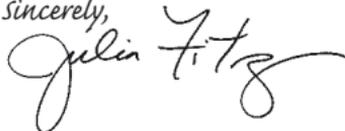DISNEY

Sit 'n Play
Learning Center

vtech®

Dear Parent,

At VTech®, we know how important the first day of school is for your child. To help prepare preschoolers for this important event, **VTech**® has developed the **Preschool Learning**™ series of interactive toys.

Preschool Learning™ features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With **Preschool Learning**™, learning is fun from day one!

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!
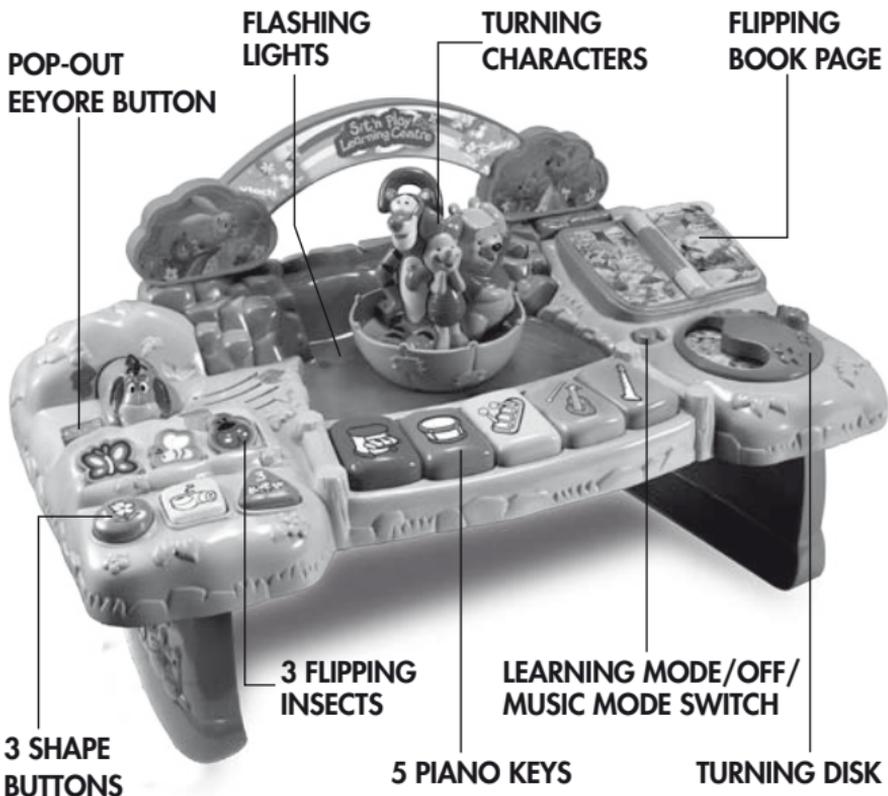
sincerely,

Julia Fitzgerald
Vice President, Marketing
Vtech Electronics, NA

*To learn more about the **Preschool Learning**™ and other **VTech**® toys, visit www.vtechkids.com*

INTRODUCTION

Thank you for purchasing the VTech® **Sit 'n Play Learning Center**.

The Sit 'n Play Learning Center is an interactive learning toy that's full of fun! With 2 modes of play your little one will be introduced to instruments, insects, colors, shapes, 123, and music as they push the buttons and move the manipulative features. Simple questions encourage interaction while the flashing lights and fun sounds reward curiosity and exploration. Cheerful melodies and cute songs add to the enjoyment as your little one plays and learns with Pooh and his friends!
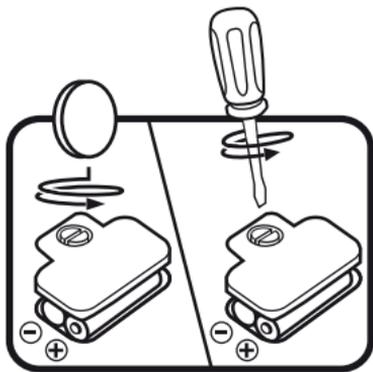
POP-OUT EEYORE BUTTON

FLASHING LIGHTS

TURNING CHARACTERS

FLIPPING BOOK PAGE

3 SHAPE BUTTONS

3 FLIPPING INSECTS

5 PIANO KEYS

LEARNING MODE/OFF/ MUSIC MODE SWITCH

TURNING DISK

INCLUDED IN THIS PACKAGE

- One **VTech® Sit 'n Play Learning Center**
- 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.

