

At **VTech®** we know that a child's imagination is a truly wonderful thing and needs to be developed and nurtured. That's why we created the **Winnie the Pooh electronic learning series™** of interactive learning toys to stimulate children's imaginations, while also teaching vital preschool concepts such as the alphabet, numbers, shapes, colors and objects.

Through the use of unique technology and engaging child-directed role-play scenarios, **Winnie the Pooh** characters magically come to life to guide children through learning activities. These engaging characters foster children's critical reasoning skills, enhance their fine motor skills and engage them in exciting role-play activities for endless hours of learning fun.

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 **Winnie the Pooh electronic learning** series™ and other **VTech**[®] toys, visit

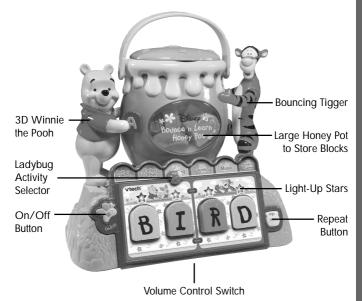
www.vtech.com

Introduction

INTRODUCTION

Thank you for purchasing the VTech® Bounce 'n Learn Honey Pot!

Your child will love to learn letters, spelling, counting and lots more with the 6 fun, engaging activities. Answer Pooh's questions or hear the responses as the 4 learning spaces instantly recognize the blocks as you enter them. The light-up stars flash along to give a helping hand in activities while Tigger bounces up and down to reward and interact with the game play. With cheerful music, fun sound effects and friendly phrases, learning has never been so much fun!



INCLUDED IN THIS PACKAGE

- One VTech® Bounce 'n Learn Honey Pot
- 26 colorful blocks
- 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.

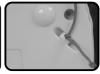
GETTING STARTED

RELEASE THE 3 TRY-ME BLOCKS

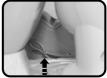
- 1. Make sure the unit is OFF.
- 2. For the **J** and **A** blocks, please carefully pull the blocks away from the toy and cut the strings as illustrated.
- 3. Then, remove the strings from the back of the toy where the blocks were fastened.
- 4. For the **R** block, please release the knot in the string and remove it from the block and the toy.





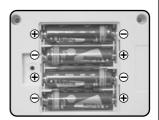






BATTERY INSTALLATION

- 1. Make sure the unit is OFF.
- 2. Locate the battery cover at the bottom of the unit.
- Install 4 new "AA" (UM-3/LR6) batteries as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)



4. Replace the battery cover.

BATTERY NOTICE

- 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 the recommended number of power supplies.
- Do not dispose of batteries in fire.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

PRODUCT FEATURES

Letter

Order

To begin play, press the ON/OFF BUTTON.

Winnie the Pooh and Tigger will greet you and start the activity which the activity selector is located on.

 Move the LADYBUG ACTIVITY SELECTOR to one of the six activities to choose an activity to play.

Counting

- To repeat an instruction or question, press the REPEAT BUTTON. Repeat
- To increase or reduce the volume, adjust the VOLUME CONTROL SWITCH on the bottom of the toy.

Sc

 Press the ON/OFF BUTTON again to turn the unit off.

AUTOMATIC SHUT-OFF

Letter

Sounds

To preserve battery life, the VTech® Bounce 'n Learn Honey Pot will automatically turn off after several minutes without input. The unit can be turned on again by pressing the ON/OFF BUTTON.





Music



Finding Game

ACTIVITIES

Activity 1: Letter Sounds



In this activity, put in a block to hear the letter name and letter sound, if the letter is showing, or hear the letter sound and word, if the picture is showing.

Activity 2: Letter Order



In this activity, Pooh will ask you to find 4 letters and put them in alphabetical order. Find the corresponding blocks and put them in order to answer. Make sure that the letters are showing, not the pictures.

Activity 3: Spelling



Pooh will invite you to learn to spell some words with him. Put in the correct blocks to spell the words.

Note: For 3-letter words, you can begin from either the 1st or the 2nd position.

Activity 4: Counting



Pooh will ask you to find some blocks by color or find a number of objects. Put in the blocks to answer. When Pooh has asked for a number of objects, make sure the objects are showing.

Activity 5: Music



Put in a block to hear 1 of the 26 delightful melodies.

Music List

Letter	Picture	Song Title
А	Five Apples	Bingo
В	Ten Bees	Humpty Dumpty
С	Four Carrots	Baa Baa Black Sheep
D	Drum	Pop! Goes The Weasel
E	Two Eggs	Polly Put The Kettle On
F	Eight Fish	Ring Around the Rosy
G	Seven Gifts	Hickory Dickory Dock
Н	Three Honey Pots	Here We Go Round The Mulberry Bush
Ι	Ink	Little Miss Muffet
J	Jar	Hey Diddle Diddle
К	Six Kites	I've Been Working On The Railroad
L	Log	Blue Danube
М	Milk	Row, Row, Row Your Boat
Ν	One Nut	The Farmer In The Dell
0	Owl	The Wheels On The Bus
Р	Piglet	Sing A Song Of Six Pence
Q	Queen	A Bicycle Built For Two

R	Rabbit	Motzart's Exuberance
S	Sun	Sugar Plum Fairy
Т	Tigger	Three Blind Mice
U	Umbrella	London Bridge Is Falling Down
V	Vest	She'll Be Coming Round The Mountain
W	Worm	Oh, My Darling Clementine
Х	X-Ray	Camptown Races
Y	Nine Yoyos	The Entertainer
Z	Zip	This Old Man

Activity 6: Finding Game



Pooh will ask you to find a letter or an object. Sometimes Pooh will give you a hint so listen carefully! Put in the correct block to answer.

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 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.

IMPORTANT NOTE:

Creating and developing electronic learning Winnie the Pooh 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

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