



Winnie the Pooh

User's Manual

2-in-1 Baby Activity Walker

6-36
Months



vtech[®]

© Disney Based on the "Winnie the Pooh"
works by A.A. Milne and E.H. Shepard.

Visit the Disney website at www.disney.com

© 2010 VTech Printed in China



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,

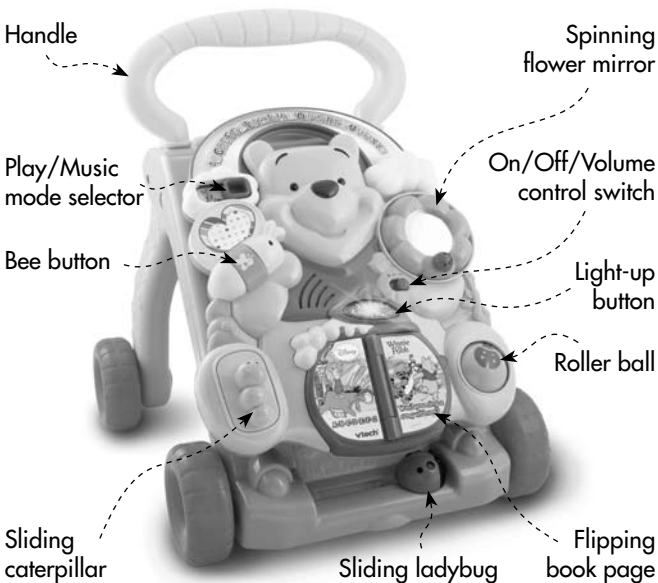
Your friends at VTech®

*To learn more about the **Infant Learning**® series and other VTech® toys, visit www.vtechkids.com*

INTRODUCTION

Thank you for purchasing the **VTech® 2-in-1 Baby Activity Walker!**

The **2-in-1 Baby Activity Walker** will entertain your little one from sitting to walking. Easy grip handle, textured wheels and durable design help encourage those precious first steps. The detachable activity panel is perfect for sitting play with features to press, spin, push and turn to hear fun phrases, sounds, sing-along songs and cheerful music. With a motion sensor inside the activity panel, little ones will be rewarded as they walk along while hearing fun songs, phrases and cheerful music.



INCLUDED IN THIS PACKAGE

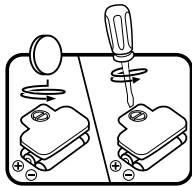
- One Electronic Activity Panel
- One Main Walker Body
- Two Legs with Wheels
- One Walker Handle
- One User's Manual

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

NOTE: Please keep user's manual as it contains important information.

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the back of the unit. Use a coin or a screwdriver to loosen the screw.
3. Install 2 new 'AA' (AM-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

- The use of new alkaline batteries is recommended for maximum performance.
- Non-rechargeable batteries are not to be recharged.

- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended number of power supplies.
- Do not dispose of batteries in fire.

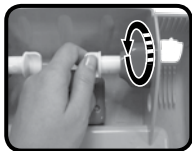
WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

To ensure your child's safety, this toy must be assembled by an adult. Please ensure that the legs, handle and activity panel are securely locked into position to avoid injury.

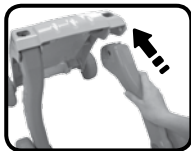
The activity panel can be used detached from the walker for sit-down play or while attached to the walker. The activity panel has a convenient handle for on-the-go learning fun.

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.



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

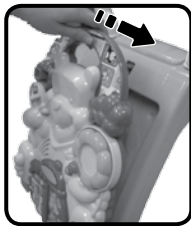


5. Push and screw in the fasteners at the top of the walker to secure the handle and legs.

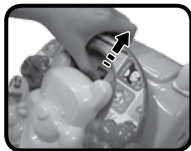


Attaching/Removing the Activity Panel

1. To attach the activity panel, align the bottom of the activity panel to the bottom of the walker. Then push it back until you hear it click into place. Please ensure the activity panel is attached securely to the walker.






2. To remove the activity panel, locate the red release lock above Pooh's head. 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 the **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® 2-in-1 Baby Activity 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.

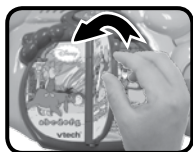
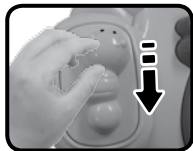
3. PLAY/MUSIC MODE SELECTOR

Two modes of play include **Play Mode** and **Music Mode**. Slide the **PLAY/MUSIC MODE SELECTOR** on the activity panel to choose a mode of play.



ACTIVITIES

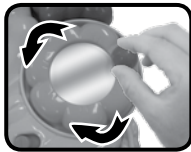
1. Slide the **ON/OFF/VOLUME CONTROL SWITCH** to turn the unit **ON**. You will hear a song, fun sounds and a phrase. The light will flash with the sounds.
2. Press the **BEE BUTTON** to hear fun sounds and phrases in **Play Mode** or a fun sound and a melody in **Music Mode**. The light will flash with the sounds.
3. Move the **SLIDING CATERPILLAR** to hear fun sounds, a short tune and phrases in **Play Mode** or a fun sound and a melody in **Music Mode**. The light will flash with the sounds.
4. Press the **LIGHT-UP BUTTON** to hear a short tune and fun phrases in **Play Mode** or a song and melodies in **Music Mode**. The light will flash with sounds.
5. Turn the **FLIPPING BOOK PAGE** to the right side to hear a fun sound, a song about letters and a melody. Turn the **FLIPPING BOOK PAGE** to the left side to hear a fun sound, a song about numbers and a melody. The light will flash with the sounds.



6. Move the **ROLLER BALL** to hear fun sounds and phrases in **Play Mode** or fun sounds and a melody in **Music Mode**. The light will flash with the sounds.



7. Turn the **SPINNING FLOWER MIRROR** to hear fun sounds, phrases and melodies in **Play Mode** or fun sounds and melodies in **Music Mode**. The light will flash with the sounds.



8. Push the walker with the activity panel attached and turned on to activate the **MOTION SENSOR**. You will hear fun phrases, songs, a short tune and melodies. The light will flash with the sounds. The **MOTION SENSOR** is located inside the activity panel.
9. When a melody is playing, press the buttons or move the features to jam in fun sounds. Activate the **MOTION SENSOR** to jam in fun sounds and phrases. Turn the **FLIPPING BOOK PAGE** to interrupt the melody.
10. If there is no input after approximately 10 seconds, you will hear a fun phrase and a short tune. After another 10 seconds of no input, you will hear a song. If there is no input for a further 10 seconds, Pooh will say "Good-bye" and the unit will go into sleep mode. The unit can be re-activated by pressing any button or feature excluding the motion sensor.

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 will not be 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.

IMPORTANT NOTE:

Creating and developing Infant Learning 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. 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.

FCC Notice:

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

Caution: changes or modifications not expressly approved by the party 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.

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.



CLASS 1
LED PRODUCT