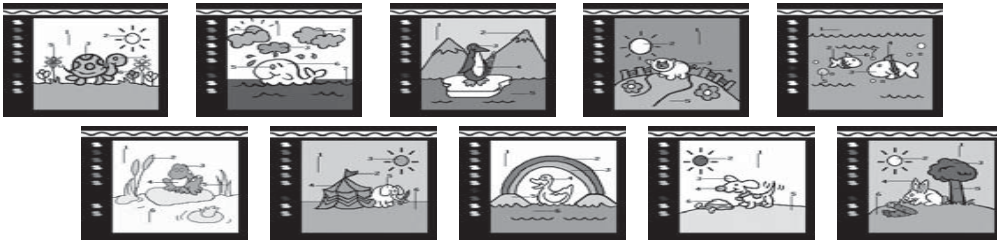


CONNECT THE DOTS ART



GAME PLAY:

1. Use the directional buttons to select a picture.
2. Press the Start/Select/A button to confirm and enter the selected picture.
3. There are two parts to this game: (1) Connect the dots to create a picture (2) Paint a picture. When you enter the game, you will see a blank page with two dots (one black, one red) and a Crayon. At the left of the screen are 10 colors to choose from for coloring and an eraser to remove color from your picture.
4. Create a picture by connecting the dots on the screen.
5. Use the directional buttons to move the Crayon over the red dot. When the Crayon is over the red dot, the Crayon will turn purple to let you know that you are in the right position. Push button A and a line will form between the black and red dot.
6. The Crayon will now be yellow and another red dot will have appeared on the screen. Use the directional buttons to move the Crayon to the red dot. When the Crayon turns purple, push button A.
7. Continue to connect the dots until you have created a picture. You will now have a picture to paint.
8. To paint the picture, follow the instructions in the Coloring Book section, beginning with 3.
9. You can press the Home button at any time to return to the opening screen.



This device complies with the 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.

Warning: Changes or modifications to this unit 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, 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.

Shielded cables must be used with this unit to ensure compliance with the class B FCC limits.

This class B digital apparatus complies with Canadian ICES-003.



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MADE IN CHINA

IM-40250C

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No.40250



My First Electronic Coloring Book



OPERATING INSTRUCTIONS

Thank you for purchasing the Crayola My First Electronic Coloring Book. This unit includes controller with built-in software and A/V cable. Please read Precautions/Warnings and all instructions before attempting to connect the Crayola My First Electronic Coloring Book to your TV.

SET UP INSTRUCTIONS

The TV must have Audio/Video Input (AV) Jacks to be able to play the Crayola My First Electronic Coloring Book - if the TV does not have the Input Jacks you may purchase a RF/Scart Adapter that has AV inputs built in.

If you chose to connect the unit through your VCR you may need to select the LINE OUT button on the TV/VCR for more information about your specific equipment.

Installing the Batteries

- Have an adult install 4 "AAA" batteries (not included). All the batteries should be the same brand.
- **Caution:** When installing the batteries make sure that the positive (+) and negative (-) ends are facing in the correct position. Follow the diagram in the battery compartment.
- **Note:** When the batteries begin to lose their charge, the power indicator LED will begin to dim, and the Crayola My First Electronic Coloring Book will turn itself off.
- Remember to take out batteries when the Crayola My First Electronic Coloring Book is not being used for a long time.

Getting Started:

1. Make sure the power switch on the unit is in the OFF position.
2. Turn your TV on and turn to the channel that accepts the input line.

3. Move the power switch on Controller to the ON position; the indicator light will illuminate (If not, check the batteries).
4. The TV will display the opening screen for approximately 2 seconds and then switch to the game list screen. You can skip the opening screen by pressing any button.
5. From the game list screen, choose the game you wish to play by pressing the Up or Down directional buttons. Then press the Start, Select or A button to play.

TURN OFF CONSOLE

1. Move power switch to the OFF position.
2. Turn your TV to the desired channel to view regular TV programs (When using A/V Jacks you will need to set the TV/Video switch back to the TV position).

Trouble Shooting

1. **No picture on screen**
 - * Is the Crayola My First Electronic Coloring Book turned on?
 - * Is the TV turned on?
 - * Is the AV output connected properly?
 - * Is the battery capacity too low?
 - * Were the batteries installed properly?
2. **Screen flickers or no color**
 - * Is the TV's color controls set correctly?
3. **No game sound**
 - * Is the TV volume set too low or in the off position?
4. **Picture on TV screen is unsteady**
 - * Is the Audio cable loose or disconnected?
5. **Picture is blinking or distorted**
 - * Adjust the vertical and horizontal controls until corrected.
 - * Is the battery capacity too low?
 - * Were the batteries installed properly?
5. **Picture is blinking or distorted**
 - * Press the Home Button. If there is no

improvement power off the unit and try again.

- * Is the battery capacity too low?
 - * Were the batteries installed properly?
6. **No power**
 - * Is the battery capacity too low?
 - * Were the batteries were installed properly?

Hardware Precautions/Maintenance

1. Do not disassemble or try to repair the Crayola My First Electronic Coloring Book unit or its components.
2. Always place the power switch in the OFF position before connection the unit to the TV.
3. Do not store the unit in a humid place or where it could collect dust, lint or other debris.
4. Do not drop, hit or otherwise abuse the unit or its components.
5. Make sure that all connections to the unit are correct (refer to Back View Diagram) and that the plugs are inserted straight into the proper sockets.
6. Make sure the unit is in the OFF position before disconnecting any plugs. Carefully remove the cables from the plug itself, and not by pulling on the cable.
7. Do not expose the unit to high heat or direct sunlight for extended periods of time. This will cause the unit not to work.
8. Do not spill any liquids on the unit or its components. If cleaning the unit, use a soft damp cloth and let it dry completely before attempting use.

Warning! Not Suitable for children under 36 months in case of unforeseen use in particular of small parts and long cords, giving rise to harm.

Warnings & Precautions

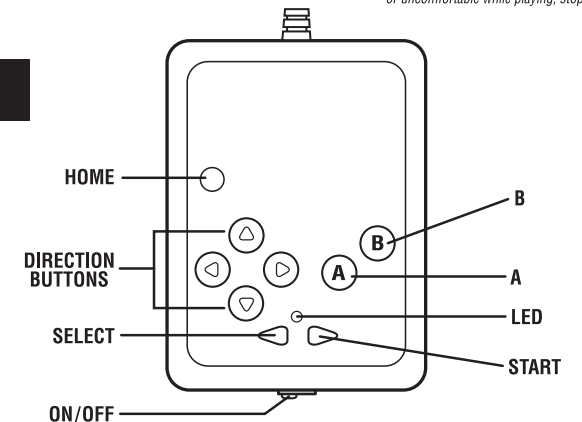
A very small portion of the population have a condition which may cause them to experience epileptic seizures or a momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness) immediately consult your physician before using any video games. We recommend that parents observe their children while they play the games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician. FOLLOW THESE PRECAUTIONS WHENEVER USING THE Crayola My First Electronic Coloring Book:

- When using your controller do not sit or stand too close to the television.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 or 15 minute break every hour while playing.

Repetitive Strain Warning

Some people may experience fatigue or discomfort after playing for long periods of time. If your hands or arms become tired or uncomfortable while playing, stop and rest.

Front View of Controller



WARNING TO OWNERS OF PROJECTION, LCD AND PLASMA TELEVISIONS

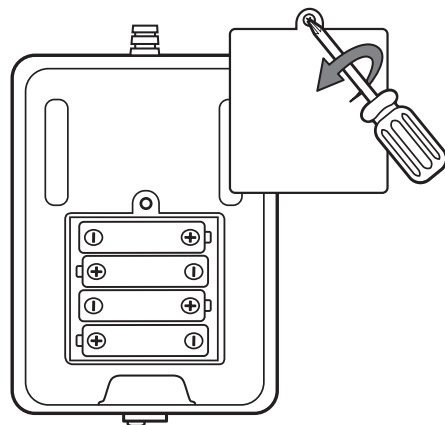
Do not connect your Electronic Coloring Book to a Projection or LCD TV without first consulting the user manual for your TV. Otherwise it may permanently damage your TV screen. DO NOT USE THIS PRODUCT WITH PLASMA TV'S.

Battery Installation

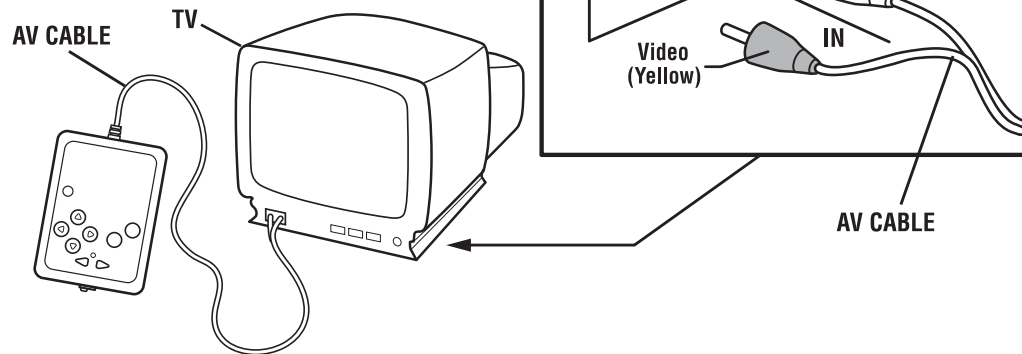
BATTERY CAUTIONS:

- * Batteries should only be replaced by an adult.
- * Non-rechargeable batteries are not to be recharged.
- * Do not use rechargeable batteries.
- * 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.
- * Do not dispose of batteries in fire.
- * Batteries are to be removed from the product when not in use.

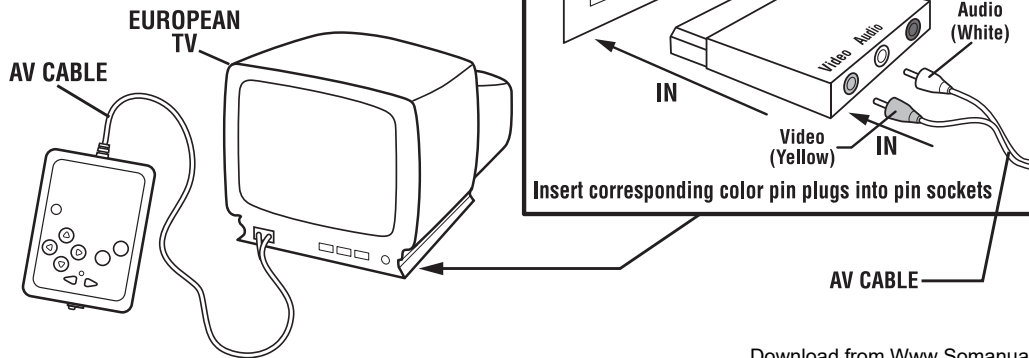
Requires 4 x AAA (LR03 1.5V UM4) Batteries.
(Not Included)



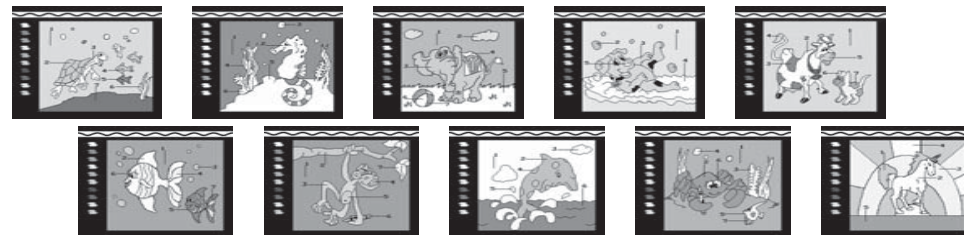
Audio/Video Input (US & Japan)



Audio/Video Input (Europe)

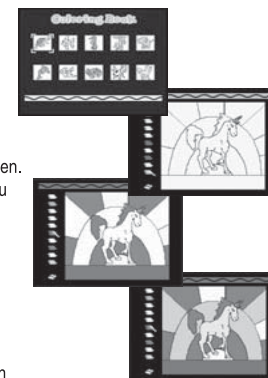


COLORING BOOK

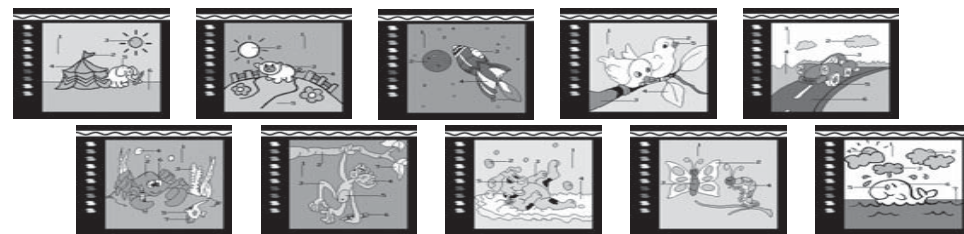


GAME PLAY:

1. Use the directional buttons to select the picture you want to color.
2. Press the Start/Select/A button to confirm and enter the selected picture.
3. The selected picture will appear on the screen. At the left are 10 colors to choose from for coloring and an eraser to remove color from your picture. You will also see a Crayon on the screen. Use the directional buttons to move the Crayon around the screen to select colors and paint the picture.
4. To choose a color, use the directional buttons to move the Crayon over that color you wish to paint with, then push button A to select. The color you select will appear in a line across the top of the screen.
5. After choosing a color, use the directional buttons to move the Crayon over the area of the picture you wish to color. When ready, push button A and the picture will fill in with color.
6. Push button B if you would like to undo the color you just added to your picture.
7. You may color over any part of a picture that has already been covered, by selecting a new color, positioning the Crayon over that area and pushing button A.
8. You may erase color from sections of your picture with the Eraser tool. To select the Eraser, position the crayon over the Eraser and press button A. Now use the directional buttons to move the Eraser over the section of the picture you would like to erase. When ready, push button A to erase.
9. To switch back to the Crayon tool, position the Eraser over the Crayon tool at the bottom of the screen and push button A. Now you will be able to use the Crayon tool again to select a color.
10. You can press the Home button at any time to return to the opening screen.



PUZZLES TO COLOR



GAME PLAY:

1. Use the directional buttons to select a puzzle picture.
2. Press the Start/Select/A button to confirm and enter the selected picture.
3. There are two parts to this game: (1) Solve the puzzle (2) Paint a picture. When you enter the game, the selected picture will appear on the screen in 4 scrambled pieces. At the left of the screen are 10 colors to choose from for coloring and an eraser to remove color from your picture.
4. Solve the puzzle by rearranging the four scrambled pieces to create a picture.
5. Use the directional buttons to highlight the puzzle piece you wish to move. When highlighted, push button A to select that piece. You may move that piece up, down, left or right depending on its position. Use the directional buttons to choose where you would like to move the puzzle piece. When ready, push button A to move the piece. Now push button B to deselect that puzzle piece.
6. Use the directional buttons to select your next piece and follow instructions above.
7. Hint: At any time, you may push the Start button to view the completed puzzle.
8. Once you have solved the puzzle, you will have a picture to paint.
9. To paint the picture, follow the instructions in the Coloring Book section, beginning with #3.
10. You can press the Home button at any time to return to the opening screen.



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