

THE EDUCATIONAL GAMING SYSTEM
THAT PUTS YOUR CHILD
ON TV AND IN THE GAME!



Visit us at
playskool.com

ION
EDUCATIONAL GAMING SYSTEM™

3+ feet



Product and
colors may
vary.

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**ADULT SUPERVISION
REQUIRED.**

AGES 4-7

73085

Play, Move, Learn!
The ION Educational Gaming System™
puts children live on TV and actively in the game

Thank you for purchasing the
**ION EDUCATIONAL GAMING
SYSTEM [E.G.S.]**
Be sure to read and
follow all instructions
carefully before
using this product.



ION
EDUCATIONAL GAMING SYSTEM™

PLAYSKOOL

Product works on units with RCA-type
audio/video input jacks only.



WARNING

Young children can be killed or seriously injured when furniture tips over. Before installing your ION EDUCATIONAL GAMING SYSTEM, please read and follow the enclosed Consumer Product Safety Alert.



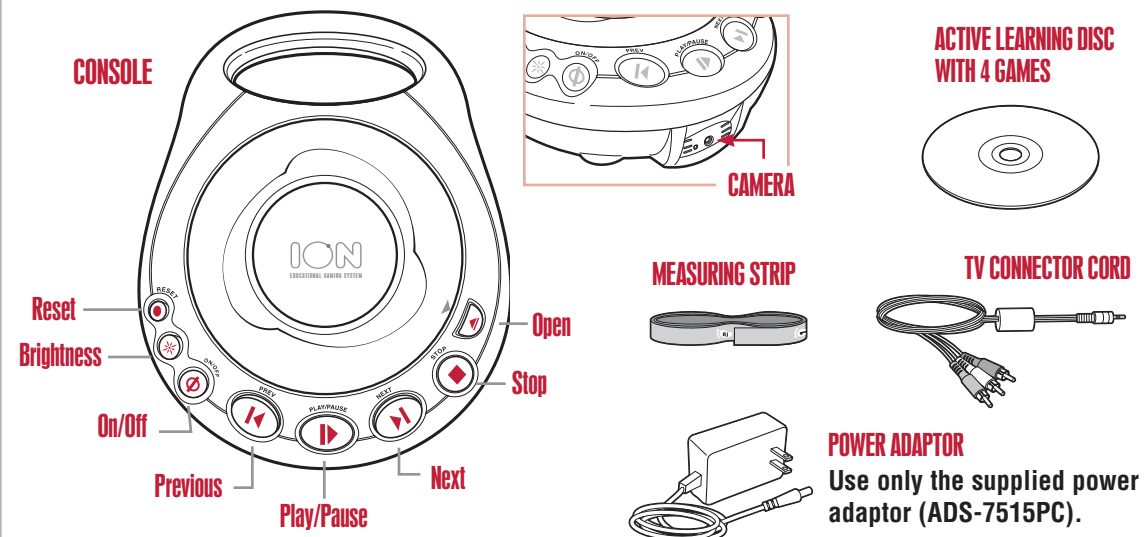
WARNING

To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

Rating and cautionary labeling is located on the bottom of and in the CD compartment of the console.

INCLUDED IN THIS PACKAGE

NOTE: If you do not plan on using your ION EDUCATIONAL GAMING SYSTEM™ for a while, please be sure to turn off the console and TV.



If your ION EDUCATIONAL GAMING SYSTEM functions improperly, you may reset it by pressing the Reset button or by disconnecting and reconnecting it to the power source.

FCC STATEMENT

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 the 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.

TROUBLESHOOTING GUIDE

PROBLEM	SOLUTION
I'm having problems seeing or hearing the game on my television.	• Make sure the AV jack is securely plugged into the "AV Out" port on the ION console. • Make sure the RCA-type connectors are securely plugged in to your TV. • Make sure your power cord is plugged in. • Make sure your ION is turned on. • Make sure your TV is on the correct channel or input setting. • Press the reset button.
I can't see myself on the television, but I see the game.	• Make sure nothing is between you and the camera located on the front of the ION console. • Make sure the camera on the ION is pointed towards you.
The game does not appear correctly on my TV.	• Make sure the disk is inserted properly. • Make sure the disk is clean. • Press the reset button.
When I play the game, it keeps choosing the wrong items or it will not allow me to choose some items.	• Make sure there is nothing else moving in the camera's field of view except for you. • Make sure that the lighting in the room is bright enough and even. • Make sure there isn't a light source behind you (window, lamp, etc.)

