

# vtech®

## User's Manual

### Play & Learn Fun Fair™



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Printed in China

**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 **Smart Start®**, 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 **Smart Start®** 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®*

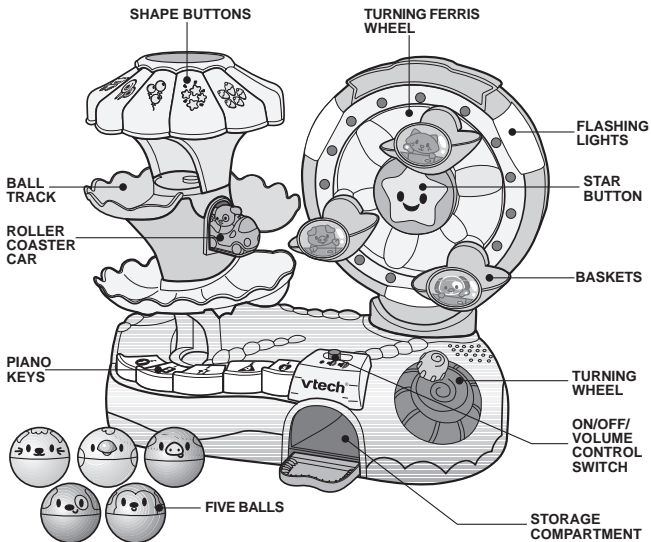
*To learn more about **Smart Start®**, and other VTech® toys, visit*

**[www.vtech.com](http://www.vtech.com)**

# INTRODUCTION

Thank you for purchasing the **VTech® Play & Learn Fun Fair™** learning toy!

The **VTech® Play & Learn Fun Fair™** is an interactive ball toy for toddlers 9 months and up. The **VTech® Play & Learn Fun Fair™** uses magical recognition technology to make learning fun! Children can play and learn all by themselves. By dropping a ball into the top of the roller coaster track, they choose a new subject. They'll learn about numbers, shapes, colors, sounds and music.



# INCLUDED IN THIS PACKAGE

1. One VTech® Play & Learn Fun Fair™
2. Five balls
3. One instruction manual

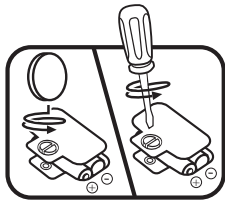
**WARNING:** All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

**Note:** Do not leave any scraps when you remove the cable ties from the balls.

## 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 coin or screwdriver to loosen the screw.
3. Install 2 new 'AA' batteries following the diagram inside the battery box.
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.

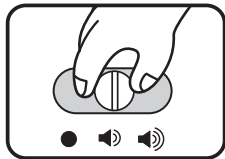
- Remove batteries from the equipment when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

**WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.**

## 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 the **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® Play & Learn Fun Fair™** learning toy will automatically power-down after several minutes without input. The unit can be turned on again by pressing any button or by dropping in a ball.

### 3. FIVE MODES OF PLAY

The five modes of play include colors, numbers, shapes, sounds and music. Drop in a ball to select the mode.

### 4. BALL STORAGE

When the balls are not in use, they can be stored in the storage compartment located on the bottom of the unit.

## ACTIVITIES

1. Slide the **ON/OFF/VOLUME CONTROL SWITCH** to turn the unit **ON**. When the unit is first turned on it will randomly select a mode. Insert a ball to select the mode of play and hear responses related to the selected mode.

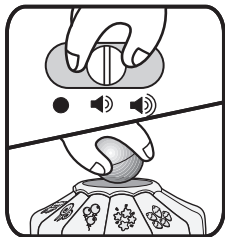
**Red Ball = Shape Mode**

**Orange Ball = Color Mode**

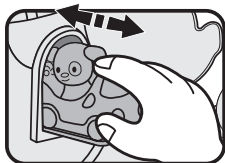
**Yellow Ball = Music Mode**

**Green Ball = Sound Mode**

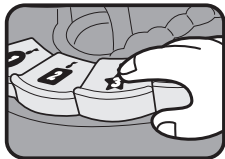
**Purple Ball = Number Mode**



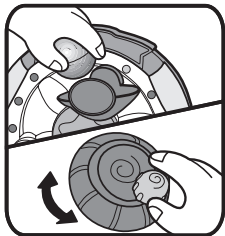
2. Pull out the **roller coaster car** to stop the balls from rolling down the track. You will hear a fun phrase. Push the roller coaster car back in to allow the ball to continue rolling down the track. The lights will flash with the sound.



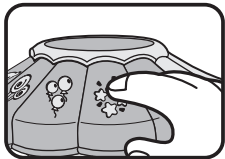
3. Press the **piano keys** to hear responses related to the selected mode. In the sound mode you will hear individual music notes. In the music mode you will hear a variety of melodies played one note at a time. The lights will flash with the sounds.



4. Place the balls in the **baskets** on the Ferris Wheel, turn the turning wheel to give the balls a ride. When the turning wheel is turned, you will hear a variety of fun phrases, sounds or melodies depending on the mode selected. The lights will flash with the sound.



5. Press the **shape buttons** to hear responses related to the selected mode. In the music mode you will hear a variety of melodies played one note at a time. The lights will flash with the sounds.



## MELODY LIST

1. The Daring Young Man On the Flying Trapeze
2. Pop Goes the Weasel
3. If You're Happy
4. Animal Fair
5. Skip to My Lou
6. Teddy Bears' Picnic
7. The Entertainer
8. Polly Wolly Doodle
9. Bicycle Built for Two
10. Big Rock Candy Mountain

## SUNG SONG LYRICS (to the tune of Animal Fair)

We're going to play at the fair  
There are lights and sounds everywhere.  
The Ferris wheel goes round and round  
Way up high, up and down!



# 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, 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, and a service representative will be happy to help you.

## IMPORTANT NOTE:

Creating and developing **Smart Start**<sup>®</sup> products is accompanied by a responsibility that we at **VTech**<sup>®</sup> 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 1-800-267-7377 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

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.

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