

vtech[®]

User's Manual

Guess 'n Match Carrot Patch™



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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 children's minds and allow them to learn to the best of their ability.

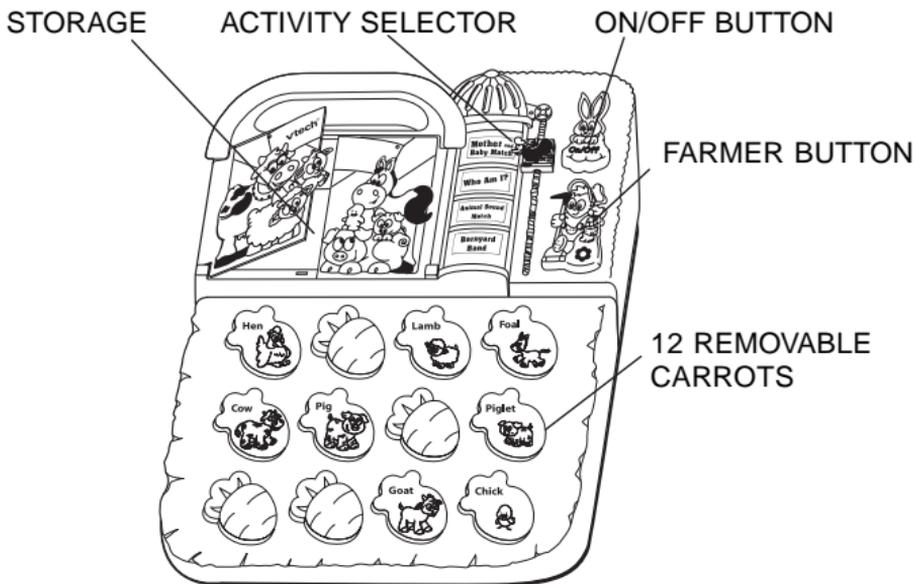
Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain, and develop minds, at VTech® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **VTech® Guess 'n Match Carrot Patch™** learning toy. 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 **VTech® Guess 'n Match Carrot Patch™** learning toy is filled with fun learning to keep your child entertained while learning about life on the farm. Four entertaining activities teach children different animal names, their sounds and unique characteristics. By playing with the twelve removable carrots, children will develop hand-eye coordination while learning classic preschool games like memory to build their logic skills. Cheerful melodies and fun sound effects enhance play. The barn storage area allows this learning patch to be taken anywhere!



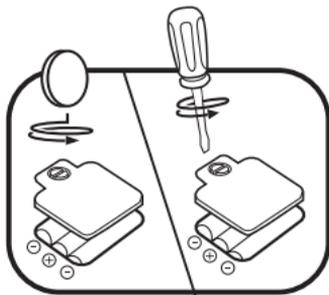
INCLUDED IN THIS PACKAGE

- One VTech® Guess 'n Match Carrot Patch™ learning toy.
- Twelve removable carrots.
- 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 **OFF**.
2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to open the battery cover.
3. Install 3 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.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

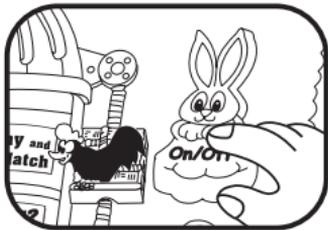
NOTE: If for some reason the product or an activity stops working, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for approximately three minutes, then replace the batteries.
4. Turn the unit **ON**. The unit will 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. To begin play, press the rabbit **On/Off** button. You will hear a sound effect followed by “Hello! Let’s hop to it!”

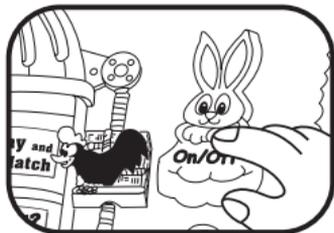


2. Slide the rooster **Activity Selector** up or down to select one of the four activities. A friendly voice will guide you through each of the following activities:

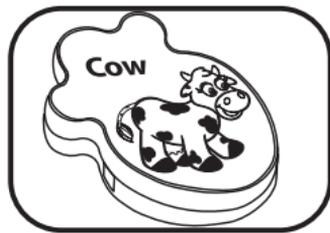
- A. Mommy and Baby Match
- B. Who Am I?
- C. Animal Sound Match
- D. Barnyard Band



3. To turn the unit off, press the rabbit **On/Off button** again. You will hear "Yeehaw! That was hoppin'! See you!" followed by a sound effect. If there is no input for 2 minutes, the unit will automatically shut off.



