

**vtech**<sup>®</sup>  
Baby

User's Manual

**Sit-to-  
Stand**<sup>™</sup>

**Learning  
Walker**



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**Dear Parent:**

*Ever notice the look on your baby's face when they learn something new through their own discovery? These self-accomplished moments are a parent's greatest reward. To help fulfill them, VTech® created the **Infant Learning** series of toys.*

*These unique interactive learning toys directly respond to what children do naturally – play! Using innovative technology, these toys react to baby's interactions, making each play experience fun and unique as they learn age-appropriate concepts like first words, numbers, shapes, colors and music. More importantly, VTech®'s **Infant Learning** toys develop baby's mental and physical abilities by inspiring, engaging and teaching.*

*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. We thank you for trusting VTech® with the important job of helping your child learn and grow!*

*Sincerely,*

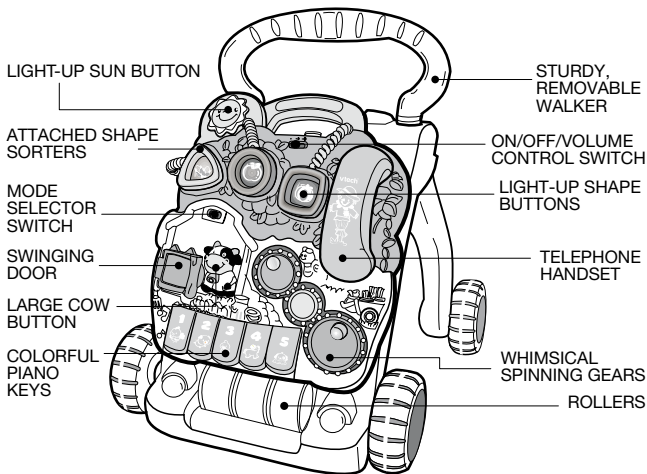
*Your Friends at VTech®*

*To learn more about **Infant Learning** and other VTech® toys, visit [www.vtechkids.com](http://www.vtechkids.com)*

# INTRODUCTION

Thank you for purchasing the **VTech® Sit-to-Stand Learning Walker™** learning toy.

The **Sit-to-Stand Learning Walker™** is part of the Sit-to-Stand series of toys developed to grow with baby. Little ones can play with the stand-alone activity panel on the floor while discovering animals, colors, music, shapes and numbers. Attach the panel to the walker as babies grow and they'll continue to learn as they move along!



# INCLUDED IN THIS PACKAGE

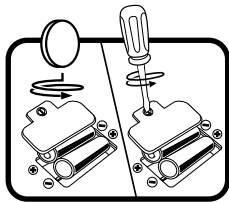
- One electronic activity panel
- One main walker body
- Two legs with wheels
- One walker handle
- One telephone handset
- One user's manual

**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.

## GETTING STARTED

### BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the electronic activity panel. Use a coin or a screwdriver to loosen the screw.
3. Install 2 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.



## BATTERY NOTICE

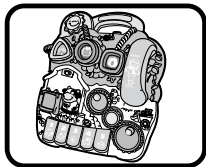
- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time.
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

## WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

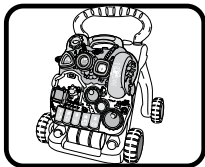
**To ensure your child's safety, please only assemble by an adult. Please ensure that the legs, handle and activity panel are securely locked into position to avoid injury.**

The activity panel can be used alone for floor play (6+ months) or while attached to the walker (12+ months).

**Floor Play**  
(6+ months)

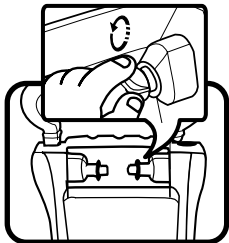


**Walker**  
(12+ months)

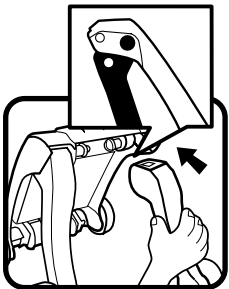


# ASSEMBLY INSTRUCTIONS

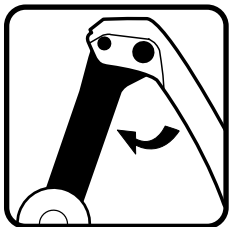
1. Push in and unscrew the two fasteners at the top of the walker.



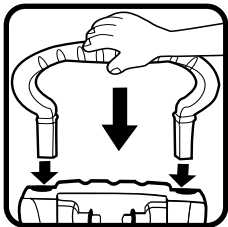
2. Insert the legs into the slots with the wheels facing outward, as shown in the diagram.



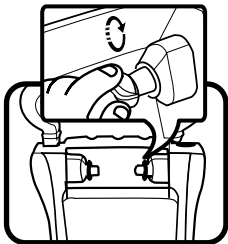
3. Gently pull the legs back until they click into place. Please ensure the legs are fully inserted into the slots.



- Stand the walker upright and insert the handle into the slots on the top to secure the legs.

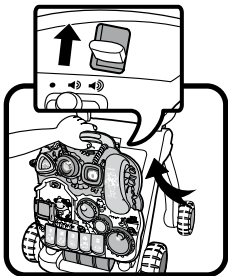


- Push and screw in the fasteners at the top of the walker to secure the handle and legs.

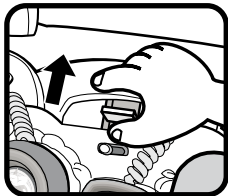


## Attaching/Removing the Activity Panel

- To attach the activity panel, align the bottom of the activity panel to the bottom of the walker, then push it back until the blue release lock located above the On/Off/Volume Control switch clicks. Please ensure the activity panel is attached securely to the walker.





