

vtech[®]

User's Manual

Spinning Lights Learning Hippo™



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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,

Your friends at VTech®

To learn more about VTech® toys, visit vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Spinning Lights Learning Hippo™**.

The **Spinning Lights Learning Hippo™** provides 6 entertaining and educational activities that teach phonics, letters, words and counting with spinning lights and sounds! Special sound effects, cheerful melodies and light animations help your child learn about animals, food and musical instruments. Enjoy interactive fun by moving the hippo's mouth, pulling the bird lever, and moving the hippo's tail up and down.

Included In This Package

- One **VTech® Spinning Lights Learning Hippo™**
- One user's 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.

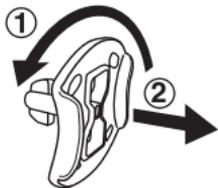
ATTENTION

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 user's manual as it contains important information.

Unlock the packaging locks:

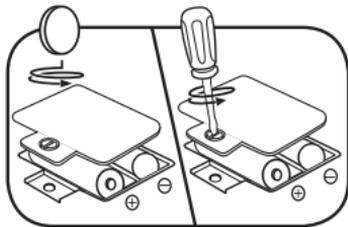


- ① Rotate the packaging lock counter-clockwise 90 degrees.
- ② Pull out the packaging lock.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover at the back of the unit.
3. Use a coin or screwdriver to loosen the screw and open the battery cover.
4. Install 2 new “AA” (AM-3/LR6) batteries into the battery box as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
5. 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 (Ni-Cd, Ni-MH), 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.

PRODUCT FEATURES

MOUTH BUTTON

HANDLE

BIRD LEVER

MODE
SELECTOR

ABC BUTTON

123 BUTTON

BALL

TAIL LEVER

1. MODE SELECTOR

To turn the unit **ON**, slide the **MODE SELECTOR** to the **LETTER FUN** (A), **WORD FUN** (B) or the **MUSIC TIME** (C) position. To turn the unit **OFF**, slide the **MODE SELECTOR** to the **OFF** (power) position.



PRODUCT FEATURES

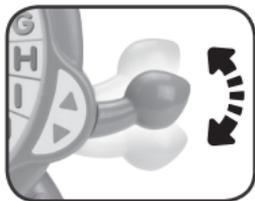
2. HIPPO'S MOUTH

Press the **HIPPO'S MOUTH** to play a quiz game.



3. HIPPO'S TAIL

Move the **HIPPO'S TAIL** up or down to go to the previous or next letter.



4. BIRD LEVER

Pull the **BIRD LEVER** to spin the LED lights which will stop on a random letter.



5. ABC BUTTON

Press the **ABC BUTTON** to play 4 songs sung by the hippo and bird characters.



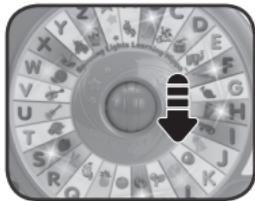
6. 123 BUTTON

Press the **123 BUTTON** to count from 1 to 10 with the lights.



7. BALL

Rolling the **BALL** makes silly sounds.



8. VOLUME CONTROL SWITCH

(Located on the back)

Slide this switch to adjust the volume.



9. AUTOMATIC SHUT-OFF

To preserve battery life, the **Spinning Lights Learning Hippo™** will automatically power down after approximately 40 seconds without input. The unit can be turned on again by pressing any button.

ACTIVITIES:

The **Spinning Lights Learning Hippo™** offers a total of 6 activities.

1. LETTER FUN

Slide the **MODE SELECTOR** to **LETTER FUN**  to learn letters and phonics. Learn different letters and their sounds by moving the **HIPPO'S TAIL** up or down to move the light one letter at a time. Pull the **BIRD LEVER** to see the lights spin and land on a random letter.



2. WORD FUN

Slide the **MODE SELECTOR** to **WORD FUN**  to learn words and fun facts. Learn different words and fun facts by moving the **HIPPO'S TAIL** up or down to move the light one word at a time. Pull the **BIRD LEVER** to see the lights spin and land on a random word.



3. MUSIC TIME

Slide the **MODE SELECTOR** to **MUSIC TIME**  to play music. There is a song for every letter. Hear different songs by moving the **HIPPO'S TAIL** up or down to move the light one song at a time. Pull the **BIRD LEVER** to see the lights spin and land on a random song. When the song finishes playing, make a new selection.

Please refer to the **MELODY LIST** for details.



4. SINGING FUN

Press the **ABC BUTTON** to enjoy 4 alternating songs, sung by the hippo and bird characters. Once the song is done, it will return to the activity that the **MODE SELECTOR** is on. Please refer to the **SUNG SONG LYRICS** for details.



