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.*

1

INTRODUCTION

Thank you for purchasing **VTech® Discovery Playground™** learning toy! This product is one of a family of high quality electronic learning toys. 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.
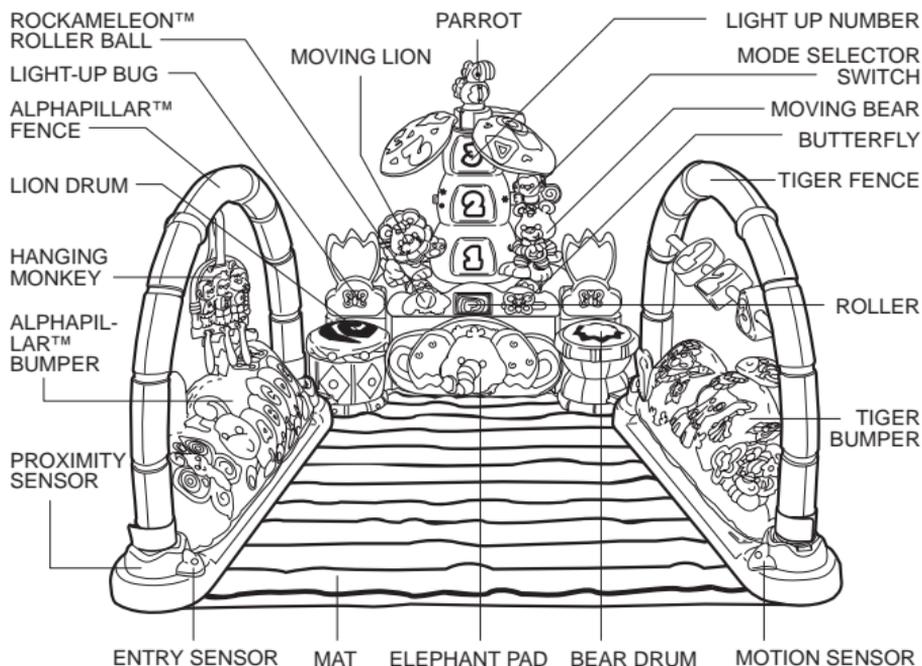
The **VTech® Discovery Playground™** is specifically designed for infants from birth up to 18 months. The **VTech® Discovery Playground™** uses magical sensors that respond to baby's actions during their important developmental stages. When baby is on their back, sitting up, or standing up, the curriculum magically changes from sounds, phrases and simple ABC's and 123's. The **VTech® Discovery Playground™** will provide your child with hours of entertainment and learning.

INCLUDED IN THIS PACKAGE

1. One **VTech® Discovery Playground™ Main Unit**.
2. One **TURNING PARROT** with leaves to insert into the main unit.
3. One **ELEPHANT PAD** to velcro to the bottom of the main unit.
4. Two **YELLOW RAILS** for the side base set up. The rail with the shapes is for the left side. The other rail is for the right side.
5. One **HANGING MONKEY** to hang on the right rail.
6. One **GREEN BASE** for left rail with a proximity sensor. One **GREEN BASE** for the right rail with a motion sensor.
7. A pair of **SOFT BUMPERS** to be tied on both rails. The **ALPHAPILLAR™ BUMPER** is tied on the right rail. The **TIGER BUMPER** is tied on the left rail.

8. One **GREEN MAT.**

9. 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.

ROCKAMELEON™
ROLLER BALL

PARROT

LIGHT UP NUMBER

MOVING LION

MODE SELECTOR SWITCH

LIGHT-UP BUG

MOVING BEAR

ALPHAPILLAR™
FENCE

BUTTERFLY

LION DRUM

TIGER FENCE

HANGING MONKEY

ROLLER

ALPHAPILL-
LAR™
BUMPER

TIGER BUMPER

PROXIMITY SENSOR

ENTRY SENSOR   MAT   ELEPHANT PAD   BEAR DRUM   MOTION SENSOR

BATTERY INSTALLATION

1. Make sure the unit is turned off.

2. Locate the battery cover on the bottom of the main unit. Use a screwdriver to loosen the screw.

3. Install 4 new "C" (UM-2/LR14) 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 the battery cover.
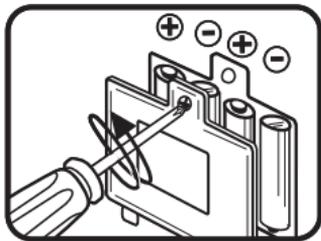
BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.

