

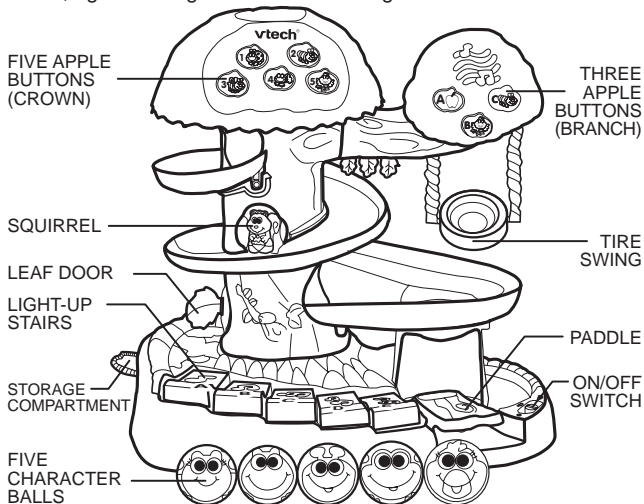
Dear Parent:

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 a child's mind and allow them to learn to the best of their ability. Whether it's introducing numbers and letters, identifying colors and shapes, or stimulating senses with lights and music, all VTech® infant and toddler learning products encourage your child's natural growth and discovery skills. When it comes to providing electronic learning products that enlighten, entertain and develop minds, at VTech® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **VTech® Discovery Tree™** 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® Discovery Tree™** is an interactive ball toy for toddlers 9 months and up. The **VTech® Discovery Tree™** uses magical recognition technology to make learning fun! Children can play and learn all by themselves. By dropping a ball into the tree, they choose a new subject. They'll learn numbers, letters, colors, sounds and music. And they'll learn even more when they use the pop-it-up paddle to pop the balls back up the tree, again and again for more learning fun!



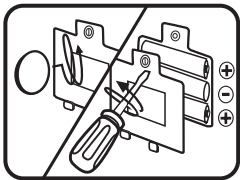
INCLUDED IN THIS PACKAGE

- One VTech® Discovery Tree™
- Five character balls
- 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 turned **OFF**.
2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to loosen the screw.
3. Install 3 new 'AA' batteries following the diagram inside the battery box.
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.
- 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.

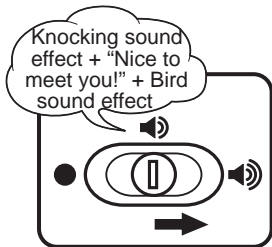
NOTE: If for some reason the program/activity stops working, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to play again.

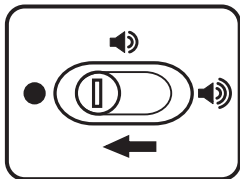
If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

TO BEGIN PLAY

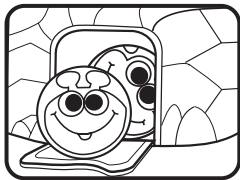
1. To turn the unit **ON**, slide the **ON/OFF SWITCH** to the **LOW VOLUME** (🔊) or the **HIGH VOLUME** (🔊🔊) position. You will hear a knocking sound effect followed by “Nice to meet you!” and a bird sound effect. The lights will flash with the sound.



2. To turn the unit **OFF**, slide the **ON/OFF SWITCH** to the **OFF** (●) position.



3. When the balls are not in use, they can be stored in the storage compartment located on the bottom left side of the unit.

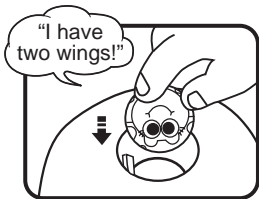


NOTE: To preserve battery life, the **VTech® Discovery Tree™** will automatically power-down after several minutes without input. The unit can be turned on again by pressing any button or by dropping a ball into the tree.

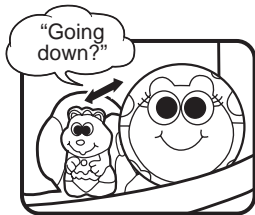
ACTIVITIES

A. NUMBER MODE

1. Insert the **RED LADYBUG BALL** into the hole on the top of the tree to activate the number mode. You will hear “I’m a ladybug!” or “I have two wings!” The lights will flash with the sound.



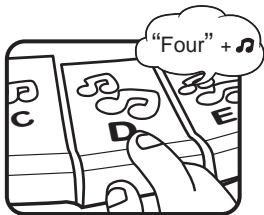
2. Pull the **SQUIRREL** out from inside the tree trunk to stop the ball from rolling down the track. You will hear "Going down?" The lights will flash with the sound. Press the **SQUIRREL** back into the tree trunk to allow the ball to continue rolling down the track.



3. When the ball rolls through the **LEAF DOOR**, you will hear "1-2-3, here I come!" The lights will flash with the sound.



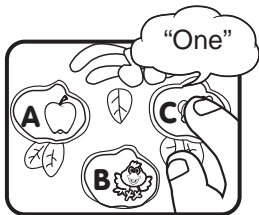
4. Press the five **LIGHT-UP STAIRS** to hear numbers identified followed by counting music notes. The corresponding lights will light up.



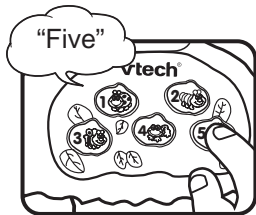
5. Press down on the **PADDLE** to pop the ball up the trunk. You will hear "Going up!" with an echo. The lights will flash with the sound.



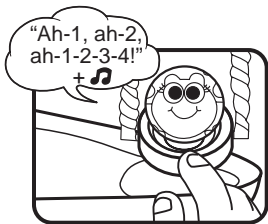
6. Press the three **APPLE BUTTONS** on the branch to hear counting. The corresponding stair will light up when the number is identified.



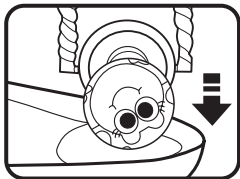
7. Press the five **APPLE BUTTONS** on the crown of the tree to hear numbers identified. The corresponding stair will light up when the number is identified.



8. Place the ball in the **TIRE SWING**. Push the swing back and forth to hear "Ah-1, ah-2, ah-1-2-3-4!" followed by a short tune. The lights will flash with the sound.

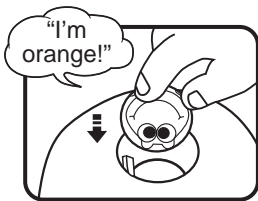


9. Turn the **TIRE SWING** vertically to drop the ball down the trunk.

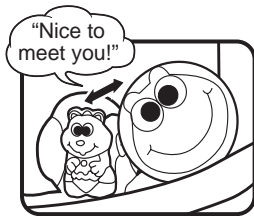


B. COLOR MODE

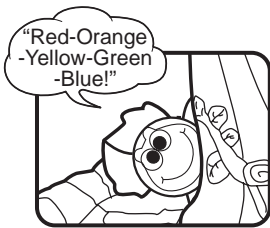
1. Insert the **ORANGE CATERPILLAR BALL** into the hole on the top of the tree to activate the color mode. You will hear “I’m a caterpillar!” or “I’m orange!” The lights will flash with the sound.



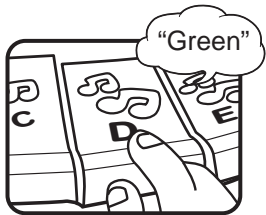
2. Pull the **SQUIRREL** out from inside the tree trunk to stop the ball from rolling down the track. You will hear “Nice to meet you!” The lights will flash with the sound. Press the **SQUIRREL** back into the tree trunk to allow the ball to continue rolling down the track.



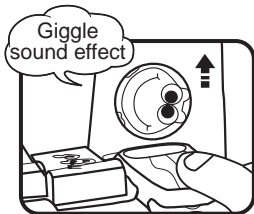
3. When the ball rolls through the **LEAF DOOR**, you will hear “Red-Orange - Yellow - Green - Blue!” The corresponding stair will light up when the colors are identified.



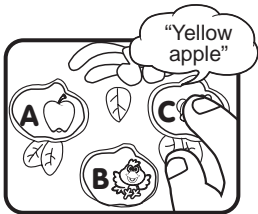
4. Press the five **LIGHT-UP BUTTONS** to hear the colors identified. The corresponding light will light up.



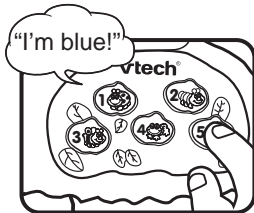
5. Press down on the **PADDLE** to pop the ball up the trunk. You will hear a giggle sound effect with an echo. The lights will flash with the sound.



6. Press the three **APPLE BUTTONS** on the branch to hear the apple colors identified. The corresponding stair will flash when the color is identified.



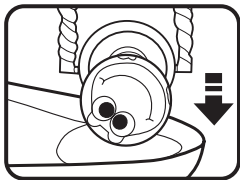
7. Press the five **APPLE BUTTONS** on the crown of the tree to hear the apple color identified. The corresponding stair will light up when the color is identified.



8. Place the ball in the **TIRE SWING**. Push the swing back and forth to hear "I'm crazy about hue!" The lights will flash with the sound.

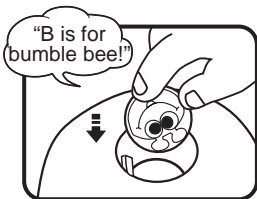


9. Turn the **TIRE SWING** vertically to drop the ball down the trunk.



C. LETTER MODE

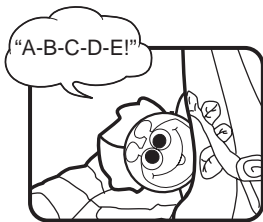
1. Insert the **YELLOW BEE BALL** into the hole on the top of the tree to activate the letter mode. You will hear "I'm a bumble bee!" or "B is for bumble bee!" The lights will flash with the sound.



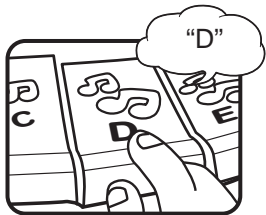
2. Pull the **SQUIRREL** out from inside the tree trunk to stop the ball from rolling down the track. You will hear "Peek-a-boo!" The lights will flash with the sound. Press the **SQUIRREL** back into the tree trunk to allow the ball to continue rolling down the track.



3. When the ball rolls through the **LEAF DOOR**, you will hear “A-B-C-D-E!” The corresponding stair will light up when the letters are identified.



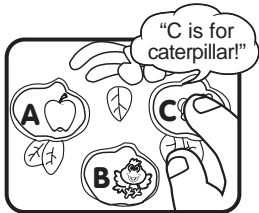
4. Press the five **LIGHT-UP BUTTONS** to hear letters identified. The corresponding light will light up.



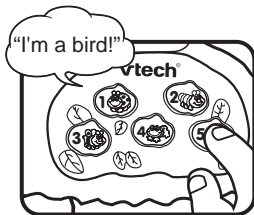
5. Press down on the **PADDLE** to pop the ball up the trunk. You will hear “Here I come!” with an echo. The lights will flash with the sound.



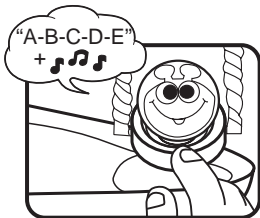
6. Press the three **APPLE BUTTONS** on the branch to hear letters and objects identified. The corresponding light will flash with the sound.



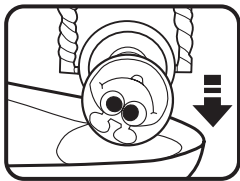
7. Press the five **APPLE BUTTONS** on the crown of the tree to hear the characters identified. The lights will flash with the sound.



8. Place the ball in the **TIRE SWING**. Push the swing back and forth to hear "A-B-C-D-E" followed by a melody. The corresponding stairs will light up when the letters are identified, and all the lights will flash with the melody.

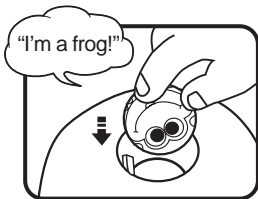


9. Turn the **TIRE SWING** vertically to drop the ball down the trunk.

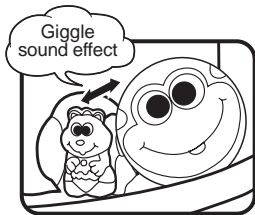


D. SOUND MODE

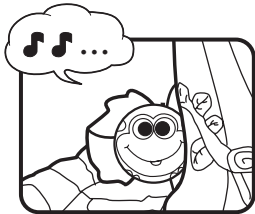
1. Insert the **GREEN FROG BALL** into the hole on the top of the tree to activate the sound mode. You will hear "I'm a frog!" or a frog sound effect. The lights will flash with the sound.



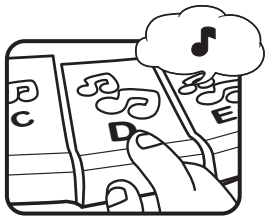
2. Pull the **SQUIRREL** out from inside the tree trunk to stop the ball from rolling down the track. You will hear a giggle sound effect. The lights will flash with the sound. Press the **SQUIRREL** back into the tree trunk to allow the ball to continue rolling down the track.



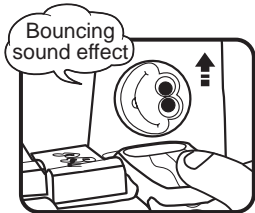
3. When the ball rolls through the **LEAF DOOR**, you will hear a sequence of music notes. The corresponding stair will light up.



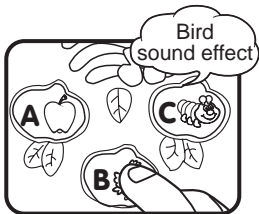
4. Press the five **LIGHT-UP STAIRS** to hear music notes. The corresponding light will light up.



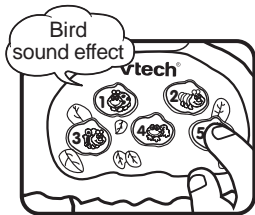
5. Press down on the **PADDLE** to pop the ball up the trunk. You will hear a bouncing sound effect with an echo. The lights will flash with the sound.