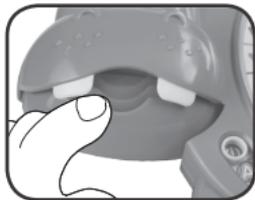
5. COUNTING FUN

Press the **123 BUTTON** to learn how to count from 1 to 10 with the lights. Each time you press the **123 BUTTON** another light will appear and encourage you to count the number of lights. Once you count 10 lights, the counting begins again from 1.



6. QUIZ TIME

Press the **HIPPO'S MOUTH** for **QUIZ TIME**. The hippo will ask you a question depending on the activity you are playing:



- In **LETTER FUN** mode, the hippo will ask you to find a letter.
- In **WORD FUN** mode, the hippo will ask you to find an object.
- In **MUSIC TIME** mode, the hippo will ask you to find an instrument.

Move the tail up or down to make a selection. After you answer the question correctly or time is up, it will return to the activity that the **MODE SELECTOR** is on.

MELODY LIST

- A Animal Fair
- B When The Saints Go Marching In
- C Can Can
- D Shoo Fly, Don't Bother Me
- E The Bear Went Over the Mountain
- F Mary Had a Little Lamb
- G Hey Diddle Diddle
- H Oh Where Has My Little Dog Gone?
- I Humpty Dumpty
- J Oh Susannah
- K Alouette
- L This Old Man
- M Baa, Baa Black Sheep
- N Polly Wolly Doodle
- O Yankee Doodle
- P Row, Row, Row Your Boat
- Q The Wheels on the Bus
- R Polly Put the Kettle On
- S Pop! Goes the Weasel

T London Bridge is Falling Down
 U Twinkle, Twinkle Little Star
 V Old MacDonald Had a Farm
 W A Tisket, A Tasket
 X Hickory Dickory Dock
 Y Three Little Kittens
 Z I've Been Working on the Railroad

SUNG SONG LYRICS

SONG 1 (ABC Song)

A B C D E F G
 H I J K L M N O P
 Q R S T U V W X Y and Z
 Now I know my ABCs
 Next time won't you sing with me?

SONG 2 (Sung to the tune of Bingo)

I love to learn and I love to spell,
 A hippo's what I am-O!
 H-I-P-P-O!
 H-I-P-P-O!
 H-I-P-P-O!
 A hippo's what I am-O!

SONG 3 (Sung to the tune of Pat-a-Cake)

Spin the lights, spin the lights, can you see?
 I'm a hippo that's smart as can be!
 Count lights, learn words, sing along with me.
 Time for us to play, learn and laugh—yippee!

SONG 4 (Sung to the tune of Farmer in the Dell)

Learning letters is fun,
 Learning letters is fun,
 Let's sing our ABCs
 Learning letters 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 will not be 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, then 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 unit 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 **VTech**[®] Preschool 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.





PRODUCT WARRANTY

This Warranty is applicable only to the original purchaser, is non-transferable and applies only to "VTech" products or parts. This product is covered by a 3-month Warranty from the original purchase date, under normal use and service, against defective workmanship and materials. This Warranty does not apply to (a) consumable parts, such as batteries; (b) cosmetic damage, including but not limited to scratches and dents; (c) damage caused by use with non-VTech products; (d) damage caused by accident, misuse, unreasonable use, immersion in water, neglect, abuse, battery leakage, or improper installation, improper service, or other external causes; (e) damage caused by operating the product outside the permitted or intended uses described by VTech in the owner's manual; (f) a product or part that has been modified (g) defects caused by normal wear and tear or otherwise due to the normal aging of the product; or (h) if any VTech serial number has been removed or defaced.

Prior to returning a product for any reason, please notify the VTech Consumer Services Department, by sending an email to vtechkids@vtechkids.com or calling 1-800-521-2010. If the service representative is unable to resolve the issue, you will be provided instructions on how to return the product and have it replaced under Warranty. Return of the product under Warranty must adhere to the following rules:

If VTech believes that there may be a defect in the materials or workmanship of the product and can confirm the purchase data and location of the product, we will at our discretion replace the product with a new unit or product of comparable value. A replacement product or parts assumes the remaining Warranty of the original product or 30 days from the date of replacement, whichever provides longer coverage.

THIS WARRANTY AND THE REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES, REMEDIES AND CONDITIONS, WHETHER ORAL, WRITTEN, STATUTORY, EXPRESS OR IMPLIED. IF VTECH CANNOT LAWFULLY DISCLAIM STATUTORY OR IMPLIED WARRANTIES THEN TO THE EXTENT PERMITTED BY LAW, ALL SUCH WARRANTIES SHALL BE LIMITED TO THE DURATION OF THE EXPRESS WARRANTY AND TO THE REPLACEMENT SERVICE AS DETERMINED BY VTECH IN ITS SOLE DISCRETION.

To the extent permitted by law, VTech will not be responsible for direct, special, incidental or consequential damages resulting from any breach of Warranty.

This Warranty is not intended to persons or entities outside the United States of America. Any disputes resulting from this Warranty shall be subject to the final and conclusive determination of VTech.