



Smart Start®

Old MacDonald's Puzzle Pals™

USER'S MANUAL



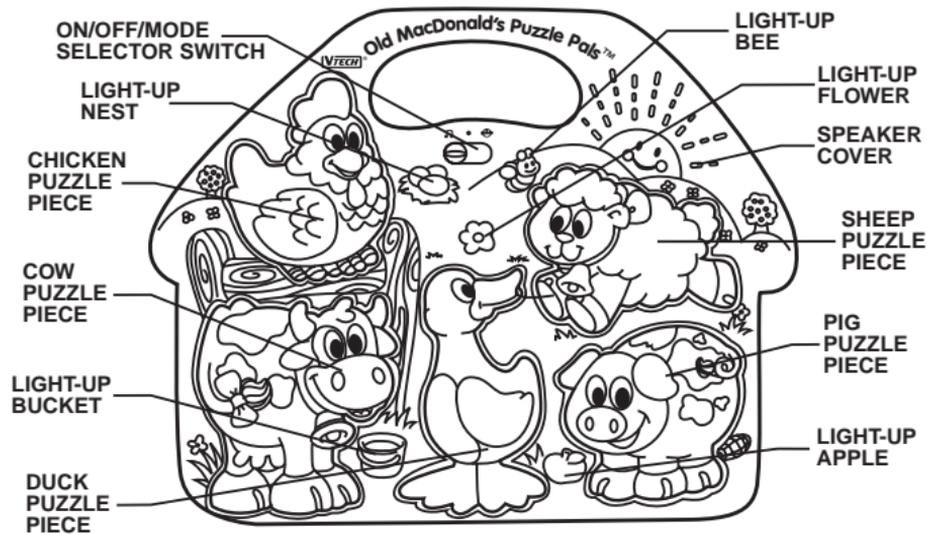
Dear Parent:

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 introducing numbers and letters, identifying colors and shapes, or stimulating senses with lights and music, all VTECH® infant and toddler learning products encourage your child's natural growth and discovery skills. When it comes to providing electronic learning products that enlighten, entertain and develop minds, at VTECH® we see the potential in every chizà.

INTRODUCTION

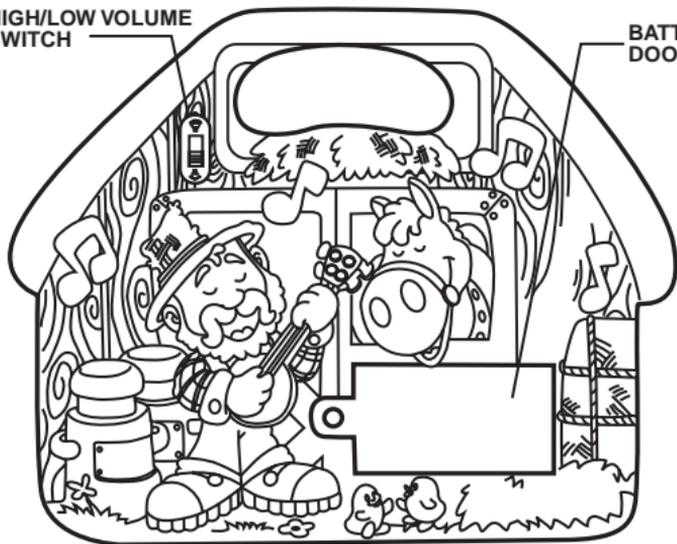
Thank you for purchasing the **Old MacDonald's Puzzle Pals™** learning toy! This product is one of a family of high-quality electronic learning toys. We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **Old MacDonald's Puzzle Pals™** learning toy is a fun and rewarding game that teaches your child about familiar animals while developing their hand-eye coordination and logic skills. Your child and their barnyard buddies will have hours of fun while learning through discovery!



HIGH/LOW VOLUME
SWITCH

BATTERY
DOOR



INCLUDED IN THIS PACKAGE

- One VTECH® Old MacDonald's Puzzle Pals™ learning toy.
- One instruction manual.

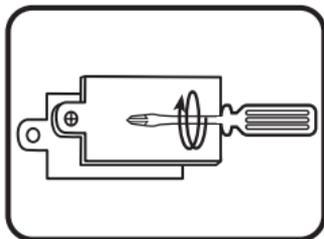
WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

BATTERY INSTALLATION

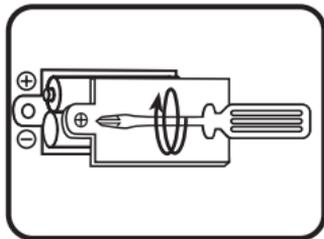
1. Make sure the unit is turned **OFF**.



2. Locate the battery cover on the bottom of the unit. Use 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 the battery cover.

BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- 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 an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

NOTE: If for some reason the program/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 the batteries.
4. Turn the unit **on**. The unit should now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

TO BEGIN PLAY

1. Slide the **ON/OFF/MODE SELECTOR SWITCH** to either the **MELODY MODE** (🎵) or **TALKING MODE** (😊) position to turn the unit **ON**.



2. To adjust the volume, slide the **VOLUME CONTROL SWITCH** located on the back of the unit to (🔊) for **LOW VOLUME** or (🔊) for **HIGH VOLUME**.



