

vtech[®]

User's Manual

2-in-1 Discovery Table™



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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 **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,

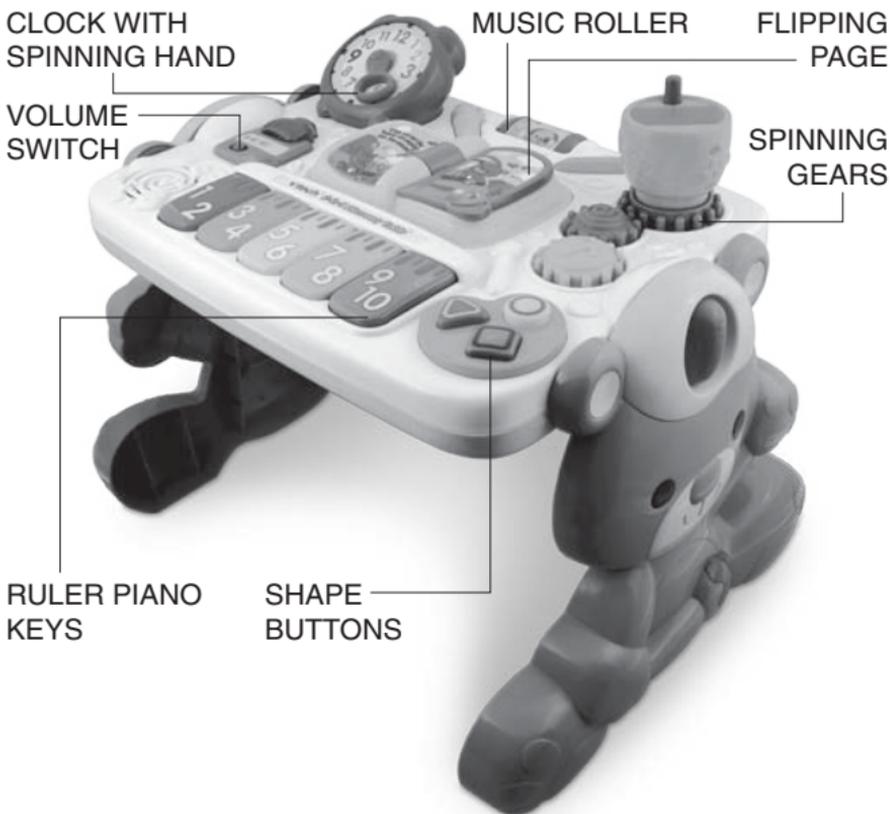
Your friends at VTech®

*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 Discovery Table™** learning toy!

The **VTech® 2-in-1 Discovery Table™** is an innovative toy that easily adapts to your child's various activities. When your baby is feeling artistic, they can sit at the drawing desk and doodle to their heart's desire. When they want to play with more guidance, the table easily converts into an activity center, featuring a piano key ruler, book, clock, shape buttons, gears and a turning pencil cup. Your child will learn about colors, counting, numbers, shapes and more!



INCLUDED IN THIS PACKAGE

– One table panel



– Two table legs



– One clock



– One pencil cup



– Two screw plugs



– One instruction manual

WARNING:

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

ATTENTION:

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

NOTE:

Please keep this instruction manual as it contains important information.

INSTRUCTIONS

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the Drawing Table side of the table panel. 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.

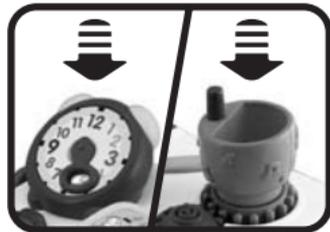
PRODUCT ASSEMBLY

To ensure your child's safety, please only assemble this product by an adult.

After assembling the table or converting the table panel, please be sure the table panel is set firmly on the legs and the table is stable before allowing your child to play with it. Please also be sure your child does not sit on or climb over the table.

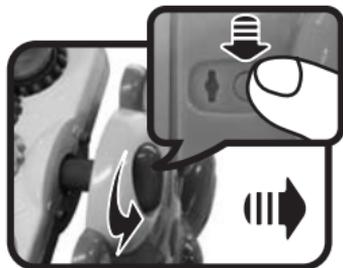
1. TO ASSEMBLE THE TABLE

Use the screw plugs to screw the legs onto the table panel. Put the clock on the top left corner of the table panel. Put the pencil cup on the blue gear.



2. TO CONVERT THE TABLE PANEL

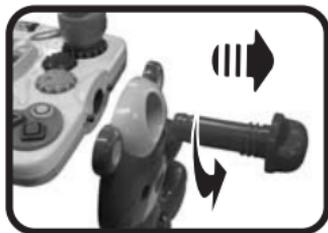
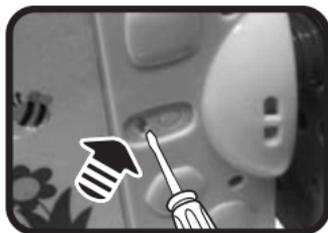
Release the lock on the drawing side of the table panel by pressing the small button and loosen the screw plugs simultaneously. Then, flip the table panel upside down and tighten the screw plugs. The table panel can be set at an angle for sitting play.





3. TO DISASSEMBLE THE TABLE

Unscrew the screw plugs, then release the lock on the drawing side of the table panel by pressing the hidden button with a screwdriver. Pull out the screw plugs.

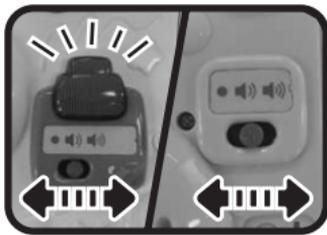


PRODUCT FEATURES

1. VOLUME SWITCH

Note: There are **Volume Switches** on both the sides of the table.

To turn the unit **On**, slide the **Volume Switch** to the **Low Volume** () or the **High Volume** () position. To turn the unit **Off**, slide the **Volume Switch** to the **Off** () position.



2. MOTION SENSOR

The **Motion Sensor** is located on Drawing Side of the table panel. Draw on or move the table panel while drawing to play fun sounds and short tunes, or to play fun sounds over top of the melodies.

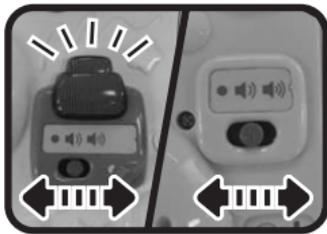


3. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® 2-in-1 Discovery Table™** will automatically power-down after approximately 45 seconds without input. The unit can be turned on again by pressing any button or by turning the page, spinning the music roller or turning the gears or clock arm. The motion sensor can not wake up the unit.

ACTIVITIES

1. Slide the **Volume Switches** on either side of the table panel to turn on the unit. You will hear a giggle sound, fun phrases and sung songs. The light will flash with the sound.



2. Flip the book page to hear fun phrases, animal sounds and the animals singing along with the melodies. The light will flash with sound.



3. Spin the hand on the clock to hear fun phrases, playful sounds and a fun sing-along song about time. The light will flash with sound.



4. Spin the gears to hear fun sounds and a related sing-along song. Press the blue gear or press the pencil cup on the blue gear to hear fun sounds and phrases. The light will flash with sound.



5. Turn music roller to hear fun sounds, the Alphabet Song and other melodies. The light will flash with the sound.



6. Press the ruler piano keys to hear a playful rhyme for counting and to learn colors. You can also make music with the ruler piano keys. The light will flash with the sound.



7. Press the shape buttons to learn shapes and to hear fun sounds and melodies. The light will flash with the sound.



8. Turn the drawing side up to use the table panel as a drawing surface. Drawing on the table panel activates a variety of fun sound effects and short tunes. Turn the music roller to play music. When melodies are playing, turn the music roller to add fun sound effects. While drawing on the table panel when melodies are playing, fun sound effects will be added or the melodies' tempo will speed up. The light will flash with the sound.



Please note: If the legs are not attached to the table panel, the responses on the drawing side cannot be activated.

MELODY LIST

1. Three Little Kittens
2. Oh Where, Oh Where Has My Little Dog Gone?
3. Three Blind Mice
4. It's Raining, It's Pouring
5. Humpty Dumpty
6. Twinkle, Twinkle, Little Star
7. I've Been Working on the Railroad
8. Frere Jacques
9. Old King Cole
10. London Bridge

SING-ALONG SONG LYRICS

SONG 1

My table is so fun!
I can draw and learn.
Letters, numbers, shapes, too.
It's fun to learn with you!

SONG 2

Learning time, playing time,
Drawing time and fun time.
I like every time.
Hey, what's the time?

SONG 3

Let's paint,
A big brown bear;
Let's try,
Tall green trees;
Let's draw,
A smiling face,
What a picture you have made!

SONG 4 (To the tune of "The Alphabet Song")

ABCD

EFG

HIJK

LMOP

QRS

TUV

WX

Y and Z.

Now I know my ABCs.
Next time, won't you sing with me?

SONG 5

Gears go
Round and round.
Spinning, spinning, all day long.
1-2-3, 3-2-1,
Spinning gears is 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.

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.

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.