- Do not mix old and new batteries.

- Do not use batteries of different types.

- Remove 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 any 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.

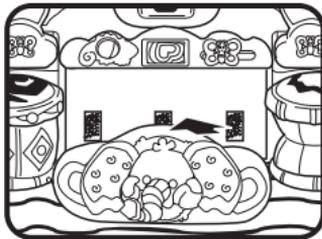4. Turn the unit **ON**. The unit should now be ready to play again.

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.
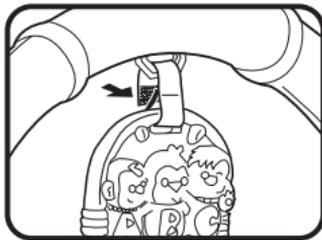
ASSEMBLY INSTRUCTION

1. Attach the **PARROT** onto the top of the main unit.
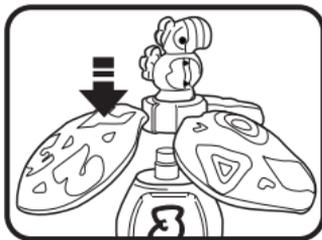
2. Attach the **ELEPHANT PAD** on the front base of the main unit with the velcro.

3. Attach the **HANGING MONKEY** to the **RIGHT RAIL**.

4. Insert the **RIGHT RAIL** into the slots of the **RIGHT BASE**. Tighten the two **BIG SCREWS** at both ends of the base. Repeat the same procedure for the **LEFT RAIL**. Please check that the rails are securely fastened to the base to ensure safety while the baby is playing.
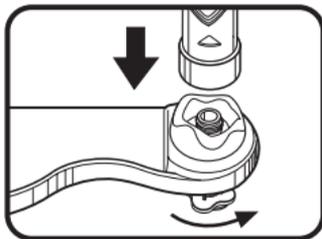

5. Place the **MAIN UNIT** on a flat floor. Attach the assembled **RIGHT RAIL** and **BASE** to the side of the **BLUE DRUM**. Repeat the same procedure for the **LEFT RAIL** and **BASE**.

   To make the assembly process easier, please position the tip of the hook into the hole first, and then push the whole unit in gently. Pull the **LOCK** behind the drum towards the **RAIL** to securely fasten the rail to the main unit.

6
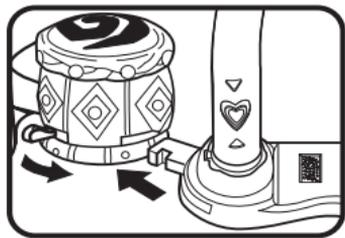
6. After assembling all the plastic parts of the unit, place the **MAT** underneath the two rails. Fasten the mat with the three buttons at the bottom of the front of the main unit. Place the velcro around the ends of each base and fasten them onto the base. Repeat the same procedure for the other side.
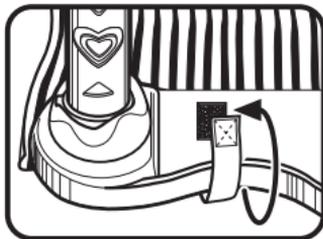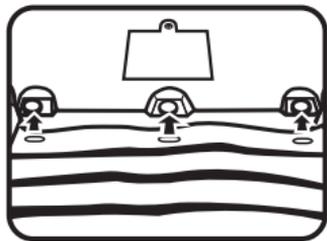

7. Place the **SOFT BUMPER** on the base. Fasten the velcro around the two sides of the rails. Repeat the same procedure for the other side.