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.

2. Locate the battery cover on the bottom 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).
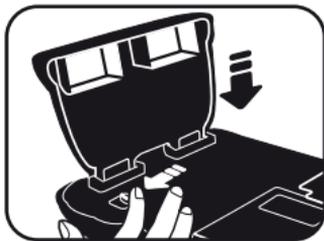
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than recommended number of power supplies.
- Do not dispose of batteries in fire.

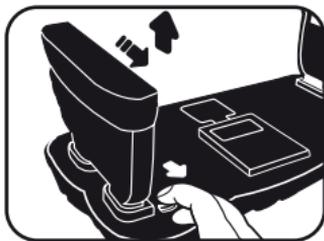**WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES**

THE RAINBOW AND CHARACTERS MUST BE SECURELY ATTACHED TO THE SIT 'N PLAY LEARNING CENTER BEFORE GIVING THIS TOY TO A CHILD.
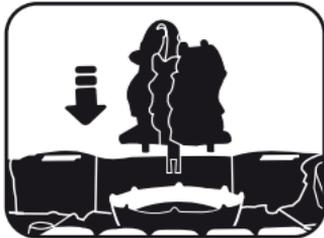
ASSEMBLY INSTRUCTIONS

1. Insert the legs one at a time by holding the release tab down, then pushing the legs into the holes on the bottom of the unit. Push the legs until they click into place. Pull the legs to ensure they are securely locked into position.

2. To remove the legs, hold the release tab down and slide the legs in the same direction as the release tab, then pull to remove.
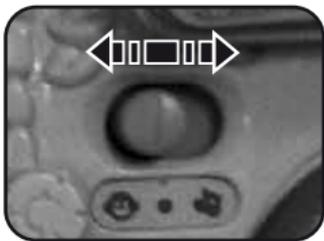
3. To insert the rainbow, push it into the holes until it clicks into place. Once the rainbow is locked into place, it cannot be removed.

4. To insert the characters, push the base of the character group into the umbrella until it clicks into place. Once the character group is locked into place, it cannot be removed.

5. To store the legs on the bottom of the unit, position the raised sections on the legs into the holes on the main unit and push the leg down to secure.

PRODUCT FEATURES

1. LEARNING MODE/OFF/ MUSIC MODE SWITCH

To turn the unit **ON**, slide the **LEARNING MODE/OFF/ MUSIC MODE SWITCH** to the **LEARNING MODE** (😊) or the **MUSIC MODE** (🎵) position. To turn the unit **OFF**, slide the **LEARNING MODE/OFF/ MUSIC SWITCH** to the **OFF** (●) position.

2. MODES OF PLAY

The two modes of play include **LEARNING MODE** (😊) and **MUSIC MODE** (🎵). Slide the **LEARNING MODE/OFF/ MUSIC SWITCH** to choose a mode of play.
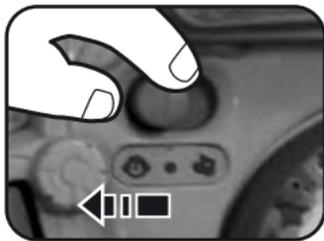
3. AUTOMATIC SHUT-OFF

To preserve the battery life, the **VTech® Sit 'n Play Learning Center** will automatically power-down after approximately 30 seconds without input. The unit can be turned on again by pressing any button or by moving any feature.

ACTIVITIES

Learning Mode:

1. Slide the **LEARNING MODE/OFF/ MUSIC MODE SWITCH** to Learning Mode (😊). You will hear a cute song and a fun phrase. The lights will flash with the sounds.

