

vtech[®]

User's Manual

3-in-1 Learning Zebra Scooter™



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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 **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,

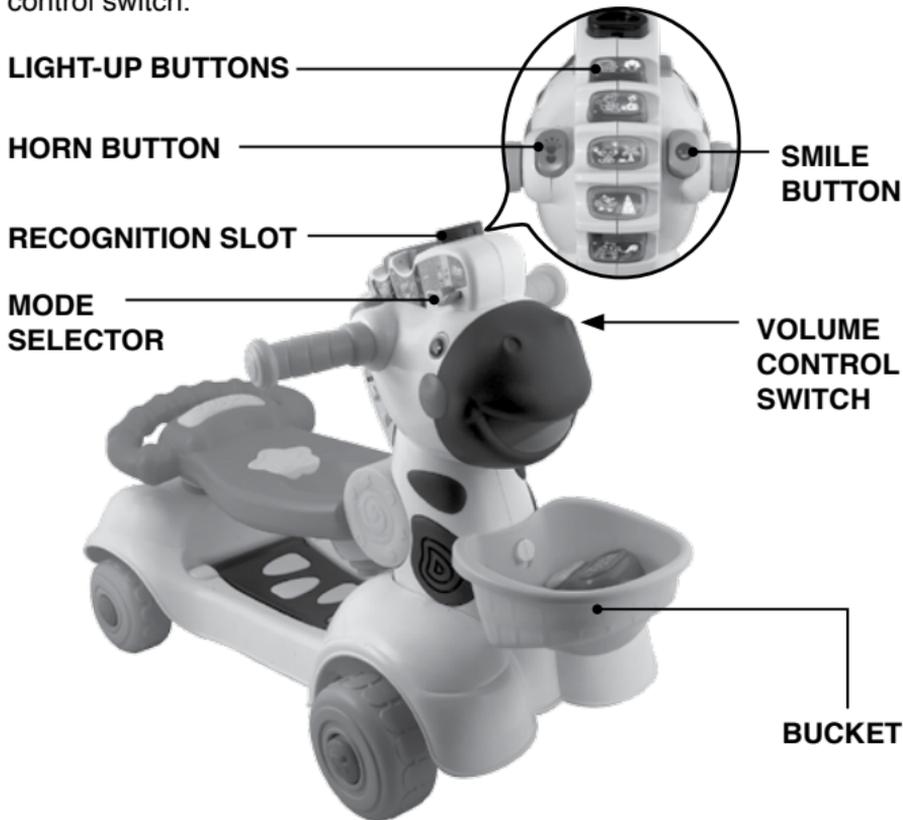
Your friends at VTech®

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

INTRODUCTION

Thank you for purchasing the **VTech® Jungle Gym™ 3-in-1 Learning Zebra Scooter™!**

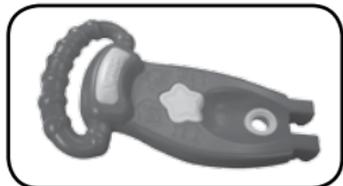
The **VTech® Jungle Gym™ 3-in-1 Learning Zebra Scooter™** converts easily from push walker to ride-on to scooter. Kids can discover their wild side as they move with the zebra and explore new territory with the scooter's walkie-talkie, compass and flashlight. The zebra's mane features five light-up buttons that teach colors, animals and destinations. The scooter also features fun horn buttons and a volume control switch.



INCLUDED IN THIS PACKAGE



One zebra head with electronic parts



One seat

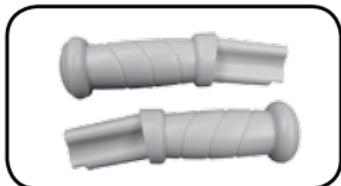


One big screw



Two front wheels

One user's manual



Two handles



One zebra body and two longer screws



Three play pieces and one bucket



One axle, one wheel fastener and one wheel cover with two shorter screws

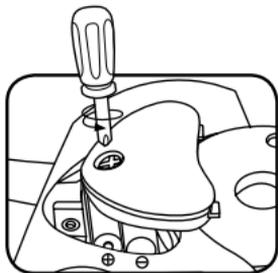
WARNING: All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

NOTE: Please keep this instruction 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 side of the zebra's head. Use 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.

