and music styles. You will hear water bubbles followed by the phrase “Reel ‘em in!”
2. Each sea pal and the boot features one unique melody. Catch a sea pal and listen to the melodies!
3. Press the **REPEAT** button and you will hear “Reel ‘em in” if a sea pal is not attached to the hook. If a sea pal is attached, you will hear a silly sound effect.

Melody List

Octopus	Row, Row, Row Your Boat
Stingray	Sailing, Sailing
Bass	Blue Danube Waltz
Shark	A-Hunting We Will Go
Swordfish	Memphis Blues
Crab	Mexican Hat Dance
Clam	Molly Malone
Boot	When The Saints Go Marching In

IMPORTANT NOTE:

This product is not intended for use in water. It is intended as an interactive, learning toy and should be kept away from moisture. It should not be submerged in water.

If the sea pals still do not function properly, please use a very mild cleaning agent, preferably, rubbing alcohol to clean the pins in the sea pals and worm. Abrasive cleaning agents are not recommended as this could cause corrosion and damage the usability of the unit.

AUTOMATIC SHUT-OFF

To preserve battery life, the **VTECH® Catch 'n Count™ Fishing** learning toy will automatically turn off after three minutes without input. It can be turned on again by pressing the ON/OFF button.

CARE AND MAINTENANCE

1. Do not expose the unit to moisture or water.
2. Do not drop the unit on hard surfaces.
3. Keep the holes and pins in the sea pals' mouths and the worm hook clean. Do not block or break them.
4. Keep the unit clean by wiping it with a slightly damp cloth.
5. Keep the unit out of direct sunlight and away from any direct heat source.
6. Remove the batteries when the unit is not in use for an extended period of time.

IMPORTANT NOTE:

Creating and developing preschool products is accompanied by a responsibility that we at **VTECH**[®] take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada, or 01235-546810 in the U.K., with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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 the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver

