

The logo consists of the word "PLAYSKOOL" in a bold, white, sans-serif font, with a registered trademark symbol (®) at the end. The text is centered within a black rounded rectangular background.

PLAYSKOOL®

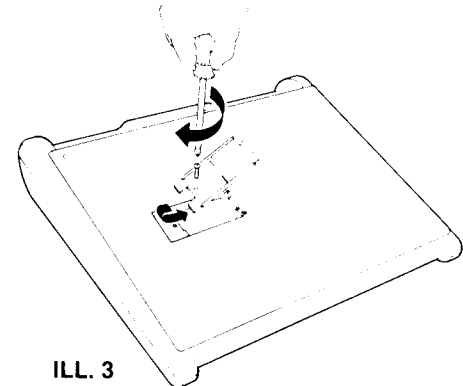
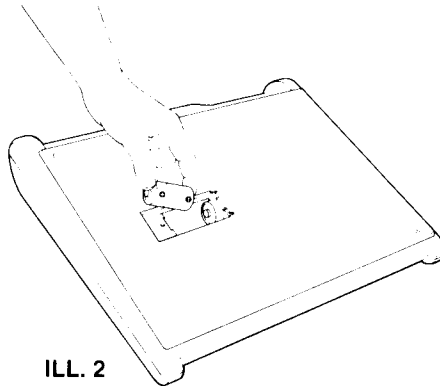
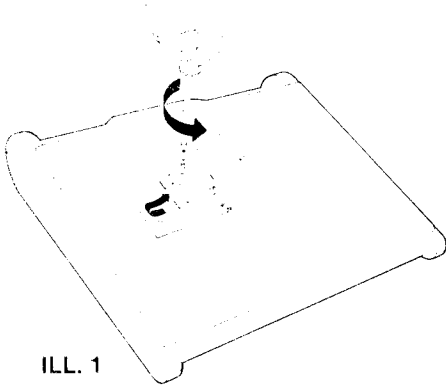
**TALKING
FUN-TO-LEARN™ NUMBERS,
SHAPES AND COLORS
INSTRUCTIONS**

INTRODUCTION

Fun-To-Learn Numbers, Shapes and Colors is a complete learning program that teaches children numbers, shapes, colors and basic addition! It's a fun, easy-to-use system for children and adults to enjoy together. Fun-To-Learn Number, Shapes and Colors make it easy for children to learn and discover these basic learning skills by themselves, too.

HOW TO INSERT BATTERIES

1. Turn "Fun-To-Learn Numbers, Shapes and Colors" over. Using a Phillips Head screwdriver, remove screw from battery compartment door. Slide compartment door open, then remove door. (ILL. 1)
2. Insert 4 "D" size alkaline batteries into compartment. Place batteries as indicated in compartment. (ILL. 2)
3. Replace door on compartment opening. Replace screw. (ILL. 3)

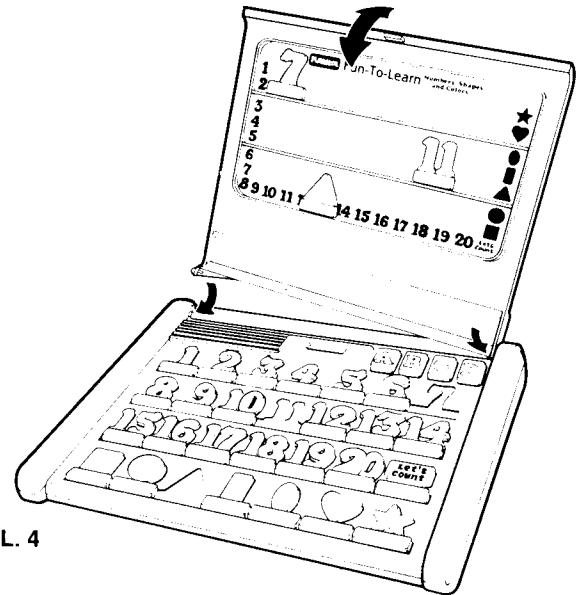


HOW TO OPERATE FUN-TO-LEARN NUMBERS, SHAPES AND COLORS:

Separate all of the letter playing pieces and discard the excess plastic.

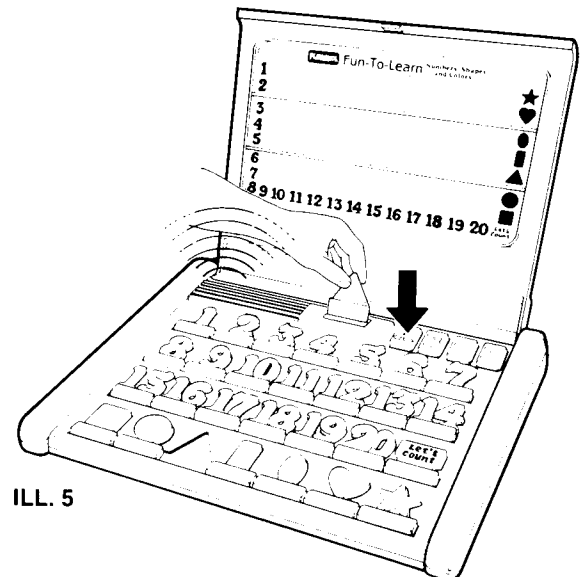
Lift up yellow cover. Ledges on inside of cover can be used to hold letters. If cover comes off, snap posts on sides of cover into holes on game board. When finished playing, close cover securely. (ILL. 4)

NOTE: WHEN PLAYING ALL GAMES, PRESS EACH PIECE FIRMLY AND EVENLY INTO SLOT. WAIT UNTIL THE VOICE STOPS TALKING BEFORE INSERTING A NEW PIECE INTO THE SLOT.



Game A PICK A NUMBER... PICK A SHAPE

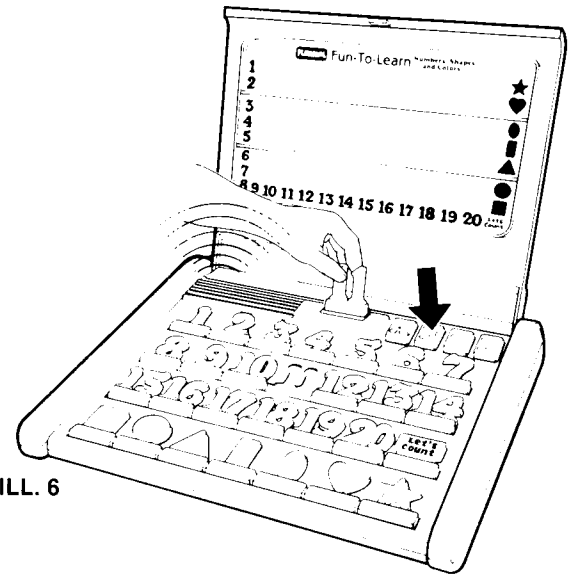
1. Press Game Button "A". The electronic voice will say "Pick a number . . . pick a shape."
2. Insert a number or shape into the slot. The voice will identify this number or shape. The voice will continue to identify numbers and shapes as you insert them into the slot. (ILL. 5)
3. Insert the "Let's Count" piece into the slot. The voice will count from 1 to 20.
4. You can continue to play this game, or select game button "B", "C" or "D". Wait until the voice stops talking before choosing a new game. If you stop playing, the machine will automatically turn off after approximately 3 minutes of silence to conserve batteries.



Game B PICK A COLOR

Press Game Button "B". The voice will say "Pick a color". Insert a number, shape or the "Let's Count" piece into the slot to hear the voice identify the color. The voice will identify the color each time you insert a piece into the slot. (L. 6)

The game will continue to play until you select another game or until you stop playing. Wait until the voice stops talking before pressing another game button.



ILL. 6

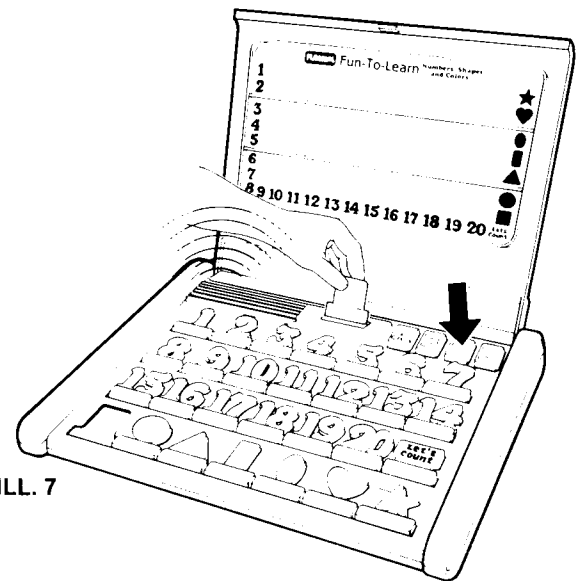
Game C FIND THE NUMBER . . . FIND THE SHAPE

Press Game Button "C". The voice will ask you to find a specific number or shape. Press game button "C" again if you want the question repeated. Insert the correct number or shape into the slot. (See ILL. 7)

If you insert the correct number or shape, the voice will identify it then respond . . . "GREAT!".

If you select the wrong number or shape, the voice will identify the piece then respond . . . "UH, OH, TRY AGAIN!". The voice will continue to ask for the same number or shape until it is correctly inserted into the slot.

The voice will then ask you to find another number or shape. The game will continue until you select another game or until you stop playing. Wait until the voice stops talking before pressing another game button.



ILL. 7

Game D BASIC ADDITION

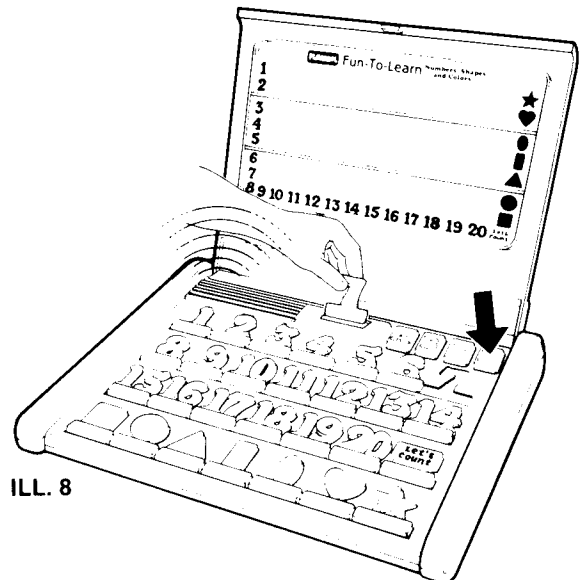
Press Game Button "D". The voice will ask you to solve an addition problem. Press game button "D" again if you want the problem repeated. Insert the correct number into the slot (See ILL. 8).

If you answer the problem correctly, the voice will identify the number and say . . . "GREAT." It will then ask you a new addition problem.

If your answer is incorrect, the voice will identify the number and say . . . "UH, OH TRY AGAIN." It will then repeat the addition problem.

If you answer the problem incorrectly the second time, the voice will identify the number you chose. It will respond with the correct answer and then ask you a new addition problem.

The game will continue until you select another game or until you stop playing. Wait until the voice stops talking before pressing another game button.



ILL. 8

How to use "LET'S COUNT" piece

Press Game Button "A". The voice will say "Pick a number, pick a shape". Insert "Let's Count" piece into the slot. The voice will then count the numbers from 1 to 20.

Press Game Button "B". The voice will say "Pick a color". Insert "Let's Count" piece into the slot. The voice will say . . . "This is the color YELLOW".

"AUTOMATIC OFF"

Game shuts off automatically after approximately 3 minutes of silence to conserve batteries.

IMPORTANT:

**Play with and store Fun-To-Learn Numbers, Shapes and Colors in temperatures below 110° F.
Do not leave Fun-To-Learn Numbers, Shapes and Colors in a closed car or in direct sunlight.**

FCC NOTICE:

This equipment generates and uses radio frequency energy and if not used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designated 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 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 the receiving antenna.

Relocate Fun-To-Learn Numbers, Shapes and Colors with respect to the receiver.

Move Fun-To-Learn Numbers, Shapes and Colors away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet, prepared by the Federal Communications Commission, helpful:

"How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY ON TALKING FUN-TO-LEARN™ NUMBERS, SHAPES AND COLORS

Playskool, Inc. warrants to the original purchaser of this product that the product will be free of defects in material workmanship for 90 days from the date of original purchase. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

To obtain warranty service on your Fun-To-Learn Numbers, Shapes and Colors please call our toll free hot-line number 1-800-237-0063 and ask for Consumer Service so that we can provide you with instructions. If you are calling within Rhode Island dial 726-4100. If the unit is returned to us for service, you must pay the postage for mailing it to us. Playskool will pay the cost of returning the product to you.

PLEASE DO NOT RETURN YOUR UNIT TO THE RETAILER. DO NOT RETURN THE UNIT TO ANY ADDRESS WITHOUT AUTHORIZATION FROM PLAYSKOOL, INC. CONSUMER SERVICE DEPARTMENT.

During the 90-day warranty period, any defective product will either be replaced (not necessarily with a new product) or repaired at our option without charges to the purchaser.

Post Warranty Repair Policy

After the 90 day warranty period has expired, Playskool, Inc. will, for a period of one (1) year from the date of purchase, either repair or replace (not necessarily a new product) your Fun-To-Learn Numbers, Shapes and Colors on the condition that you obtain authorization from the Playskool Consumer Service Department. Ship the unit prepaid to the address provided along with proof of purchase date and your check or money order in the amount of \$10.00. Playskool, Inc. shall not be obligated to perform this service if the Fun-To-Learn Numbers, Shapes and Colors has been abused, misused, improperly serviced, or damaged due to accident.

Playskool, Inc. will not be held liable for loss of the product or other incidental or consequential costs, expenses, or damages incurred by the original purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state.

Before returning your Fun-To-Learn Numbers, Shapes and Colors for repair, we recommend that you read the instructions carefully and test your product with fresh, strong alkaline batteries.