NOTE: THIS PRODUCT IS DESIGNED FOR INFANTS. FOR SAFE AND SECURE PLAY, IT IS NOT RECOMMENDED THAT THIS PRODUCT BE USED WITH TODDLERS. WE RECOMMEND THAT THIS PRODUCT BE ASSEMBLED BY AN ADULT.

TO BEGIN PLAY

1. Slide the **ON/OFF SWITCH** to the **ON** (-☀-) position to turn the unit **ON**. You will hear a short tune according to the selected mode. The corresponding number will light up with the sound.

2. To adjust the volume, slide the **HIGH / LOW VOLUME CONTROL SWITCH** to the (◀))) position for **HIGH VOLUME** or the ((◀) position for **LOW VOLUME**.

3. Slide the **ON/OFF SWITCH** to the **OFF** (●) position to turn the unit **OFF**.
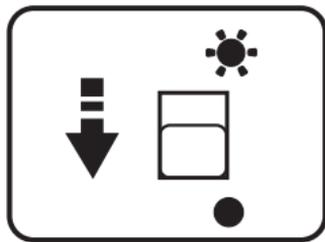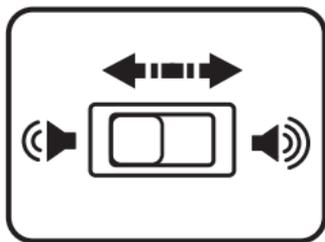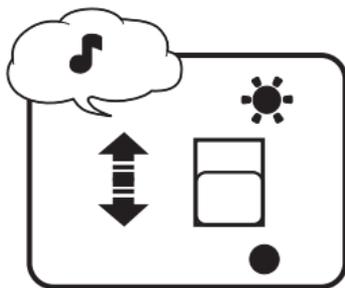
Note: If there is no input to the unit after approximately 20 seconds, you will hear "Peek-a-boo!" followed by a jungle sound effect. If there is no input after another 20 seconds you will hear a giggle sound and "I see baby!" If there is no input after an additional 20 seconds, you will hear a soothing sound effect, then the unit will automatically turn off. The unit can be turned on again by turning the parrot, hitting the drums, shaking the rail or changing the activity mode.
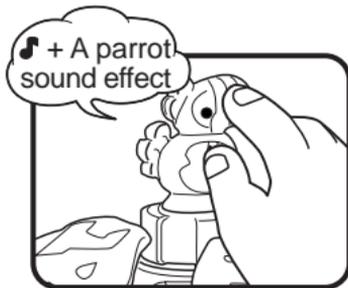
8

ACTIVITIES

MODE 1

1. Slide the **MODE 1/MODE 2/MODE 3 SELECTOR SWITCH** to **MODE 1** (☾). You will hear a soothing short tune. The number 1 will light up. The lion and bear will wave with the sound. In this mode, you will be exposed to sound effects and soothing music.
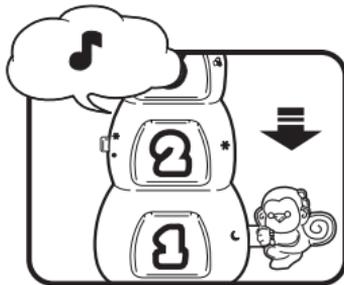

2. Turn the **PARROT** to hear a parrot sound effect followed by a short tune. The numbers and bugs will light up with the sound.


3. Hit the **LION DRUM** or the **BEAR DRUM** to hear a drum sound effect. The corresponding bug will light up. The lion and bear will wave with the sound.
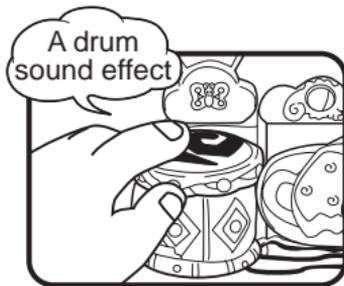

9

4. Hit both **DRUMS** together to hear a drum sound effect go back and forth from the two speakers. The two bugs will light up alternatively. The lion and bear will wave with the sound
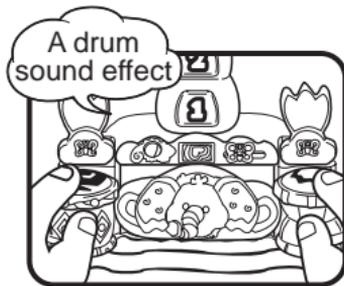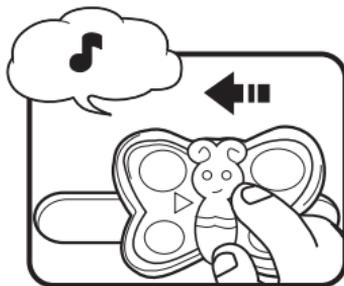

A drum sound effect

5. Shake the **TIGER FENCE** to hear a purr sound effect or a melody. The numbers and bugs light up. The lion and bear will wave with the sound.


♪ or A purr sound effect
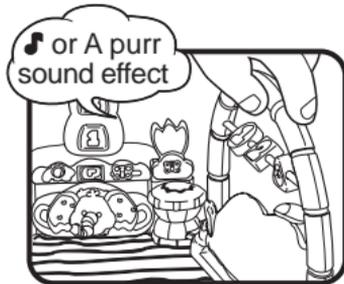
6. Turn the **ROCKAMELEON™ ROLLER BALL** to hear a sound effect. The number 1 and 3 will light up alternatively with the sound.
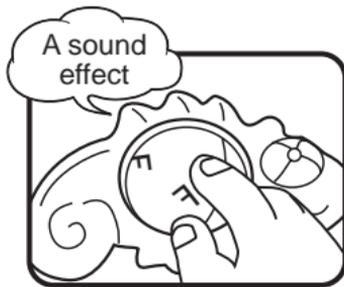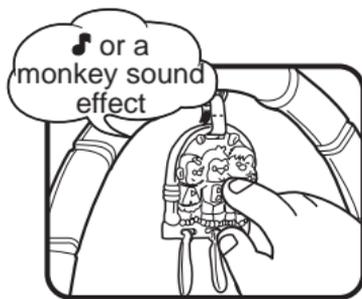

A sound effect

7. Slide the **BUTTERFLY** to hear a short tune. The bugs will light up alternatively with the sound.

8. Turn the **ROLLER** for the first time to hear one of the melodies. Turn it a second time to hear a soothing sound effect play on top of the melody. Turn it a third time to hear the melody play faster. Turn it again to hear the melody play at the normal speed. Turn it again to hear the melody play slower. The numbers will light up. The lion and bear will wave with the sound.
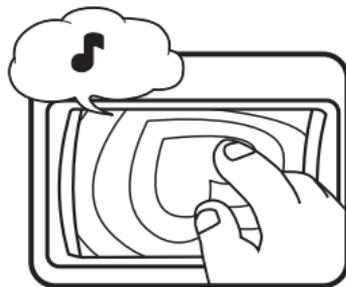

9. Activate the proximity sensor on the **ALPHAPILLAR™ FENCE** near the monkey to hear a monkey sound effect or melody. The numbers and bugs will light up. The lion and bear will wave with the sound.

10. Activate the **ENTRY SENSOR** to hear a soothing sound effect. The number 1 will light up. The lion and bear will wave with the sound.

11. Press the **ELEPHANT** to hear a drum sound effect or soothing melodies. Once the melodies are activated they will last for approximately five minutes. They can be interrupted by activating the other sensors on the playground.

A drum sound effect or ♪
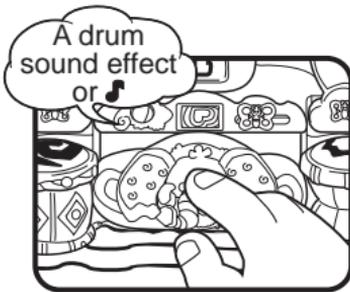
12. Activate any animal, drum or sensor while a melody or short tune is playing to hear the corresponding sound play on top of the melody.

MODE 2

1. Slide the **MODE 1/MODE 2/MODE 3 SELECTOR SWITCH** to **MODE 2** (✹). You will hear a short tune. The number 2 will light up. The lion and bear will wave with the sound. In this mode you will hear sound effects, phrases and melodies.
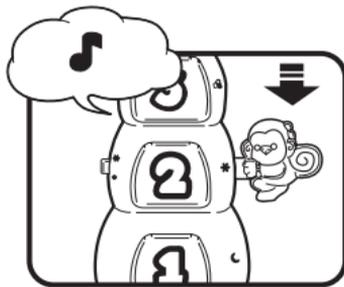

2. Turn the **PARROT** to hear a parrot sound effect followed by "Parrot" or "Shake it baby!" You will also hear a short tune. The numbers and bugs will light up with the sound.


♪ + "Parrot" or "Shake it baby!"

3. Hit the **LION DRUM** or **BEAR DRUM** to hear a drum sound effect. The number 1 or number 2 will light up. The lion and bear will wave with the sound.
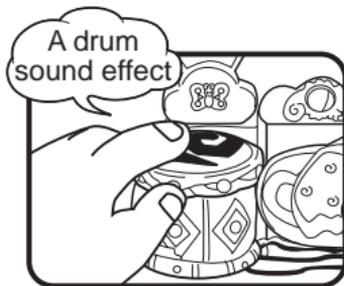
A drum sound effect

4. Hit both **DRUMS** together to hear a drum sound effect go back and forth from the two speakers. The number 3 will light up. The lion and bear will wave with the sound.
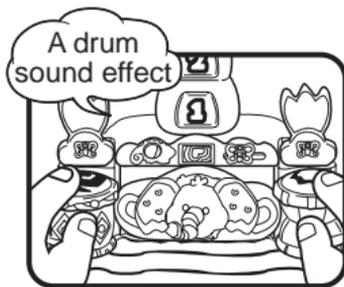
A drum sound effect

5. Shake the **TIGER FENCE** to hear a purr sound effect, a giggle sound effect or melody. The numbers and bugs will light up. The lion and bear will wave with the sound.


♪ or A purr sound effect
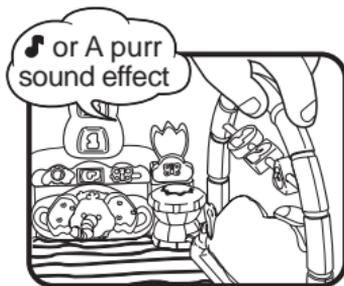
6. Turn the **ROCKAMELEON™ ROLLER BALL** to hear music notes. The corresponding number will light up. The lion and bear will wave with the sound.


7. Hit the drums after the **ROCKAMELEON™ ROLLER BALL** is activated to hear the music notes play one by one. The corresponding number will light up with the sound.
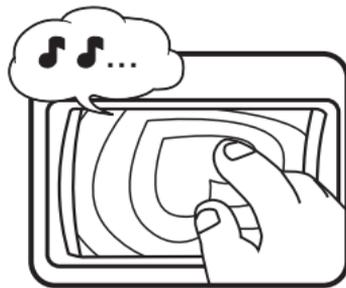

8. Slide the **BUTTERFLY** to the lion to hear "Catch me!" and a short tune. The bugs will light up with the sound.

14
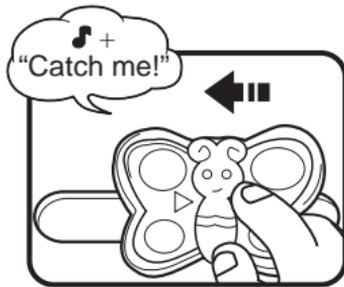
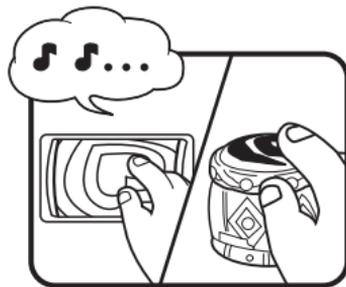9. Slide the **BUTTERFLY** to the bear to hear a giggle sound effect or a short tune. The bugs will light up with the sound.
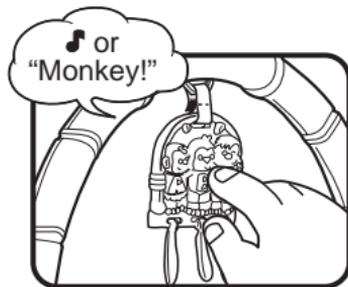

♪ or a giggle sound effect
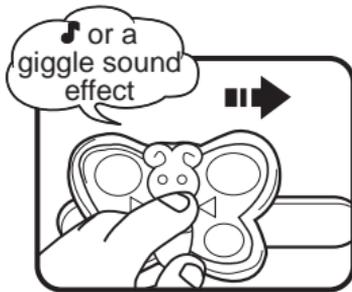
10. Turn the **ROLLER** to hear a melody played note by note. The numbers will light up with the sound.

♪ ♪…

11. Hit the drums after the **ROLLER** is activated to hear a melody play note by note. The numbers and bugs will light up with the sound.


♪ ♪…

12. Activate the proximity sensor on the **ALPHAPILLAR™ FENCE** near the monkey to hear "Monkey", a monkey sound effect or melody. The numbers and bugs will light up. The lion and bear will wave with the sound.

♪ or "Monkey!"

13. Activate the **ENTRY SENSOR** to hear a jungle sound effect. The number 2 will light up. The lion and bear will wave with the sound.

A jungle sound effect

14. Press the **ELEPHANT** to hear a drum sound effect or melody. The numbers and bugs will light up with the sound.

A drum sound effect or ♪
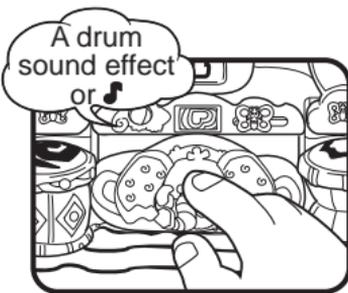
15. Activate any animal, drum or sensor while a melody or short tune is playing to hear the corresponding sound play on top of the melody.

MODE 3

1. Slide the **MODE 1/MODE 2/MODE 3 SELECTOR SWITCH** to **MODE 3** (🐾). You will hear a playtime short tune. The number 3 will light up. The lion and bear will wave with the sound. In this mode you will hear sound effects, phrases, and simple identification of numbers, letters, and shapes.

2. Turn the **PARROT** to hear him identify numbers and count. With each turn you will hear "One, Two, Three!" followed by a corresponding parrot sound effect. Turn the **PARROT** a fourth time to hear a parrot sound effect and "Shake it baby!" followed by a short tune. The numbers and bugs will light up with the sound.

3. Hit the **LION DRUM** or **BEAR DRUM** to hear a drum sound effect. The numbers will light up. The lion and bear will wave with the sound.
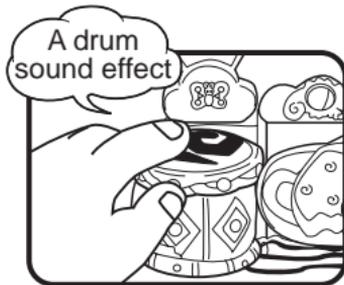
4. Hit both **DRUMS** together to hear a drum sound effect followed by a melody. The bugs will light up with the sound.

♪ + A drum sound effect
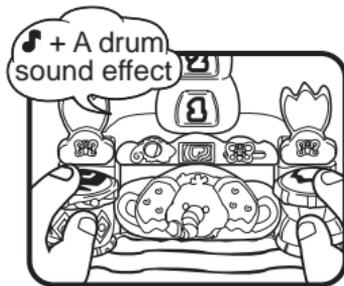
5. Shake the **TIGER FENCE** to hear shapes identified. For example, you will hear "Triangle", "Circle", "Square!" The numbers and bugs will light up. The lion and bear will wave with the sound.

"Triangle" or "Circle" or "Square"
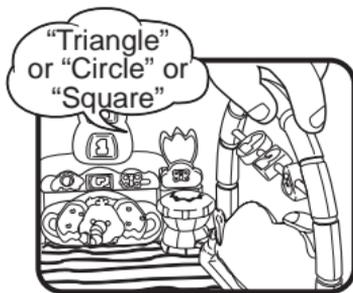
6. Turn the **ROCKAMELEON™ ROLLER BALL** to hear a sung song. With each activation you will hear either of the following "Red, Red, Red as the love in your heart", "Green, Green as the trees!", "Yellow as the bright sun!" The corresponding color number will light up. The lion and bear will wave with the sound.

A sung song

7. Hit the drums after the **ROCKAMELEON™ ROLLER BALL** is activated to hear color identification. With each activation of the drum you will hear a color identified. The corresponding color number will light up. The lion and bear will wave with the sound.

A color identification
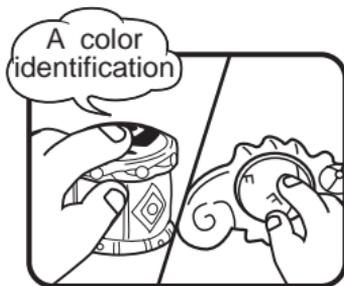
8. Slide the **BUTTERFLY** to hear "Catch me!", a short tune, or a giggle sound effect. The bugs will light up with the sound.

♪ + "Catch me!"
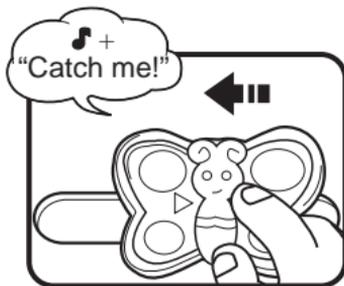
9. Turn the **ROLLER** to hear a funny ball sound effect. One of the numbers will light up with the sound.

A funny sound effect
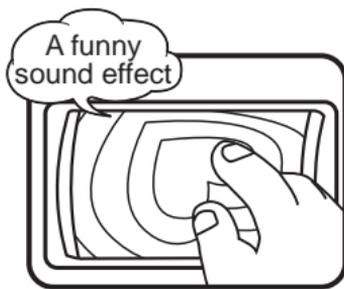
10. Activate the proximity sensor on the **ALPHAPILLAR™ FENCE** near the monkey to hear letters and sound effects. On the first time, you will hear "A" and a monkey sound effect. On the second time, you will hear "B" and a funny ball sound effect. On the third time you will hear "C" and a giggle sound effect. The numbers and bugs will light up. The lion and bear will wave with the sound.

"A" and a monkey sound effect
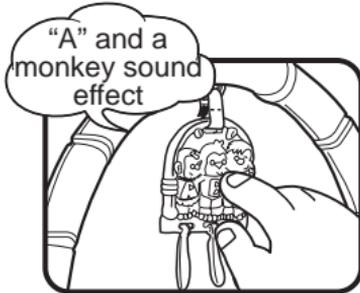
11. Activate the **ENTRY SENSOR** to hear a jungle sound effect. The number 3 will light up. The lion and bear will wave with the sound.

A jungle sound effect

12. Press the **ELEPHANT** to hear a drum sound effect or a melody. The numbers and bugs will light up with the sound.

A drum sound effect or ♪

20
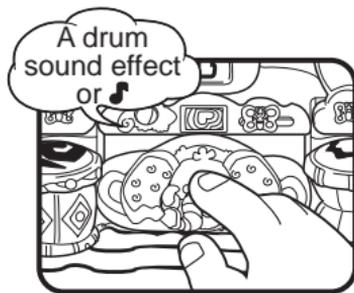
13. Activate any animal, drum or sensor while a melody or short tune is playing to hear the corresponding sound play on top of the melody.

SOOTHING MELODIES

- Cannon in D
- Largo
- Lullaby
- Fur Elise

PLAYTIME MELODIES

- Alphabet Song
- Sing A Song Of Sixpence
- This Old Man
- Skip To My Lou
- Rondo Alla Turca
- Nutcracker Suite
- Blue Danube Waltz
- Three Little Kittens

CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit away from direct sunlight and 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 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 with any problems and/or suggestions that you might have. Our service representative will be happy to help you.

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 measure:

- reorient the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver