Parent’s Guide

Stroll & Discover Activity Walker™

Sit-to-Stand
Thank you for purchasing the VTech® Sit-to-Stand Stroll & Discover Activity Walker™. The removable activity panel is great for floor play and features five light-up piano keys, spinning gears, three colorful shape sorter pieces, a toy cell phone and more. Attach the panel to the walker as little ones grow, and watch them go!
INCLUDED IN THIS PACKAGE

- One Sit-to-Stand Stroll & Discover Activity Walker™ activity panel
- One swaying bird
- One walker
- One walker handle
- Two legs with wheels
- Two front wheels
- One cell phone
- One parent’s guide
WARNING:
All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child’s safety.

NOTE: Please keep this parent’s guide as it contains important information.

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

NOTE: Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

NOTE: Please cut and discard the cord that attaches the door to the mouse. The cord is not part of the toy and should be discarded for your child’s safety.

GETTING STARTED
BATTERY INSTALLATION
1. Make sure the unit is turned OFF.
2. Locate the battery cover on the back of the activity panel. 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

• Use new alkaline batteries for maximum performance.
• Use only batteries of the same or equivalent type as recommended.
• Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
• Do not use damaged batteries.
• Insert batteries with the correct polarity.
• Do not short-circuit the battery terminals.
• Remove exhausted batteries from the toy.
• Remove batteries during long periods of non-use.
• Do not dispose of batteries in fire.
• Do not charge non-rechargeable batteries.
• Remove rechargeable batteries from the toy before charging (if removable).
• Rechargeable batteries are only to be charged under adult supervision.

With the **Sit-to-Stand Stroll & Discover Activity Walker™**, safety comes first. To ensure your child’s safety, adult assembly is required. Please ensure that the legs, handle and activity panel are securely locked into position to avoid injury.
ASSEMBLY INSTRUCTIONS

1. Insert the swaying bird into the slot on the back of the activity panel. You will hear the swaying bird click into place when inserted correctly.

2. Insert the two front wheels onto the bottom of the walker. You will hear the wheels click into place when inserted correctly.

3. Insert the walker legs into the slots on the back of the walker. Slide and hold the blue locks on either side of the walker while inserting the walker legs, making sure the wheels are facing out. You will hear the legs click into place when inserted correctly.
4. Stand the walker upright and insert the walker handle into the slots on the top of the walker. You will hear the walker handle click into place when inserted correctly.

Attaching/Removing the Activity Panel

1. To attach the activity panel to the walker, align the bottom of the activity panel to the bottom of the walker, then push the activity panel onto the walker until you hear it click into place. Please ensure the activity panel is attached securely to the walker.

2. To remove the activity panel, locate the lock on the top of the walker. Slide the lock up and remove the activity panel from the walker.

PRODUCT FEATURES

1. On/Off/Mode Switch

To turn the unit ON, slide the On/Off/Mode Switch to the Learning Mode ( disagrees or Music Mode ( agrees) position. You will hear a song and a welcoming phrase. To turn the unit OFF, slide the On/Off/Mode Switch to the OFF position.
2. Volume Switch
   To adjust the volume, slide the Volume Switch to the Low Volume (pressor) or High Volume (pressor) position.

3. Walker Storage
   To fold the legs in for storage, slide and hold the blue locks on the back of the walker and push down on the legs.

4. Speed Control Switch
   The Sit-to-Stand Stroll & Discover Activity Walker™ is equipped with a speed control switch on the two back wheels of the walker. Position one is for babies who are just learning to take their first steps. This position has the most tension on the wheels and will not allow the walker to move too quickly. Position two is intended for the more skillful walker. This position has less tension on the wheels and will allow the walker to move more freely. When adjusting the speed control switch, please make sure both wheels are set to the same position.
5. Automatic Shut Off

To preserve battery life, the Sit-to-Stand Stroll & Discover Activity Walker™ will automatically power down after approximately 60 seconds without input. The unit can be turned on again by pressing any button.

NOTE: If the unit powers down while playing, we suggest changing the batteries.

ACTIVITIES

1. Light-Up Piano Buttons

Press the Light-Up Piano Buttons to hear about numbers and shapes in Learning Mode. In Music Mode you will hear piano notes and melodies. If a melody is playing and the Light-Up Piano Buttons are pressed, you will hear the melody played one note at a time. The melody will resume playing once the Light-Up Piano Buttons stop being pressed. The lights will flash with the sounds.

2. Shape Sorter Buttons & Pieces

Press the Shape Sorter Buttons or insert the Shape Sorter Pieces to hear the name of the shape, the animal associated with the shape and a simple question in Learning Mode. In Music Mode, you will hear short tunes, melodies, playful phrases and animal sounds. The lights will flash with the sounds.
3. **Swaying Bird**
Bat at the **Swaying Bird** to hear bird sounds, a fun phrase and a short tune in Learning Mode. In Music Mode, you will hear a song and a short tune with bird sounds. The lights will flash with the sounds.

4. **Cell Phone**
Remove the **Cell Phone** from the activity panel to hear a playful greeting, sounds or a song. Attach the **Cell Phone** to the activity panel to hear a playful phrase, sounds or a short tune in both modes. The lights will flash with the sounds.

5. **Spinning Gears**
Twist and turn the **Spinning Gears** to hear playful sounds, a fun phrase and a short tune in Learning Mode. In Music Mode, you will hear a variety of short tunes. The lights will flash with the sounds.

6. **Puppy Button**
Press the **Puppy Button** to hear a cute puppy sound and a fun phrase or song in Learning Mode. In Music Mode, you will hear a song and a short tune with the puppy barking along. The lights will flash with the sounds.
7. **Door**
Open or close the **Door** to hear about opposites through phrases and sound effects, and hear a song in both modes. The lights will flash with the sound.

8. **Mouse**
Twist the **Mouse** to hear the color and animal identified and fun sounds in Learning Mode. In Music Mode, you will hear fun sounds. The lights will flash with the sounds.

9. **Motion Sensor**
Move the activity panel or push the walker to activate the **Motion Sensor**. Shake or roll the walker to hear playful melodies, then keep rolling the wheels to hear more fun sounds and phrases. The lights will flash with the sound.

**SONG LIST**

**SONG 1**
Come on in and have some fun.
Everyone is welcome here.
We are your friends,
And we love when you’re here!
SONG 2
My phone is ring-ring-ringing,
It’s my friend who’s calling.
I hope he wants to come and play with me.

SONG 3
I’m the puppy in this house,
Waiting for my best friend.
She flies a long long way,
To come to sing and play.
We’ll have fun today,
As long as we’re together.

MELODY LIST
1. Ring Around the Rosy
2. The Muffin Man
3. London Bridge Is Falling Down
4. Alphabet Song
5. Diddle Diddle Dumpling
6. Jack & Jill
7. Froggy Went A Courtin’
8. Glow Worm
9. Goosey, Goosey Gander
10. One Man Went to Mow a Meadow
11. Farmer in the Dell
12. Old MacDonald
13. This Old Man
14. One, Two, Buckle My Shoe
15. Three Blind Mice
16. Sing a Song of Sixpence
17. She’ll Be Coming ‘Round the Mountain
18. Yankee Doodle
19. A-Tisket, A-Tasket
20. Skip to My Lou

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 sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the program/activity stops working, please follow these steps:

1. 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 back ON. The unit will 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link. A service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing VTech® 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link, 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 UNDESIRED OPERATION.

CAN ICES-3 (B)/NMB-3(B)
Visit our website for more information about our products, downloads, resources and more.

vtechkids.com

Read our complete warranty policy online at vtechkids.com/warranty