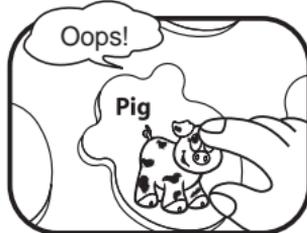
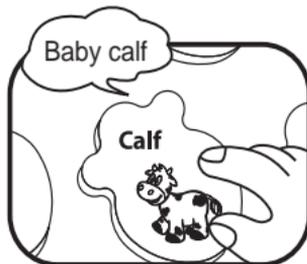
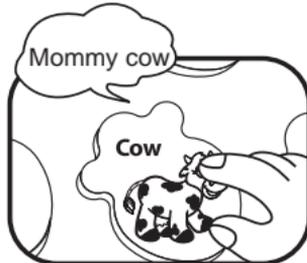
4. Please note that the sensors located on the carrots trigger the electronic responses. If you experience problems with these sensors, please use a very mild cleaning agent, preferably, rubbing alcohol to clean them. Abrasive cleaning agents are not recommended as this could cause corrosion and damage the usability of the unit.



ACTIVITIES

A. Mommy and Baby Match

1. Slide the rooster **Activity Selector** to “Mommy and Baby Match.” You will hear a short tune, and the friendly voice will introduce the activity by saying “Let’s match a mommy and her baby!” Then he will ask “Ready?” followed by the question, “Can you find a mommy and her baby?”
2. When an animal is pressed or a carrot is turned over, the animal’s sound will play and its name will be identified. For example, when you press or turn the cow, you will hear the cow’s sound followed by its name, “Mommy cow.” Then you will be asked “Can you find her baby?”
3. If you find the correct match, you will hear the corresponding animal sound and its name. You will also hear a rewarding phrase along with a lively sound effect. The correct match will be identified again. Then you will hear “Let’s try a new one.”
4. If you find an incorrect match, you will hear the corresponding animal sound and its name. You will also hear “Oops!” followed by a sound effect. Then you will be asked to try again and the previous question will be repeated. After three tries, you will be asked to play again by hearing “Let’s try a new one!”



5. If there is no input after 15 seconds, you will hear the previous question repeated.



6. Press the **Farmer button** at any time to hear the question repeated.



7. When all animals are matched, you will hear a sound effect followed by "Great job! Want to play again?"



B. Who Am I?

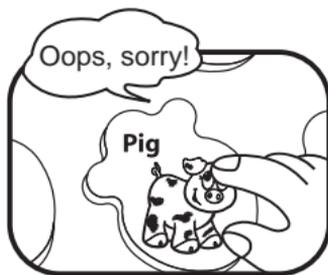
1. Slide the rooster **Activity Selector** to "Who Am I?" You will hear a short tune, and the friendly voice will introduce the activity by saying "Let's guess who I am!" Then you will hear a characteristic of an animal such as "I am white."



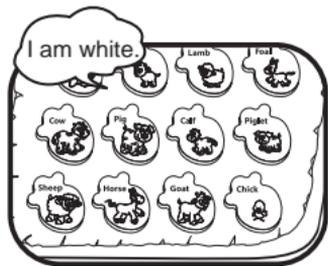
2. If you press or insert the correct animal, you will hear the corresponding animal sound. You will then hear a rewarding phrase and a fun sound effect. The correct animal's name and its characteristic will be identified followed by a new question.



