

Fisher-Price®

Number Flash Cards

Model Number: 77824

**"3
carrots!"**

**"crunch!
crunch!
crunch!"**



**Learning
Sensations™**

www.fisher-price.com

Let's Go!

- 1 Be sure to remove the cardboard demonstration card which came inserted in the card reader. Dispose of this card properly.
- 2 Press one of the mode buttons:
Teach – **Test** – or **Tickle**.



Teach

Insert a card into the card reader to hear a number, color or shape; plus a related word and fun sound.



Test

Listen to the question. Find the card with the correct number, color or shape and insert it into the card reader.



Tickle

Insert any card into the card reader to create your own musical “rap”.

Hint:

Insert the card into the card reader fully – so that the bump on the end of the card “snaps” into place.

What Is Learning Sensations™?

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Number Flash Cards

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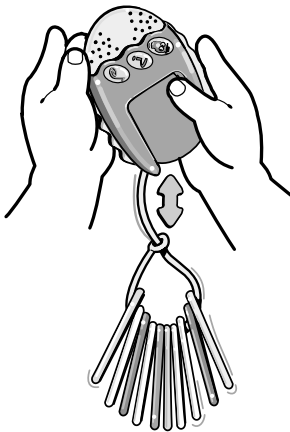
Multisensory toys that offer a comprehensive learning experience. Your child enjoys the fun of learning through sight, sound and touch. **Looking** at numbers, shapes, colors and pictures promotes visual learning. **Listening** to numbers, shapes, colors, words, fun sound effects and music enhances auditory learning. And **tracing** and **feeling** raised numbers and shapes encourages tactile learning.

Your child will enjoy the fun of learning numbers, shapes, colors, word association and more with Number Flash Cards. Add fun sound effects, an engaging musical “rap” and raised numbers and shapes on each card, and you’ll find that your child’s learning in lots of surprising ways.

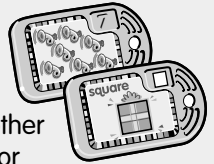


Helpful Hints

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- Please keep this manual for future reference, as it contains important information.
- Adult assembly is required to replace the batteries. Tool needed for battery replacement: Phillips screwdriver (not included).
- When sounds from this toy become faint or stop working, it's time for an adult to replace the batteries!
- Requires three "AAA" batteries for operation (included).
- There are 10 two-sided cards – one side has a number (1-10) and the other side has a shape or color (5 different shapes and 5 different colors). For example, the number 7 is one side of a card and a square is on the other.
- The cards are arranged in numeric order on the cord. When your child is asked to find a card in Test mode, this order makes it easier to find the correct card.
- This toy features an automatic shut off, and will turn off if your child is not actively playing with it after about 15-30 seconds. There is no off button on this toy.
- If the cards tangle on the cord, remove the card from the card reader (if one is in it) and lift the toy by the card reader. Give the toy a few "shakes" and the cards will untangle.



Teach

When you:

Press the  **Teach** button.

Insert a card into the card reader.

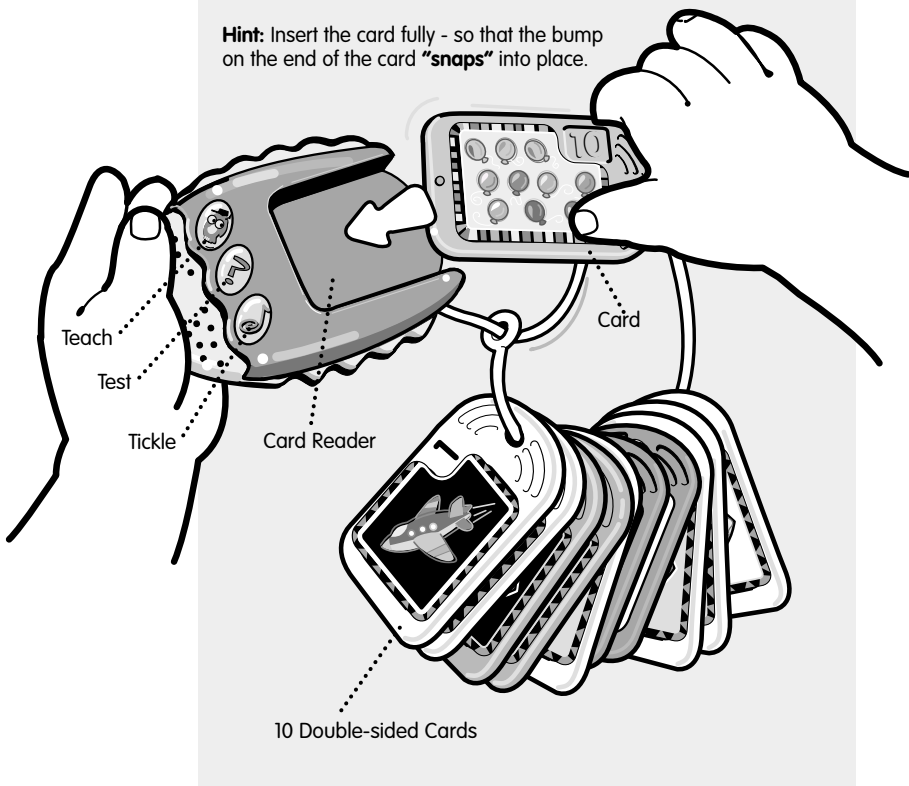
The Toy Responds:

"Let's go. Insert a card."**

The card reader magically knows which card is inserted and you'll hear the number or color or shape, plus a related word and fun sound.

"You found 10 balloons – pop, pop, pop, pop, pop, pop, pop, pop, pop pop!"**

Hint: Insert the card fully - so that the bump on the end of the card **"snaps"** into place.



Test

When you:

Press the  **Test** button and listen to the question.

Insert a card into the card reader.

Hint: Your child will have approximately 15 seconds to insert a card. If no card is inserted, the toy will remind your child to insert the same card. After another 15 seconds, your child is reminded again. Altogether, your child has 45 seconds to select a card and insert it into the card reader.

The Toy Responds:

“Get ready. Insert the card with the red dinosaur.”*

If the correct card is inserted, you’ll hear a positive response with a fun sound.

“Alright! You’ve found the red dinosaur – ‘rrrooaarr’.”*

If the incorrect card is inserted, the toy tells your child what card was inserted and asks the same question again.

“You found the circle lollipop. Insert the card with the red dinosaur.”*

After the third try, the toy advances to the next question.

Tickle

When you:

Press the  **Tickle** button.

Insert a card into the card reader.

The Toy Responds:

“Let’s rap.”* (The music starts.)

The card reader magically knows which card is inserted and you’ll hear a related word and the shape – all to the beat of the music!

“Present – square – square – present – square present.”*

*** Note:** The words shown in bold, italic quotes are sample responses. This toy may respond differently, depending on which card is inserted into the card reader.

Your Child Is Learning!

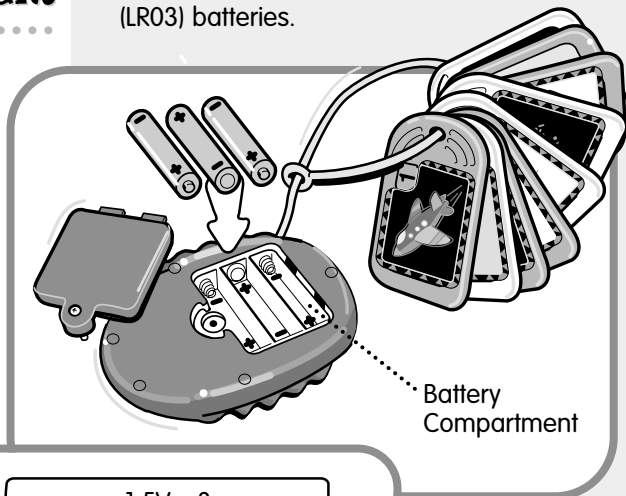
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Number, Shape and Color Identification	Introduces the numbers 1-10, 5 different shapes and 5 different colors.
Word Association	Each card has a related word, so your child is exposed to 20 vocabulary words.
Listening Skills	Your child listens to the toy prompts and responds accordingly.

Battery Replacement

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For best performance, we recommend replacing the batteries that came with this toy with three, new **alkaline** "AAA" (LR03) batteries.



- 1.5V x 3
"AAA" (LR03) +

Shown Actual Size

- Locate the battery compartment on the back of the toy.
- Loosen the screw in the battery compartment door with a Phillips screwdriver.
- Lift to remove the battery compartment door.
- Insert three "AAA" (LR03) **alkaline** batteries as indicated inside the battery compartment.

Hint: We recommend using **alkaline** batteries for longer battery life.

- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.



Battery Tips

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- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the toy. Battery leakage and corrosion can damage this toy. Dispose of batteries safely.
- Never short circuit the battery terminals.
- Non-rechargeable batteries are not to be recharged.
- Only batteries of the same or equivalent type as recommended in the "Battery Replacement" instructions are to be used.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before they are charged.
- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.

Care

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- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable parts. Please do not take this toy apart.

Consumer Information

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Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to:

Fisher-Price, Inc.
Consumer Relations
636 Girard Avenue
East Aurora, New York 14052

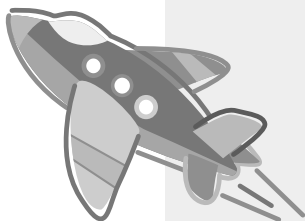
For other countries, outside the United States:

Canada: call 1-800-567-7724, or write to:
Mattel Canada Inc, 6155 Freemont Blvd., Mississauga,
Ontario L5R 3W2.

Great Britain: telephone 01628 500303.

Australia: Mattel Australia Pty. Ltd., 658 Church Street,
Locked Bag #870, Richmond, Victoria 3121 Australia.
Consumer Advisory Service 1300 135 312.

New Zealand: 16-18 William Pickering Drive,
Albany 1331, Auckland.



FCC Statement (United States Only)

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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.

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

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