

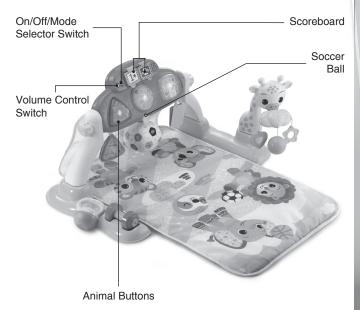
Instruction Manual

Kick & Score Playgym[™]



INTRODUCTION

Thank you for purchasing the **Kick & Score Playgym**™ learning toy! This is the perfect grow-with-me toy that goes from a play gym to a turnmy time play mat to a seated play electronic panel. Play modes grow and develop along with baby, starting with basic music and sounds in Music mode to colors, shapes and animals in Explore mode. Kicking the soccer ball, grasping and shaking the play pieces, and pressing the buttons help promote motor skills as your child grows.



INCLUDED IN THE PACKAGE



Play Mat with Soccer Net



Electronic Activity Panel



2 Support Legs



2 Support Feet



Giraffe Mobile



Giraffe Body



Soft Soccer Ball



Crinkly Trophy



2 Textured Cards



Dumbbell Rattle & Twisting Kettlebell



2 Plastic Screws



6 Small Screws

- · Label Sheet
- · Quick Start Guide

WARNING

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE

Please save this Instruction Manual as it contains important information.

ATTENTION

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

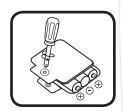
NOTE

Il est conseillé de sauvegarder ce manuel d'instructions car il comporte des informations importantes.

GETTING STARTED

Battery Removal and Installation

- 1. Make sure the unit is turned Off.
- Find the battery cover located on the back of the unit, use a screwdriver to loosen the screw and then open the battery cover.
- 3. Remove old batteries by pulling up on one end of each battery.
- Install 3 new AA batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended.)



5. Replace the battery cover and tighten the screw to secure.

Adult assembly required for battery installation. Keep batteries out of reach of children.

↑ ATTENTION :

Les piles ou accumulateurs doivent être installés par un adulte. Tenir les piles ou accumulateurs hors de portée des enfants.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- · Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.

- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES

- Remove rechargeable batteries from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

IMPORTANT: INFORMATIONS CONCERNANT LES PILES

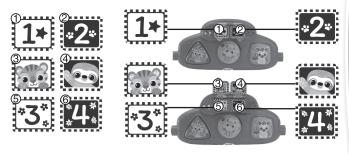
- Mettre en place les piles ou les accumulateurs en respectant les polarités + et -.
- Ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas mélanger différents types de piles : alcalines, zinc-carbone et rechargeables.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en court-circuit (en reliant directement le + et le -).
- Retirer les piles ou les accumulateurs en cas de non-utilisation prolongée.
- Enlever les piles ou les accumulateurs usagés du jouet.
- Ne les jeter ni au feu ni dans la nature.

PILES RECHARGEABLES

- Enlever, lorsque c'est possible, les accumulateurs du jouet pour les recharger.
- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.
- · Ne pas tenter de recharger des piles non rechargeables.

LABEL APPLICATION

Please securely stick the labels to the activity panel as indicated below:



ASSEMBLY INSTRUCTIONS

With the **Kick & Score Playgym**™ safety comes first. To ensure your child's safety, adult assembly is required. This package contains six small screws. For your child's safety, do not let your child play with the toy until it is fully assembled.

 Insert the Support Legs into the top of the Support Feet. Make sure the legs are securely attached to the Support Feet. Once the Support Legs are attached to the Support Feet, they cannot be removed. Use four of the Small Screws to secure the pieces together.



 Insert the Electronic Activity Panel between the Support Legs. Use the two Plastic Screws to attach the Electronic Activity Panel to the Support Legs. The Electronic Activity Panel can be adjusted to different angles to suit your baby's needs.



 Insert the Giraffe Body into the back of the Giraffe Mobile, then insert the Giraffe Body into the slot on the top of the Support Foot. Once the assembled giraffe is attached to the base, it cannot be removed. Use the remaining two Small Screws to secure.





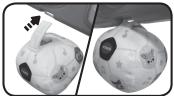
4. Insert the four gray Attachment Straps on the Play Mat through the four slots in the Support Feet and the two slots on the back of the Electronic Activity Panel. Feed the staps through the slots until the tabs are through to secure the Play Mat.



Attach the Trophy and Cards to the bottom of the Electronic Activity Panel by sliding the ribbon loops on the play pieces over the hooks on the bottom of the Electronic Activity Panel.