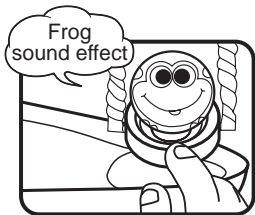
6. Press the three **APPLE BUTTONS** on the branch to hear a sound effect related to the character on the button. The lights will flash with the sound.



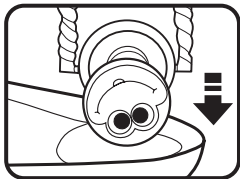
7. Press the five **APPLE BUTTONS** on the crown of the tree to hear a sound effect related to the character on the button. The lights will flash with the sound.



8. Place the ball in the **TIRE SWING**. Push the swing back and forth to hear a random sound effect. The lights will flash with the sound.

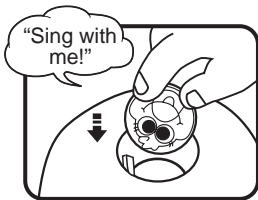


9. Turn the **TIRE SWING** vertically to drop the ball down the trunk.

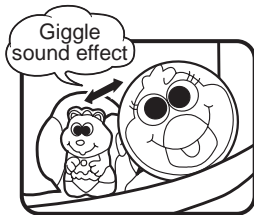


E. MUSIC MODE

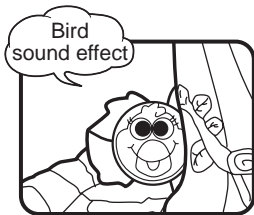
1. Insert the **BLUE BIRD BALL** into the hole on the top of the tree to activate the music mode. You will hear “I’m a bird!” or “Sing with me!” The lights will flash with the sound.



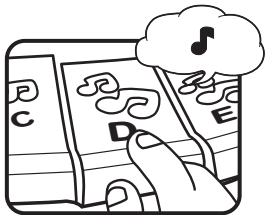
2. Pull the **SQUIRREL** out from inside the tree trunk to stop the ball from rolling down the track. You will hear a giggle sound effect. The lights will flash with the sound. If a melody is playing and the **SQUIRREL** is pulled out, the giggle sound effect will play over top of the melody. Press the **SQUIRREL** back into the tree trunk to allow the ball to continue rolling down the track.



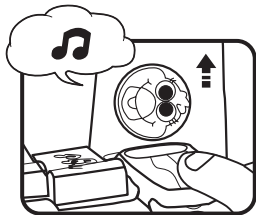
3. When the ball rolls through the **LEAF DOOR**, you will hear a bird sound effect. The lights will flash with the sound. If a melody is playing and the door is opened, the bird sound effect will play over top of the melody.



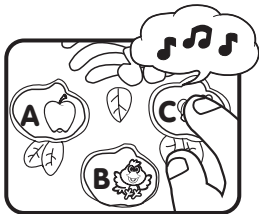
4. Press the **LIGHT-UP STAIRS** to hear random melodies played one note at a time. The corresponding light will light up.



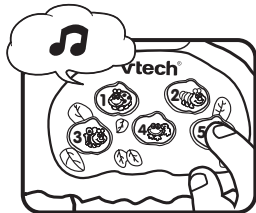
5. Press down on the **PADDLE** to pop the ball up the trunk. You will hear a short tune. The lights will flash with the sound. If a melody is playing and a ball is popped up the trunk, a boing sound effect will play over top of the melody.



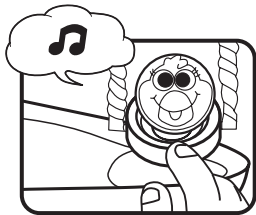
6. Press the three **APPLE BUTTONS** on the branch to hear random melodies. The lights will flash with the sound.



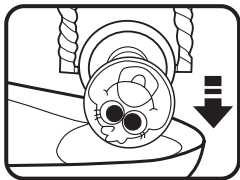
7. Press the five **APPLE BUTTONS** on the crown of the tree to hear short tunes. The lights will flash with the sound. When a melody is playing and the apple buttons are pressed, sound effects will play over top of the melody.



8. Place the ball in the **TIRE SWING**. Push the swing back and forth to hear an ascending or descending tune. The lights will flash with the sound.



9. Turn the **TIRE SWING** vertically to drop the ball down the trunk.



Pre-programmed Melodies:

- Spring Song
- Ode to Joy
- Chopsticks
- Happy Farmer
- Are You Sleeping?
- Sailor's Hornpipe
- While Strolling Through the Park One Day
- Jack and Jill
- Little Miss Muffet
- This Old Man
- Looby Loo

- Teddy Bears' Picnic
- See Saw, Margery Daw
- Mulberry Bush
- And the Green Grass Grew All Around
- Alphabet Song

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 infant/toddler 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.

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 Sub-part 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 with 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