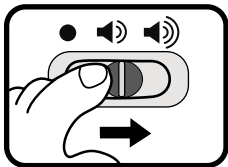
2. To remove the activity panel, locate the blue release lock above the On/Off/Volume Control Switch. Slide the lock up and lift the activity panel, removing it from the walker.




## PRODUCT FEATURES

### 1. ON/OFF/VOLUME CONTROL SWITCH

To turn the unit **ON**, slide the **ON/OFF/VOLUME CONTROL SWITCH** to the **LOW VOLUME** (  ) or **HIGH VOLUME** (  ) position.



To turn the unit **OFF**, slide the **ON/OFF/VOLUME CONTROL SWITCH** to the **OFF** (  ) position.

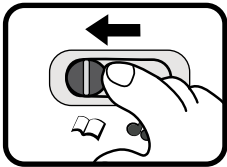
### 2. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Sit-to-Stand Learning Walker™**'s electronic activity panel will automatically power-down after approximately 30 seconds without input. The unit can be turned on again by pressing any button. Pushing the walker will not turn on the activity panel.



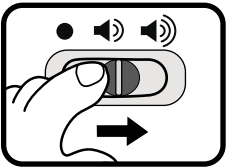
### 3. MODES OF PLAY

Select from one of the two modes of play, including **LEARNING** and **MUSIC**, on the activity panel.

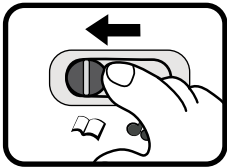


## ACTIVITIES

Slide the **on/off/volume control switch** from off to either Low or High position to turn the unit on. You will hear a rooster's call and then an upbeat nursery song. At the same time, colorful lights will flash.

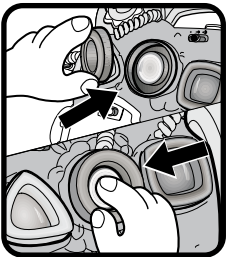


Slide the mode selector to the **Learning Mode** or **Music Mode** position.

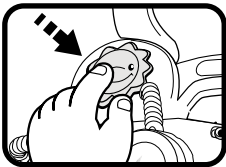


1. In **Learning Mode**, insert the shape sorters or press the three shape buttons to learn shapes.

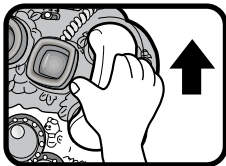
In **Music Mode**, insert the shape sorters or press the three shape buttons to hear upbeat melodies and fun sound effects.



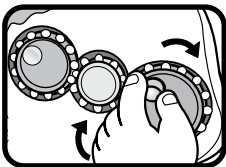
2. In both modes, press the light-up sun button to hear upbeat melodies and fun sound effects.



3. In both modes, pick up the phone to hear animals singing.

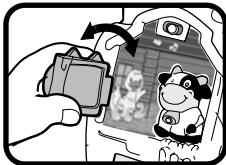


4. In **Learning Mode**, spin the three flowers to hear fun phrases, sound effects and a melody.

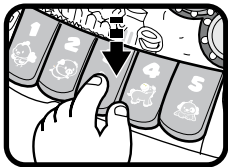


In **Music Mode**, spin the three flowers to hear fun phrases, sound effects and a melody. When a melody is playing, keep spinning the flowers to speed up the melody. After spinning freely for 2 seconds, the melody will resume normal speed.

5. Open or close the swinging door to play hide-and-seek with the friendly cow.

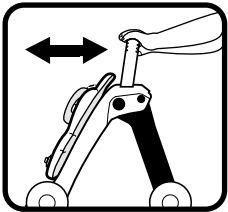


6. In **Learning Mode**, press the piano keys to learn colors, numbers and animal sounds.



In **Music Mode**, press the piano keys to play piano notes. When a melody is playing, pressing the piano keys will activate fun animal sounds on top of the melody.

7. While using the activity panel with the walker, the panel is motion-activated to play melodies and sound effects as the child pushes the walker.



8. If there is no input to the unit after approximately 10 seconds, you will hear the phrase “The sun is shining” and a sound effect. After another 10 seconds, if there is still no input, you will hear a sung song or a melody, depending on the mode. If there is still no input to the unit, you will hear “Bye-bye” and then the unit will automatically power-down.

## MELODY LIST

1. Old MacDonald Had a Farm
2. The Glow Worm
3. Pop! Goes the Weasel
4. Oh Susanna!
5. Mary Had a Little Lamb
6. Hey Diddle Diddle
7. Turkey in the Straw
8. Polly Wolly Doodle
9. Alouette
10. Home on the Range
11. B-I-N-G-O

## SUNG SONG LYRICS (Tune of “Old MacDonald Had a Farm”)

Welcome to our learning farm,  
We have lots to show you.  
Shapes and colors, music, too --  
There's so much to do!

## CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

# TROUBLESHOOTING

If for some reason the program/activity stops working or malfunctions, 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 the batteries.
4. Turn the unit **ON**. The unit should now be ready to play again.
5. If the product still does not work, replace with a new set of batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.

For information on this product's warranty, please call **VTech®** at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

**IMPORTANT NOTE:**

Creating and developing **Infant Learning**<sup>®</sup> products is accompanied by a responsibility that we at **VTech**<sup>®</sup> 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. or 1-877-352-8697 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you.

**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
- 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

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 UNDESIRE OPERATION.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

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