IF YOU HAVE ADDITIONAL QUESTIONS CONCERNING ION, CALL
HASBRO CONSUMER AFFAIRS AT 1-800-844-3733.

LAZYTOWN SAND BLASTIN' VOLLEYBALL™

GREAT FOR CHILDREN AGES 6-7

Set, spike and score your way to victory by tagging the volleyball! Jump, stretch and reach your arms and hands out to keep the volleyball in play. Help Stingy and the rest of the team by defeating Robbie Rotten once and for all!



1. Game begins with animation sequence.
2. Select difficulty level by waving hand in front of icon.
3. In rounds of play, help Stingy get the volleyball over the net.
4. Celebrate your victory by dancing along with Stephanie!

LOOK AT WHAT YOU'LL LEARN!

LEARNING BENEFITS

Social Development

- Teamwork

Healthy Habits

- Sports Skills
- Physical Fitness

Creativity

- Dance Movements

LEVELS OF PLAY

Hit Robbie's serves over the net to score! The game gets faster, so learn to spike and dodge Robbie's tricks!

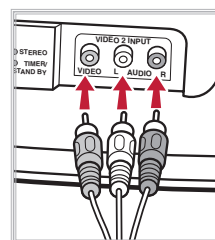
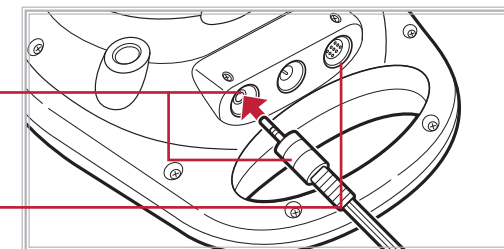
CONTROL BUTTON FEATURES

- Open Button** — Press this button to open the Console and insert the Active Learning Disc.
- Stop Button** — During play, press this button to return to the Main Menu.
- Next Button** — Press this button to skip through the chapters of a mini-game.
- Play/Pause Button** — Press this button to select a game on the Main Menu or pause your current game.
- Previous Button** — Press this button to play the current game again.
- On/Off Button** — Press this button to turn the Console ON or OFF.
- Brightness Button** — Press this button to change the brightness of the camera according to different lighting conditions.
- Reset Button** — Press this button to restart the system.

SETTING UP YOUR ION EDUCATIONAL GAMING SYSTEM™

1. Plug the AV jack into the "AV Out" port on the Console.

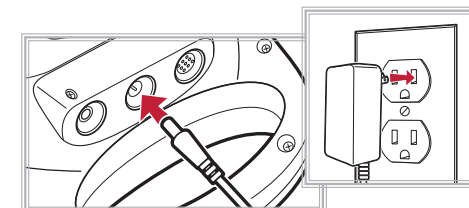
NOTE: The Expansion Port will allow you to attach future game play accessories.



2. Plug the RCA-type connectors into your TV. Make sure that you match the colors of the connectors (White = Audio Left, Red = Audio Right, Yellow = Video) to the colors of the ports that are on your TV.