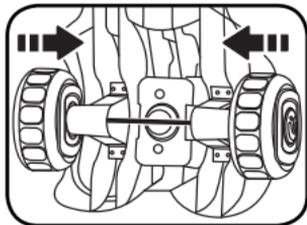
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended number of power supplies.
- Do not dispose of batteries in fire.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

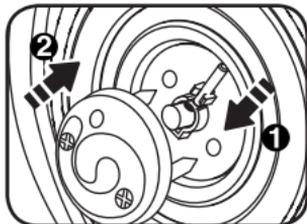
ASSEMBLY INSTRUCTIONS

With the VTech® Jungle Gym™ 3-in-1 Learning Zebra Scooter™, safety comes first. To ensure your child's safety, please only assemble this product by an adult.

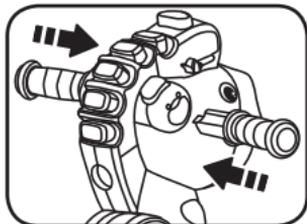
1. To install the front wheels onto the zebra body, first put one wheel on the end of the axle, then thread the axle through the zebra body. Attach the other wheel to the end of the axle.



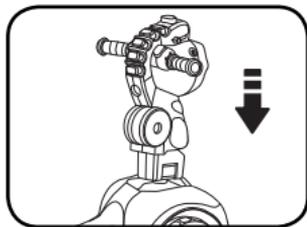
2. Attach the fastener to the end wheel, aligning the pin on the fastener with the hole in the axle. Push the pin down into the hole. Align the wheel cover over the fastener, then tighten the two shorter screws with a screwdriver.



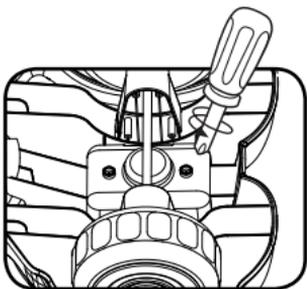
3. To attach the left and right handles to the zebra's head, insert them into the corresponding holes on the sides of the head. You will hear a loud 'click' sound. This indicates that the handles are securely fixed into the head.



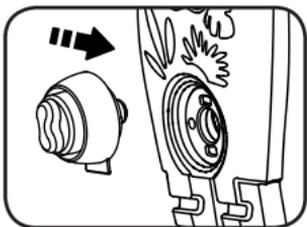
4. Attach the zebra's head to the body by snapping the head onto the body. You will hear it click into place. Please ensure the head is attached securely to the body. Once the head has been attached, it cannot be removed again.



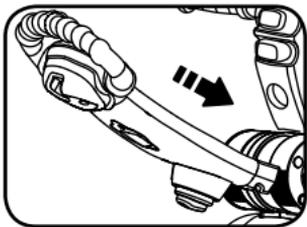
5. Turn the zebra over to tighten the two longer screws with a screwdriver. These are the screws that attach the neck to the body.



6. Insert the big screw under the seat. You will hear a loud 'click' sound.



7. Insert the seat into the hinges of the neck. You will hear a loud 'click' sound. This indicates the seat is securely fixed to the neck.



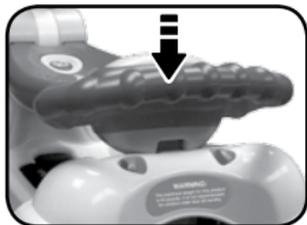
Once the **3-in-1 Learning Zebra Scooter™** is assembled, it cannot be disassembled.

ATTENTION: The maximum weight for this product is 42 pounds. It is not recommended for children older than 36 months.

1. Before riding the scooter, please make sure the handle is securely locked in place.
2. Please wear appropriate safety gear, including a helmet and knee pads, when riding the scooter.
3. Please ride the scooter on a smooth surface, such as a sidewalk. Do not ride the scooter on the street, or on gravel, sand or water.
4. Always ride the scooter during daylight. Avoid riding at night.
5. Always wear shoes when riding the scooter.

CONVERTING THE 3-IN-1 LEARNING ZEBRA SCOOTER

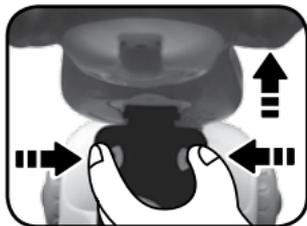
1. To change to ride-on mode, put down the seat, making sure it locks into place. Hang the bucket on the peg on the front of the neck.



2. To change to walker mode, squeeze the two locks under the seat to release the seat. Pull up the seat and the support on the scooter platform, propping the seat with the support. You will hear a loud 'click' sound to indicate the seat and support are locked into place.