2. Turn the **CHARACTERS** or the **DISK** to hear a spinning sound, some fun phrases and a cute song. Turn it quickly to hear "Hooray!" or a fun sound after the response. Turning the **DISK** will make the **CHARACTERS** turn and vice versa. The lights will flash with the sounds.
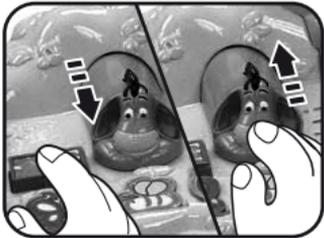
3. Press the **SHAPE BUTTONS** or flip the **INSECTS** to hear the shapes, numbers, insects and objects identified with fun phrases and sounds. The lights will flash with the sounds.
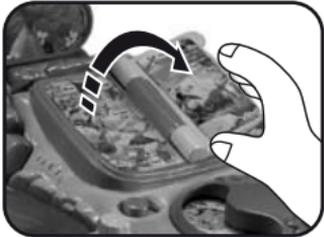
4. Press the **PIANO KEYS** to hear the colors and instruments identified and some short tunes played with those instruments. The lights will flash with the sounds.

5. Press the **POP-OUT EEYORE BUTTON** to see Eeyore pop out and hear fun phrases and sounds. Push Eeyore back to play again! The lights will flash with the sounds.
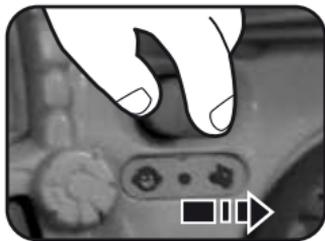
6. Flip the **BOOK PAGE** to hear fun phrases related to the pictures and sounds. The lights will flash with the sounds.
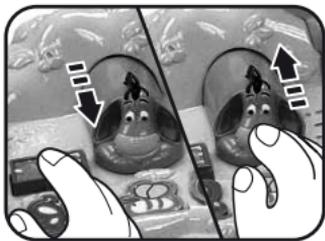
7. If there is no input for 10 seconds, Pooh will ask you to find an instrument by playing its sound. If there is no input for another 10 seconds, you will hear a song. If there is no input for a further 10 seconds, Pooh will say "Good-bye" and the unit will go into sleep mode. The unit can be re-activated by pressing any button or by moving any feature.
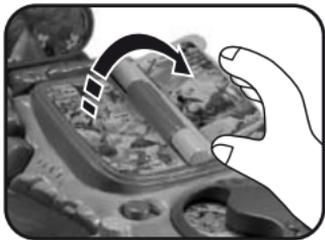
Music Mode:

1. Slide the **LEARNING MODE/OFF/ MUSIC MODE SWITCH** to Music Mode (🎵). You will hear a fun phrase and a cute song. The lights will flash with the sounds.

2. Turn the **CHARACTERS** or the **DISK** to hear a spinning sound, some fun phrases, a cute song and melodies. Turn it quickly or slowly while a melody is playing to change the tempo. Turning the **DISK** will make the **CHARACTERS** turn and vice versa. The lights will flash with the sounds.

3. Press the **SHAPE BUTTONS** or flip the **INSECTS** to hear fun sounds and cheerful melodies. Press the **SHAPE BUTTONS** or flip the **INSECTS** while a melody is playing to jam with the sounds. The lights will flash with the sounds.

4. Press the **PIANO KEYS** to play the piano. Press the **PIANO KEYS** while a melody is playing to play the melody one note at a time. After a couple of seconds of no input, the melody will continue to play normally. The lights will flash with the sounds.

Activities

5. Press the **POP-OUT EEYORE BUTTON** to see Eeyore pop out and hear a fun phrase, a sound and melodies. Press the **POP-OUT EEYORE BUTTON** while a melody is playing to jam with the sound. Push Eeyore back to play again! The lights will flash with the sounds.

6. Flip the **BOOK PAGE** to hear fun phrases related to the pictures and sounds. The lights will flash with the sounds.

7. If there is no input for 10 seconds, you will hear a cute song. If there is no input for another 10 seconds, you will hear another cute song. If there is no input for a further 10 seconds, Pooh will say "Good-bye" and the unit will go into sleep mode. The unit can be re-activated by pressing any button or by moving any feature.

MELODY LIST

1. Farmer in the Dell
2. Row, Row, Row Your Boat
3. Twinkle Twinkle Little Star
4. London Bridge
5. This Old Man
6. Hickory Dickory Dock
7. Here We Go Round the Mulberry Bush
8. Jack and Jill
9. Old MacDonald Had a Farm
10. Skip to My Lou

SONG LYRICS

SONG 1

There are so many things to do
Learning, playing and being friends with you!

SONG 2

Round and round we go
And what we shall see we never know.

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.

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 a new set of 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.

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.