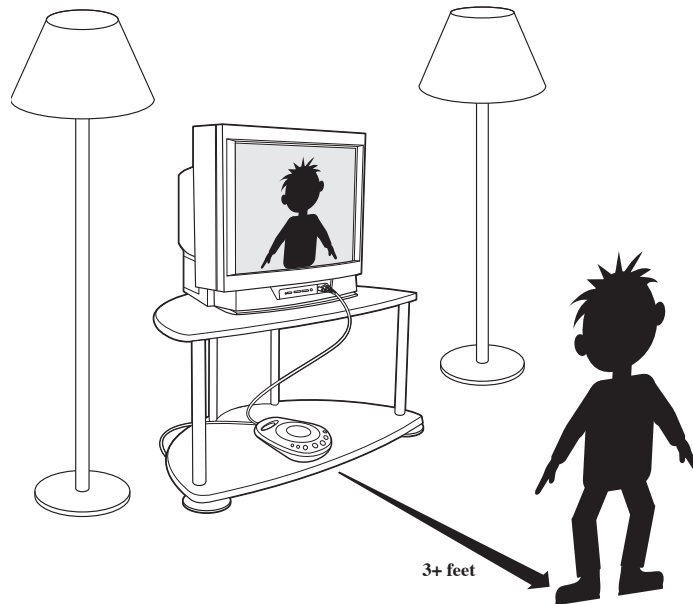
NOTE: You can connect the console through a VCR that is already attached to your TV if your TV does not have the tri-colored ports. Please refer to your VCR manual for proper instructions on doing this.

3. Plug the Power Adaptor into the socket on the Console.
4. Plug the Power Adaptor into a wall socket.



5. Place the Console on a flat surface where your child can easily access the control buttons.
6. Position the Console with the built-in camera towards your child and his/her play space.
 - Always ensure TV is placed securely on furniture as far back as possible as per enclosed Consumer Product Safety Alert.
7. Unroll the measuring strip a full 3 feet from the base of the TV. Your child should not stand any closer to the TV than this during play. Make sure your child is standing directly in front of the TV and that his/her body is aligned with the player outline on the TV once play begins. For optimal play, do not play any closer than this.
8. As a safety precaution, advise children to never touch TV. Always supervise children while using this system.

Make sure that the playing area is brightly lit.



TIPS

Make sure that the playing area is brightly lit.

Make sure there is no movement behind the player, as background motion may hinder game play.

For children of various heights, an adult should tilt the angle of the camera to adjust it to the child's height.

Make sure you have enough room to play. Consider the space around you and clear the area of any obstructions.

For ideal camera performance, your child should wear clothing that contrasts with the predominant color appearing in the background.

SPONGEBOB'S KRABBY PATTY SHOWDOWN™

GREAT FOR CHILDREN AGES 6-7

Plankton tries to steal the Krabby Patty formula by posing as SpongeBob! Make as many Krabby Patties as you can, as fast as you can, to prove to Mr. Krabs who the real SpongeBob is!



1. Game begins with animation sequence.
2. Select difficulty level by waving hand in front of icon.
3. Listen for Mr. Krabs to call out ingredients, and select the correct one. Help SpongeBob assemble a Krabby Patty.

LOOK AT WHAT YOU'LL LEARN!

LEARNING BENEFITS

Cognitive Reasoning

- Following Directions
- Memory Building

Literacy

- Word-Object Association

LEVELS OF PLAY

As the levels increase, you will need to pay closer attention to orders coming in for Krabby Patties. The more levels you master, the more ingredients you will need to memorize! The game identifies ingredients first by pictures, then by words.

DORA'S SOCCER PRACTICE™ *

GREAT FOR CHILDREN AGES 4-5

You're the goalie! Listen for Dora to call out the flag colors on the goal post, in English and Spanish, and quickly reach out with your arms and use your hands to keep the soccer ball out of the goal. Move, jump and wave to block the soccer ball.



1. Game begins with animation sequence.
2. Select difficulty level by waving hand in front of icon.
3. Go to the backpack to find the soccer ball.
4. Dora tells her friends where to kick the soccer ball. Block each kick.

LOOK AT WHAT YOU'LL LEARN!

LEARNING BENEFITS

Cognitive Reasoning

- Color Recognition
- Object Recognition

Literacy

- Basic Spanish

Social Development

- Teamwork

Math & Logic

- Counting

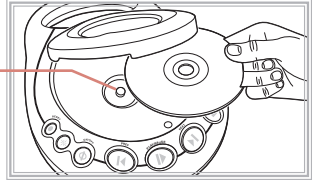
LEVELS OF PLAY

You'll need to know your colors in English and Spanish to stop the shots. The soccer balls fly faster with each level, so stay on your toes! The levels go from all English to a mix of English and Spanish, to all Spanish.