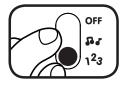
Attach the Soccer Ball to the Electronic Activity Panel by undoing the hook and loop closure on the Soccer Ball and threading the fabric tab through the slot on the bottom of the Electronic Activity Panel. Secure the hook and loop closure on the top of the Soccer Ball.



PRODUCT FEATURES

1. On/Off/Mode Selector Switch

To turn the unit **On**, slide the **On/Off/ Mode Selector Switch** to the Music mode **3** or the Explore mode **12** position. You will hear a song, a short tune and welcoming phrase. To turn the unit **Off**, slide the **On/Off/Mode Selector Switch** to the **Off** position.



2. Volume Control Switch

To adjust the volume, slide the **Volume Control Switch** to the Low volume **◄**) or High volume **■**)) position.



3. Automatic Shut Off

To preserve battery life, the **Kick & Score Playgym™** will automatically shut off after approximately 30 seconds without input. The unit can be turned on again by pressing any button or flipping the **Scoreboard** pieces.

NOTE

If the unit powers down or if the light fades out during play, please install a new set of batteries.

ACTIVITIES

1. Scoreboard

Flip the **Scoreboard** pieces up and down to hear engaging sounds and phrases. The lights will flash with the sounds.



2. Animal Buttons

Press the light-up **Animal Buttons** to hear songs, short tunes, melodies and fun sounds in Music mode. When a melody is playing, press the light-up **Animal Buttons** to hear fun sounds play over the music. In Explore mode, press the light-up **Animal Buttons** to learn about animals, colors and shapes, and hear short songs and melodies. The lights will flash with the sounds.



3. Soccer Ball

Kick the **Soccer Ball** to hear short tunes and a song in Music mode, and hear fun sounds in Explore mode. When a melody is playing, kick the Soccer Ball to hear fun sounds play over the music. The lights will flash with the sounds.



MELODY LIST

- 1. Take Me out to the Ballgame
- 2. Aiken Drum
- 3. Bicycle Built for Two
- 4. Boys and Girls Go out to Play
- 5. For He's a Jolly Good Fellow
- 6. Little Robin Red Breast
- 7. Ride a Cock Horse to Banbury Cross
- 8. Humpty Dumpty
- 9. Teddy Bears' Picnic
- 10. Skip to My Lou
- 11. Polly Put the Kettle on
- 12. Stolling Through the Park
- 13. One, Two, Buckle My Shoe
- 14. Little Miss Muffet
- 15. Jack Be Nimble

SONG LYRICS

Song 1

Reach, kick, stretch your legs, Move your body all around.

Song 2

The tall giraffe has a long neck, it can reach very high!

Song 3

Happy, happy hippo, smiles all day. Hippo likes when you come to play!

Song 4

Who has stripes all over? It's my good friend the zebra!

Song 5

Giraffe, giraffe likes to laugh!

Song 6

Hip-hip-hip-po-pot-a-mus!

Song 7

Zip, zip, zippy zebra.

CARE & MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat sources.
- Remove the batteries when the unit will not be in use for an extended period of time.
- Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.
- Please remove all play pieces from the play mat and follow the care instructions on the tag. The play mat and soccer ball are machine washable. All other removable play pieces are surface washable.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, 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 **On**. The unit should now be ready to use again.
- 5. If the unit still does not work, install a new set of batteries.

IMPORTANT NOTE:

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-877-352-8697 in Canada, or by going to our website vtechkids.com and filling out our Contact Us form located under the Customer Support link. Creating and developing VTech® products is accompanied by a responsibility that we 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 contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

CAUTION

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

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.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech® Model: 5501

Product Name: Kick & Score Playgym™

Responsible Party: VTech Electronics North America, L.L.C.

Address: 1156 W. Shure Drive, Suite 200

Arlington Heights, IL 60004

Website: vtechkids.com

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 UNDESIRED OPERATION.



CAUTION:

Adult assembly required. This package contains six small screws. For your child's safety, do not let your child play with the toy until it is fully assembled.



ATTENTION!

Ce jouet doit être assemblé par un adulte. Cet emballage contient petits éléments. Pour la sécurité de votre enfant, ne pas lui confier le jouet tant qu'il n'est pas assemblé.

Visit our website for more information about our products, downloads, resources and more.

vtechkids.com vtechkids.ca

Read our complete warranty policy online at vtechkids.com/warranty vtechkids.ca/warranty