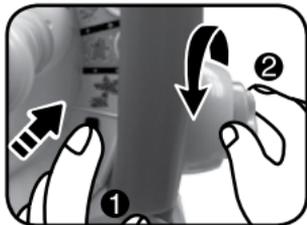
3. To disassemble the walker mode, squeeze the two locks under the seat, then put down the support plate and the seat.



4. To change to scooter mode, pull the seat up to meet the neck, and tighten the big screw under the seat.



5. To disassemble the scooter mode, press and hold the black button on the side of the neck, then unscrew the big screw under the seat.



PRODUCT FEATURES

1. MODE SELECTOR

To turn the unit ON, slide the MODE SELECTOR to the MUSIC MODE (🎵), the FOLLOW THE LIGHTS MODE (💡), the ANIMAL MODE (🐾) or the EXPLORE & LEARN MODE (📖) position. To turn the unit OFF, slide the MODE SELECTOR to the OFF (OFF) position.



2. VOLUME CONTROL SWITCH

To adjust the volume, slide the VOLUME CONTROL SWITCH located on the head to LOW VOLUME (🔊) or the HIGH VOLUME (🔊🔊🔊) position.



3. AUTOMATIC SHUT-OFF

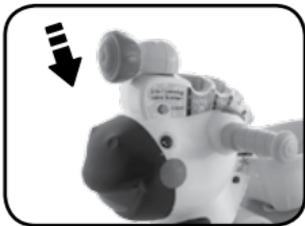
To preserve battery life, the VTech® Jungle Gym™ 3-in-1 Learning Zebra Scooter™ will automatically power-down after approximately 45 seconds without input. The unit can be turned on again by pressing any button.

ACTIVITIES

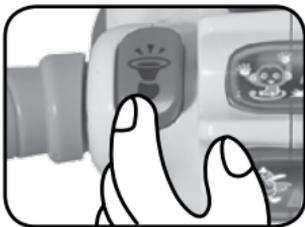
1. Slide the mode selector to the Music Mode, Follow the Lights Mode, Animal Mode or Explore & Learn Mode position to turn the unit on. You will hear a song, playful phrase and a short tune. The lights will flash with the sounds.



2. Place the flashlight, compass or walkie-talkie into the slot at the top of the zebra head to learn objects and directions. Upbeat short tunes and fun sounds will accompany the play. The lights will flash with the sounds.



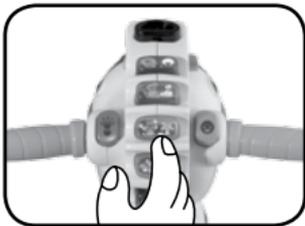
3. Press the horn button on the left handle to hear fun horn sounds, a playful phrase, or a song depending on the selected mode. The lights will flash with the sounds.



4. Press the smile button on the right handle to hear sounds and an encouraging phrase. The lights will flash with the sounds.



5. Press the 5 animal light-up buttons to learn animals, animal sounds, scene and color. The animal buttons feature a lion, kangaroo, monkey, hummingbird and hippo with their scene (savannah, outback, jungle, mountain and river). The lights will flash with the sounds.



6. In ride-on position, ride to meet animal friends, press the animal buttons to play games or learn something about that animal and where it lives. You'll also learn colors. Place the bucket on the neck to hold the play pieces. The lights will flash with the sounds.



7. In walker position, push to play and place the bucket on the seat. You will hear fun sounds and melodies. The lights will flash with the sounds.



8. In scooter position, step on the scooter to hear music! While a melody plays, scoot faster to make the music play faster. The lights will flash with the sounds.



9. If there is no input to the unit after approximately 5 seconds, you will hear a question. After another 5 seconds if there is still no input, you will hear a fun sung song or an encouraging phrase. After another 5 seconds if there is still no input, you will hear some fun sounds and an encouraging phrase. After another 5 seconds if there is still no input, you will hear the phrase “Bye-bye,” then the unit will automatically power-down.

MELODY LIST

1. Polly Wolly Doodle
2. Here We Go 'Round the Mulberry Bush
3. Pop! Goes the Weasel
4. Row, Row, Row Your Boat
5. Skip to My Lou
6. Alouette

SONG LYRICS

SONG 1

Hop on and let's ride.

Roll and hit your stride.

Then move to the beat.

Learning is so neat!

SONG 2

Push, roll, we're movin' along.

Playing with friends is full of fun!

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

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.



WARNING:

Riding the scooter requires adult supervision. Please supervise your child in order to avoid harm to the child and damage to the environment.