

vtech®

User's Manual

Count with Me Hippo™



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Printed in China
91-002467-000-000

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 **Jungle Gym®** 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 **Jungle Gym®** 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 **Jungle Gym®** series and other VTech® toys, visit www.vtechkids.com*

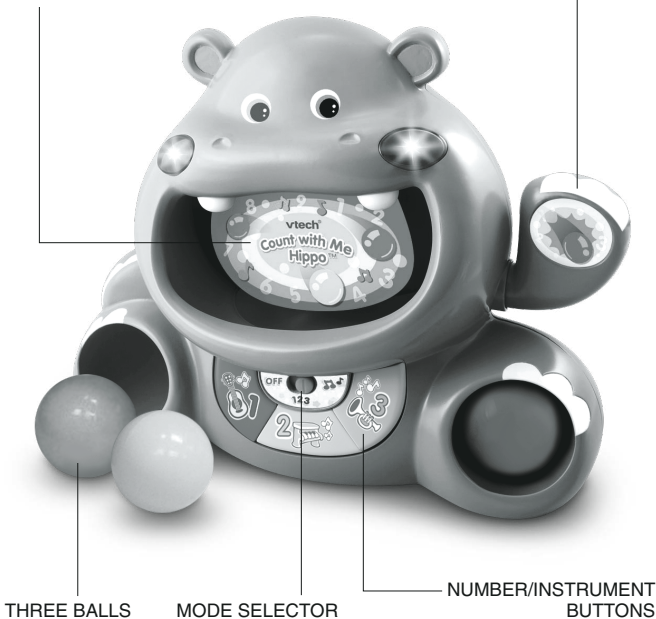
INTRODUCTION

Thank you for purchasing the **VTech® Count with Me Hippo™** learning toy!

The **Count with Me Hippo™** teaches counting as children toss three balls in the hippo's mouth. After the hippo counts the balls, your child can pull the hippo's arm to make the balls roll out. Flashing lights keep your child entertained while learning about numbers and music.

TONGUE

ARM



INCLUDED IN THIS PACKAGE

- One VTech® Count with Me Hippo™
- Three balls
- One user's manual

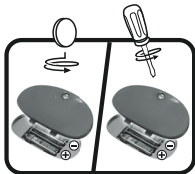
WARNING: All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

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

GETTING STARTED

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).

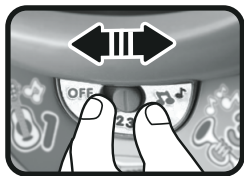
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Only batteries of the same or equivalent type as recommended are 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.

PRODUCT FEATURES

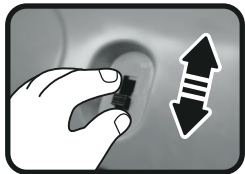
1. MODE SELECTOR

To turn the unit **ON**, slide the **Mode Selector** to the **Counting Mode** (123) or the **Music Mode** (🎵) position. To turn the unit **OFF**, slide the **Mode Selector** to the **OFF** (OFF) position.



2. VOLUME SWITCH

Move the Volume Switch to the Low, Medium or High position to adjust the volume.

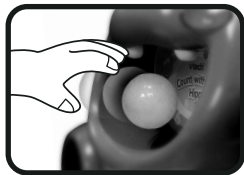
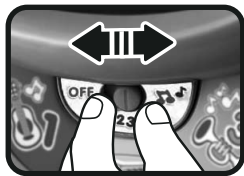


3. AUTOMATIC SHUT-OFF

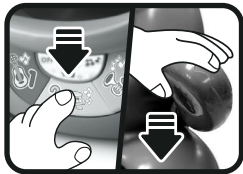
To preserve battery life, the **VTech® Count with Me Hippo™** will automatically power-down after approximately 24 seconds without input. The unit can be turned on again by pressing any button. Touching the hippo's tongue or activating the triggers in the hippo's throat will not turn on the unit.

ACTIVITIES

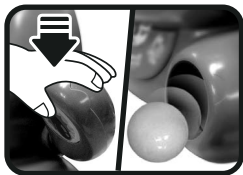
1. Slide the **MODE SELECTOR** to turn the unit **ON**. You will hear a song, fun sounds, and an encouraging phrase. The lights will flash with the sounds.
2. Press the **Number/Instrument Buttons** to hear fun sounds, phrases, short tunes and melodies. In Counting Mode, pressing the buttons will teach numbers, and ask you to feed the hippo the corresponding number of balls. In Music Mode, pressing the buttons will teach instruments and their sounds. The lights will flash with the sounds.
3. Toss the **Balls** to hear fun sounds, phrases, short tunes and melodies. In Counting Mode, you'll be asked to toss the balls to feed the hippo to learn counting. In Music Mode, toss the balls to hear melodies.



4. While a melody is playing, press the **Number/Instrument Buttons** to jam related instrument sounds and change the music to be played by the related instrument. Pull hippo's arm faster and faster to make the melody play faster and jam fun sounds over the melody. The lights will flash with the sounds.



5. Pull the **Hippo's Arm** to hear fun sounds and songs. If there is ball in the hippo's left leg, it will pop out if you pull the hippo's arm. The lights will flash with the sounds.



6. If there is no input for approximately 8 seconds, you will hear fun sounds and a reminding phrase. If there continues to be no input after another 8 seconds, you will hear a song. If there continues to be no input after another 8 seconds, you will hear "Bye-bye!" and the unit will automatically power off. The unit can be turned on again by pressing any button. Touching the hippo's tongue or activating the triggers in the hippo's throat will not turn on the unit.

MELODY LIST

1. Hey, Diddle Diddle
2. Old MacDonald Had a Farm
3. London Bridge
4. Three Blind Mice
5. The Glow Worm
6. Humpty Dumpty

SUNG SONG 1 LYRICS

Throw the balls to count,
Then let's watch them bounce.
Learning 1-2-3.
Count along with me!

SUNG SONG 2 LYRICS

Grab a ball, then throw it in.
Lovely music will never end!

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 an entire set of new 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 **Active Play** 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 on 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

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 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.



**CLASS 1
LED PRODUCT**