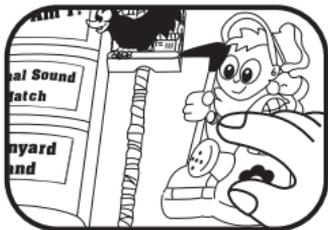
3. If you press or insert an incorrect animal, you will hear the corresponding animal sound. You will then hear "Oops, sorry!" and a silly sound effect. The previous characteristic will be repeated followed by another characteristic. After four tries (or five tries for the horse and foal), you will be asked to play again by hearing "Let's try a new one!"



4. If there is no input after 15 seconds, you will hear the previous question repeated.



5. Press the **Farmer button** at any time to hear the question repeated.



C. Animal Sound Match

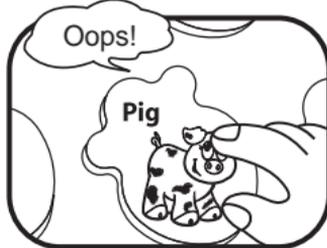
1. Slide the rooster **Activity Selector** to “Animal Sound Match.” You will hear a short tune, and the friendly voice will introduce the activity by saying “Let’s find the animals!” Then you will hear a sound effect followed by “Find the animal that says [neigh].”



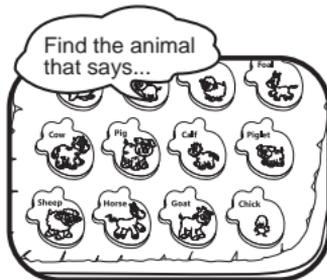
2. If you press or insert the correct animal, you will hear the corresponding animal sound and a rewarding phrase along with a lively sound effect. Then you will be asked to play again.



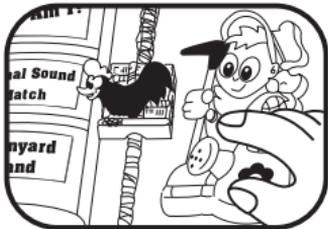
3. If you press or insert an incorrect animal, you will hear the corresponding animal sound. You will then hear “Oops!” followed by a silly sound effect. Then you will be asked to try again and the previous question will be repeated. After three tries, the correct animal name will be identified, followed by its sound. Then you will be asked to play again by hearing “Let’s try a new one!”



4. If there is no input after 15 seconds, you will hear the previous question repeated.



5. Press the **Farmer button** at any time to hear the question repeated.



D. Barnyard Band

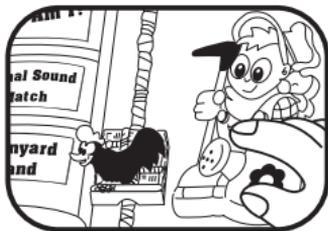
1. Slide the rooster **Activity Selector** to “Barnyard Band.” You will hear a short tune and the friendly voice will introduce the activity by saying “Let’s hear the animals sing! Ready?” You will then hear a fun sound effect. Then, you will be asked to press an animal.



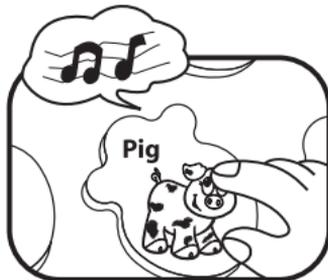
Twelve entertaining melodies are included:

- Mary Had a Little Lamb
- Baa, Baa Black Sheep
- I've Been Working on the Railroad
- Three Blind Mice
- Home on the Range
- Oh, My Darling Clementine
- Old Gray Mare
- Shoo Fly Don't Bother Me
- This Old Man
- Polly-Wolly Doodle
- She'll Be Coming 'Round the Mountain
- Little Bo Peep

2. Press the **Farmer button** at any time to hear a song. Each song can be heard by pressing the button over and over again.



3. If an animal is pressed or inserted when a song is playing, you will hear the song in the specific animal's singing voice.



4. At any time, you can press or insert additional animals and the song will change according to the animal selected.



5. If the current animal is singing, and it is removed, the song will continue but the animal's singing voice will be removed.



6. When the song is finished, you will hear “Yeehaw! That was great! Want to play again?” You can continue play by either pressing the Farmer button or you may press or insert one of the animals to hear it sing.



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 preschool 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 Subpart 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 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 the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver