



Learning Steps™

All-in-One Fun Learning Center

Questions? Call: 1-800-PLAYSKL

Ages 2-6

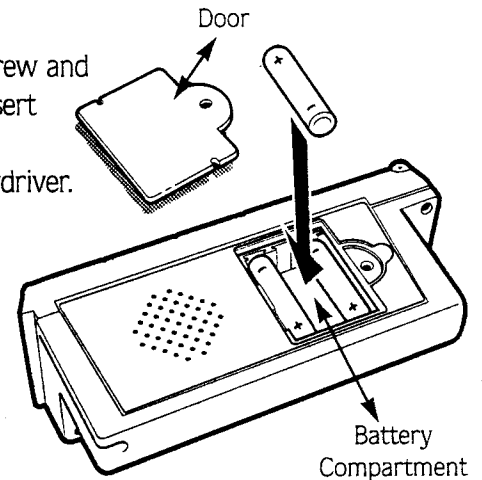
Thank you for purchasing the Playskool All-In-One Fun Learning Center!

ADULT ASSEMBLY REQUIRED. PHILLIPS SCREWDRIVER REQUIRED FOR ASSEMBLY AND BATTERY PLACEMENT.

CAUTION: This product contains small parts which are necessary for assembly. Prior to and during assembly of this product, keep small parts out of children's reach. Small parts pose a choke hazard to children under 3 years.

CAUTION: Components to be assembled have sharp edges (or points). Keep the sharp edged components out of the reach of children until assembly is complete.

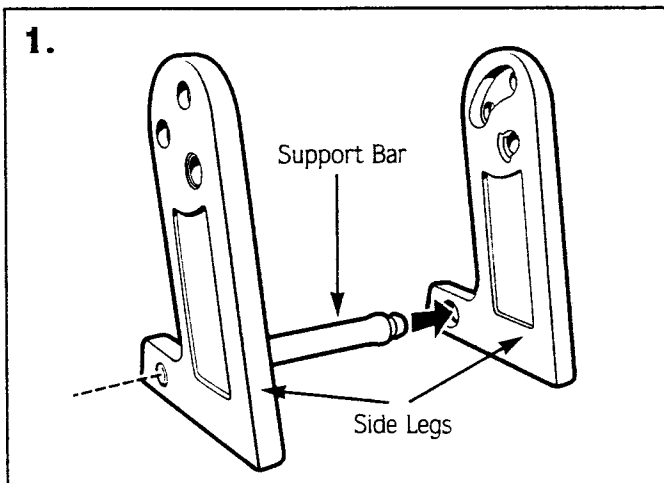
PLACING BATTERIES IN ELECTRONIC UNIT: Use a Phillips screwdriver to unscrew and remove the battery compartment door located on the bottom of electronic unit. Insert 3 "AA" batteries (alkaline recommended) into the battery compartment, following direction indicators inside compartment. Replace door and re-fasten with the screwdriver.



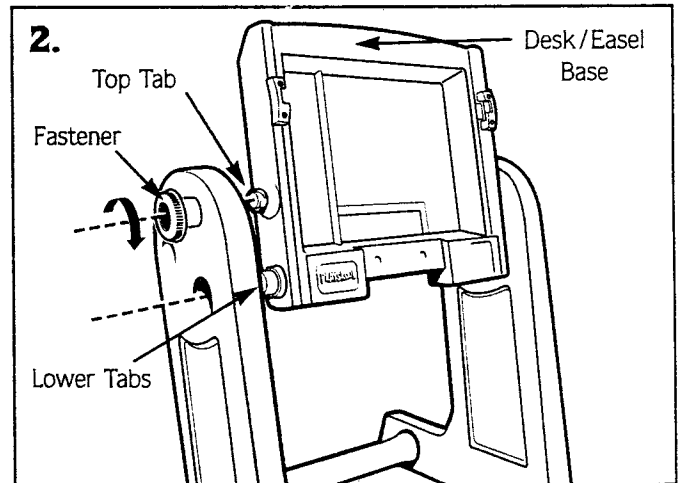
CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
2. Never mix old batteries and new batteries, or alkaline, standard (carbon-zinc) or rechargeable batteries.
3. Always remove exhausted or dead batteries from product.
4. Remove batteries if product is stored for a long period of time.

ASSEMBLY

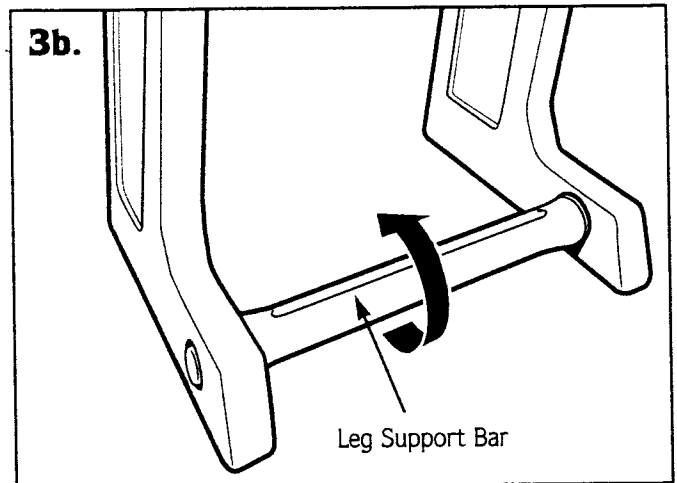
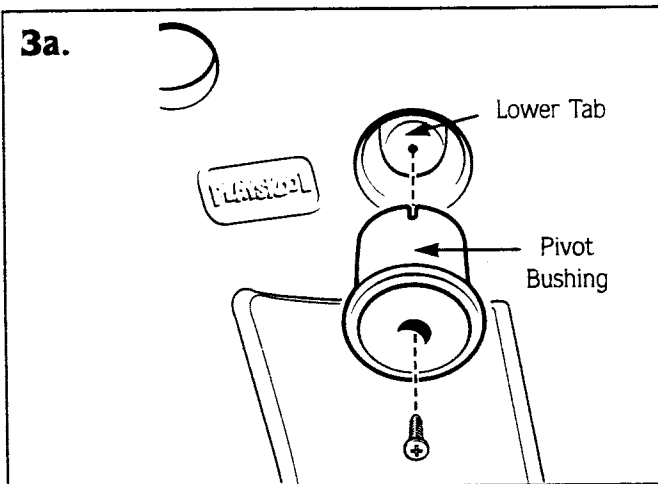


1. Connect the 2 side legs with the leg support bar. The inside of each leg is marked for "RIGHT" and "LEFT". Match up the "RIGHT" leg with the "RIGHT" side of support bar, and "LEFT" leg with "LEFT" side of bar, and turn support bar as indicated by arrow to tighten into place. (Do not tighten all the way yet; the legs must be a bit loose to assemble blue desk/easel base.)

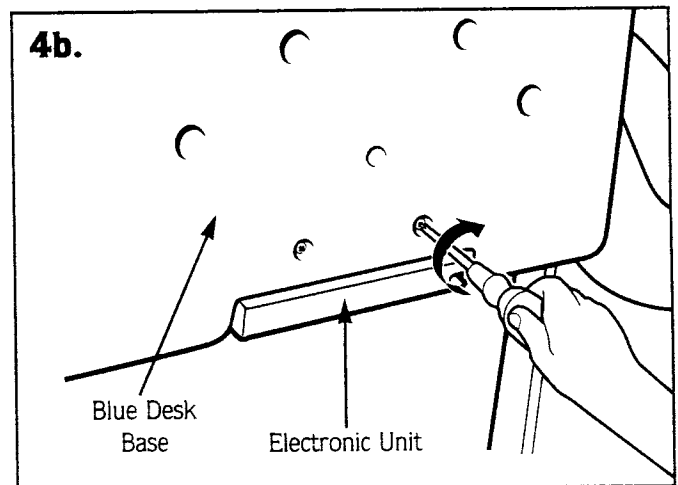
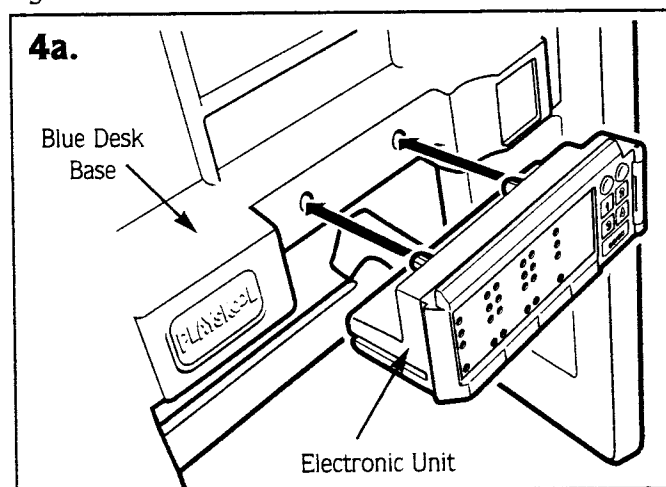


2. For easier assembly, set up the blue desk/easel base in the upright/easel position. Assemble the base to the legs as shown. Fit the lower tabs on blue desk base into the lower holes on legs. Fit the top tabs on base into the top holes on legs, then secure with the 2 fasteners as shown, turning the fasteners clockwise to tighten.

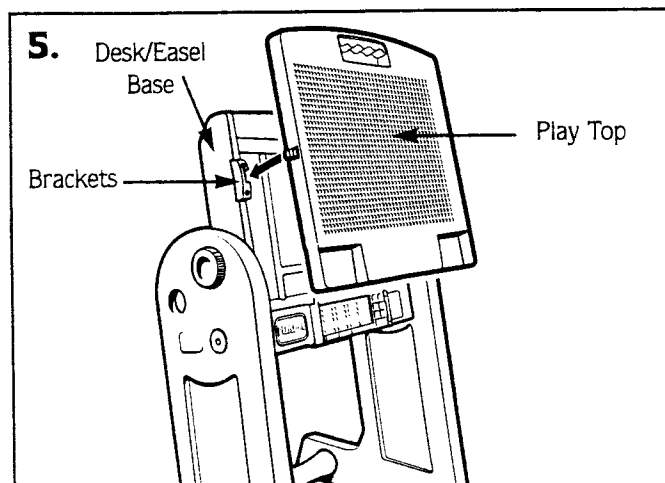
ASSEMBLY



3. Now secure the lower tabs. Slip the 2 pivot bushings into place as shown (note that the bushings have special fittings that must line up with blue base to fit correctly; rotate bushings until they lock into place). Fasten pivot bushings with the included screws and a Phillips screwdriver. Finally, turn the leg support bar on bottom securely tight.



4. Assemble the electronic unit to the blue desk/easel base as shown. Fit the 2 tabs in back of electronic unit into the holes in front of base. Secure by fastening the included screws into the holes in **back of base** with a Phillips screwdriver.



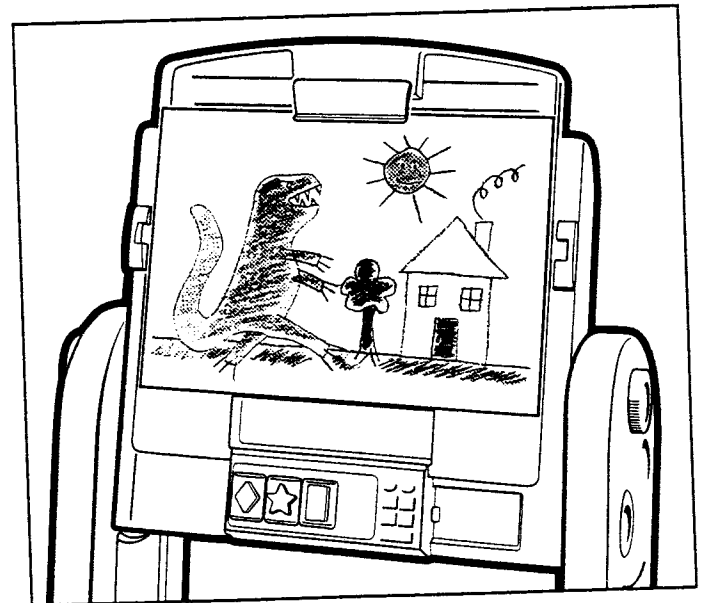
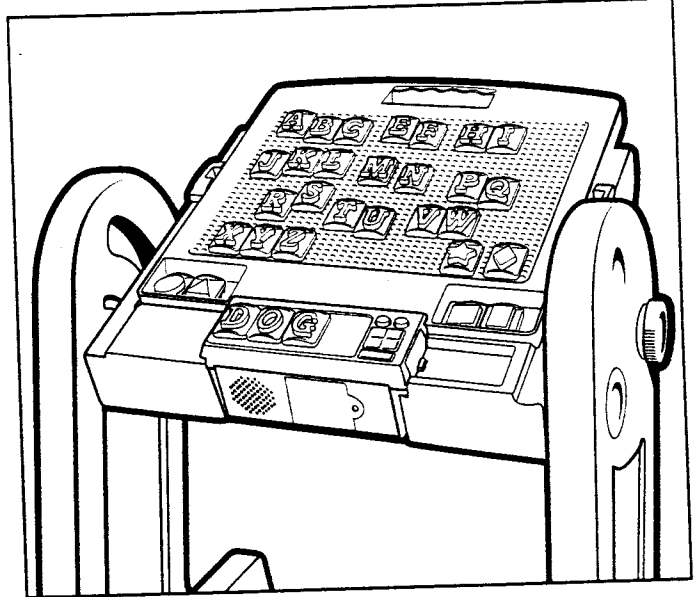
5. Attach the play top to the blue base by sliding the tabs on play top into the brackets on base. Fit the play top (either side — pegboard or drawing board) into place behind the brackets as shown.

NOTE TO PARENTS

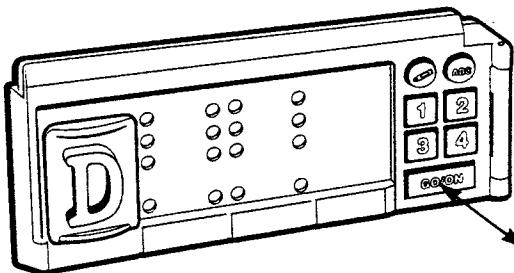
The All-in-One Fun Learning Center can be easily adjusted from a desk to an easel, and from a pegboard to a drawing board. All adjustments, however, **SHOULD ALWAYS BE MADE BY AN ADULT.**

To position as a desk or easel, remove fasteners by turning counterclockwise, raise or lower blue desk base to desired position, then replace fasteners at that position. (CAUTION: Do not place fingers in between legs and desk base when lowering or raising to desired position.)

To switch pegboard or drawing board, flip the two-sided play top by pulling it out of brackets on base and sliding it back into place.



ELECTRONIC UNIT



"GO/ON"
BUTTON

- To activate the electronic talking unit, press the "GO/ON" button.
- The electronic voice will guide your child through the play pattern. (The voice cannot be interrupted during its response.)
- The unit features 2 play modes: the "ABC" button is for alphabet play, and the crayon button is for drawing play.
- Each mode has different learning levels which are activated by pressing 1, 2, 3 or 4 on the keypad (1 is easiest, 4 is most advanced).
- The tile pad, to the left of the key pad, has slots to hold 3 tiles. By pressing a tile into any of the slots, the electronic voice will identify letters, colors or shapes.
- Electronic unit shuts off automatically if not played with for approximately 3 minutes.

CREATIVE / DRAWING MODE

Level #1 — Shapes

Voice will ask child to choose a shape tile, identify the shape and ask child to draw it.

Level #2 — Drawing

Voice encourages child to draw one of the shapes learned in Level 1, then asks child to make a drawing from that shape.

Level #3 — Coloring

Voice will ask child to draw an object, then encourage the child to color it in a particular color.

Level #4 — “Silly Picture”

Voice will ask child to draw a “silly picture”, encouraging more advanced creative play.

ALPHABET / SPELLING MODE

Level #1 — Colors

Voice will ask child to find a tile in a particular color, and tell child if he/she chooses correctly. If wrong tile is chosen, voice will identify the color and encourage child to try again!

Level #2 — Letters

Voice will ask child to choose any letter, then identify that letter.

Level #3 — Alphabet Search

Voice will ask child to find a particular letter. The voice will tell child if he/she is correct. If wrong, voice will identify letter chosen and encourage child to try again!

Level #4 — Spelling/Rhyming

Voice will ask child to spell a particular word, and guide child through letter search and placement. For certain words, the voice will ask child to substitute letters to make a rhyming word.

FCC RULES FOR A CLASS B DIGITAL DEVICE

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.
- Consult the dealer or an experienced radio/TV technician for help.