LOADING AN ACTIVE LEARNING DISC

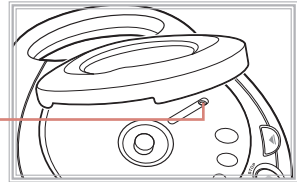
First, press the ON button to turn the Console on. The power indicator light (On Button) should glow.

1. Press the Open button.
2. Insert an Active Learning Disc. Make sure that the Active Learning Disc snaps into place on the **center spindle**.
3. Gently close the lid of the console until you hear a click.



NOTE: To remove an Active Learning Disc, first press the Open button, then place your forefinger on the center spindle while your thumb rests on the edge of the disc. Gently lift the disc up off the center spindle and out of the console.

NOTE: Please be careful not to touch the **lens** when inserting an Active Learning Disc.



CAMERA LIGHTING RECOMMENDATIONS

The camera's ability to detect your child's body movements depends upon there being a significant difference in lighting between your child and the background.

FOLLOW THESE HELPFUL HINTS:

- Make sure your central source of light is coming from the front, pointing towards your child, not towards the camera or TV screen.
- If your child's on-screen image looks too dark, switch on all available lighting in the room and point it towards your child.
- If your child's on-screen image looks too bright, close any curtains and use artificial light instead.
- Where artificial light is the primary source of illumination, concentrate all available light on your child.
- If possible, avoid low-energy bulbs and fluorescent tubes, as these tend to flicker, which the camera could interpret as movement.
- Do not set up the console with built-in camera so that it is pointing directly towards a strong light source (for example, a lamp or direct sunlight) as it could affect the camera's function.

BRIGHTNESS BUTTON

To adjust the Brightness level of the Console's built-in camera:

1. Press the Brightness button: the game will pause for one second and clear the screen of all graphics.
2. The current brightness level will be represented by onscreen light bulb icons. The default setting is for moderate brightness, or two (2) light bulbs.
3. To adjust brightness, press the Brightness button again, and the game will pause for another second. One touch to the Brightness button raises the Brightness to three (3) light bulbs; two touches to the Brightness button adjusts the brightness to one (1) light bulb, the lowest setting.
4. Continue to touch the Brightness button until you have adjusted the brightness appropriately. The game will then resume where paused.

ACTIVE LEARNING DISC

This Active Learning Disc features 4 action-packed, fun games that help keep your child fit while having fun! Now your child can jump, stretch, dance and move to control the action in each learning adventure!

LEVEL OF PLAY

Each game presents three levels of play, which increase in difficulty. At the beginning of each game, please select your desired level.

ION INTRODUCTION

When you first turn on your ION EDUCATIONAL GAMING SYSTEM™, instructions will appear to help prepare you for the games.

1. Roll out the measuring strip the full 3 feet.
2. Be sure to completely clear the play area.
3. Stand behind the measuring strip at all times.

When the Main Menu screen appears, pick the mini-game you'd like to play!

BLUE'S BIRTHDAY BOOGIE WOOGIE™ *

GREAT FOR CHILDREN AGES 4-5

Dance along with Frederica to fill the Boogie Meter. Freeze when Boogie says "Woogie!" Learn how to dance, listen for directions and play along with your friends.



1. Game begins with animation sequence.
2. Select difficulty level by waving hand in front of icon.
3. Touch stars to advance the Boogie Meter.
4. Dance when you hear "Boogie," and freeze when you hear "Woogie." Moving during "freeze" period lowers Boogie Meter.
5. Play until the Boogie Meter is full!

LOOK AT WHAT YOU'LL LEARN!

LEARNING BENEFITS

Cognitive Reasoning

- Follow Directions

Healthy Habits

- Physical Fitness

Creativity

- Dance Movements

LEVELS OF PLAY

Boogie will say "Woogie" more often, so you need good ears and fast feet! Dance to the music as it speeds up and freeze when you hear "Woogie."