3. Slide the **ON/OFF/MODE SELECTOR SWITCH** to the **OFF** (●) position to turn the unit **OFF**.



AUTOMATIC SHUT-OFF

To preserve battery life, the **Old MacDonald's Puzzle Pals™** learning toy will turn off automatically after a few minutes without input. The unit can be turned on again by pressing any button.

ACTIVITIES

A. Talking Mode

1. Slide the **ON/OFF/MODE SELECTOR SWITCH** to the **TALKING MODE**(😊) position. You will hear “Let’s play!” followed by a short tune and the lights will flash.



2. Put the **CHICKEN PUZZLE PIECE** into the **CHICKEN SLOT**. You will hear “Old MacDonald had a chicken” followed by a “Cluck Cluck” sound and a part of the melody “*Old MacDonald Had A Farm*”. The lights will flash with the sounds.



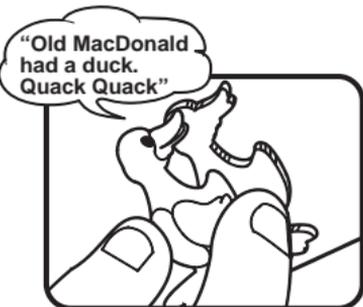
3. Put the **COW PUZZLE PIECE** into the **COW SLOT**. You will hear “Old MacDonald had a cow” followed by a “Moo Moo” sound effect and a part of the melody “*Old MacDonald Had A Farm*”. The lights will flash with the melody.



4. Put the **SHEEP PUZZLE PIECE** into the **SHEEP SLOT**. You will hear “Old MacDonald had a sheep” followed by a “Baa Baa” sound effect and a part of the melody “*Old MacDonald Had A Farm*”. The lights will flash with the melody.



5. Put the **DUCK PUZZLE PIECE** into the **DUCK SLOT**. You will hear “Old MacDonald had a duck” followed by a “Quack Quack” sound effect and a part of the melody “*Old MacDonald Had A Farm*”. The lights will flash with the melody.



6. Put the **PIG PUZZLE PIECE** into the **PIG SLOT**. You will hear “Old MacDonald had a pig” followed by an “Oink Oink” sound effect and a part of the Melody “*Old MacDonald Had A Farm*”. The lights will flash with the melody.



7. If the puzzle pieces are inserted into their respective slots in sequential order, the entire melody "Old MacDonald Had A Farm" will play with different animal sound effects after all of the pieces have been placed in their respective slots.



8. If there is no input to the unit for 10 seconds, you will hear "Let's play!" followed by a short tune. The lights will flash with the melody.



9. If there is no input for 20 seconds, you will hear "Old MacDonald had a sheep. Baa Baa" followed by a random animal sound effect. The lights will flash with the sounds.

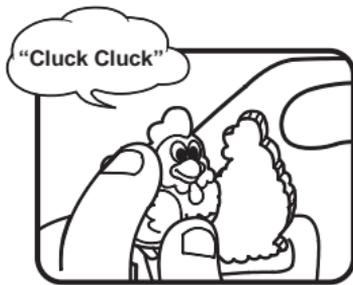


B. Melody Mode

1. Slide the **ON/OFF/MODE SELECTOR SWITCH** to the **MELODY MODE** (🎵) position to hear a short tune. The lights will flash with the melody.



2. Put the **CHICKEN PUZZLE PIECE** into the **CHICKEN SLOT**. You will hear a “Cluck Cluck” sound effect followed by a melody. The lights will flash with the melody.



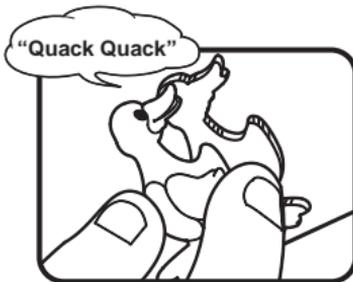
3. Put the **COW PUZZLE PIECE** into the **COW SLOT**. You will hear a “Moo Moo” sound effect followed by a melody. The lights will flash with the melody.



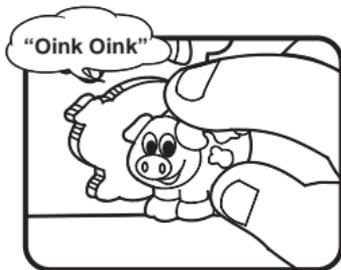
4. Put the **SHEEP PUZZLE PIECE** into the **SHEEP SLOT**. You will hear a “Baa Baa” sound effect followed by a melody. The lights will flash with the melody.



5. Put the **DUCK PUZZLE PIECE** into the **DUCK SLOT**. You will hear a “Quack Quack” sound effect followed by a melody. The lights will flash with the melody.



6. Put the **PIG PUZZLE PIECE** into the **PIG SLOT**. You will hear an “Oink Oink” sound effect followed by a melody. The lights will flash with the melody.



7. After all the puzzles pieces are placed into their slots, you will hear the melody “*Old MacDonald Had A Farm*”.



8. If there is no input for 20 seconds, you will hear “Old MacDonald had a ...” followed by a random animal sound effect. The lights will flash with the sounds.



MELODY LIST:

1. Happy Farmer
2. Old Grey Mare
3. Baa, Baa, Black Sheep
4. Bingo
5. Farmer In The Dell
6. Old MacDonald Had A Farm

CARE AND 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.

IMPORTANT NOTE

Creating and developing toddler 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 1-800-267-7377 in Canada 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 Sub-part 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 with 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