

vtech®

User's Manual

Rhyme & Discover Book™



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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**® and other VTech® toys, visit www.vtechkids.com*

INTRODUCTION

Thank you for purchasing the **VTech® Rhyme & Discover Book™**. The **VTech® Rhyme & Discover Book™** is an interactive storybook for toddlers. This fun book introduces seven classic nursery rhymes with colorful graphics and music. Each set of pages has an interactive play feature as well as light-up animal buttons on the page tabs. Many sung nursery rhymes and melodies encourage sing-along fun. Simple questions help keep toddlers engaged and interested in exploring the book.

ON/OFF/VOLUME
CONTROL SWITCH

BUTTERFLY
SLIDER



MUSIC NOTE
BUTTON

LIGHT-UP
ANIMAL BUTTONS

INCLUDED IN THIS PACKAGE

- VTech® Rhyme & Discover Book™ learning toy
- 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.

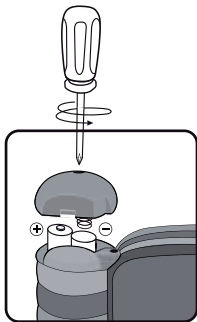
NOTE:

Please keep user's manual as it contains important information.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit. Use a screwdriver to loosen the screw.
3. Install 2 new 'AAA' (AM-4 / LR03) 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.
- Rechargeable batteries are only to be charged under adult supervision.
- 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 FEATURES

1. ON/OFF/VOLUME CONTROL SWITCH

To turn the unit **ON**, slide the **ON/OFF/VOLUME CONTROL SWITCH** to the **LOW VOLUME** [] or **HIGH VOLUME** [] position. To turn the unit **OFF**, slide the **ON/OFF/VOLUME CONTROL SWITCH** to the **OFF** [] position.



2. AUTOMATIC SHUT-OFF

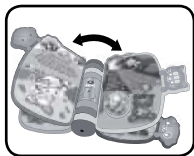
To preserve battery life, the **VTech® Rhyme & Discover Book™** will automatically power-down after approximately 30 seconds without input. The unit can be turned on again by pressing any button.

ACTIVITIES

1. Slide the **on/off/volume control switch** to turn on the unit. You will hear an introductory phrase and song. The lights will flash with the sound.



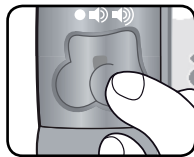
2. Turn the **book pages** to hear fun phrases, sounds and songs. The lights will flash with the sound.



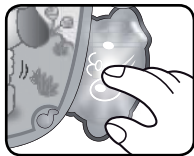
3. Slide or twist the moving parts to hear phrases relating to the nursery rhyme or a song. The lights will flash with the sound.



4. Press the **music note button** to hear songs or random melodies. The lights will flash with the sound.



5. Press the **light-up animal buttons** to hear the related animal sound and a song, a phrase encouraging you to turn the page or the animal singing along to a melody. The lights will flash with the sound.



6. If there is no input to the unit after approximately 10 seconds you will hear a short phrase. If there is no input for another 10 seconds, you will be asked to find one of the animals. If there continues to be no input, the unit will automatically power-down.

MELODY LIST

1. Here We Go Round the Mulberry Bush
2. Pop! Goes The Weasel
3. Yankee Doodle
4. Skip To My Lou
5. Old MacDonald Had a Farm
6. Farmer In the Dell
7. Are You Sleeping?
8. Rock-a-bye Baby
9. Animal Fair
10. Sing a Song of Sixpence
11. Baa, Baa, Black Sheep
12. London Bridge
13. Turkey In the Straw
14. This Old Man
15. Mary, Mary, Quite Contrary
16. Three Blind Mice
17. Polly Put the Kettle On
18. A-Tisket, A-Tasket
19. Sur le Pont d'Avignon
20. Jack and Jill
21. Mary Had a Little Lamb
22. Little Bo-Peep
23. Hey Diddle Diddle
24. Three Little Kittens
25. BINGO

SONG LYRICS

Song 1

Ring around the rosy,
The doggy chased the kitty.
Hush-a, hush-a, they all fall down.

Song 2

Twinkle, twinkle, little star,
How I wonder what you are!

Song 3

Mary had a little lamb,
Its fleece was white as snow.

Song 4

Little Bo-Peep has lost her sheep,
And doesn't know where to find them.

Song 5

Hey diddle diddle,
The cat and the fiddle,
The cow jumped over the moon.

Song 6

Three little kittens,
They lost their mittens,
And they began to cry.

Song 7

There was a farmer had a dog,
And BINGO was his name-o.

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.

For information on this product's warranty, please call **VTech®** at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

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.

CLASS 1
LED PRODUCT

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

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.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.