

PLAYSKOOL

Light Up Picture Maker

Learning Steps™

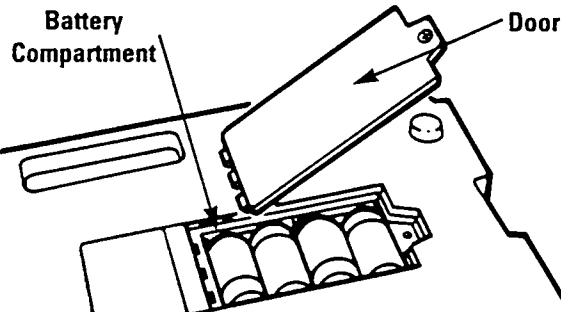
Includes: Light Up Picture Maker, 6 design disks (30 different images), paper and pencil.
Phillips screwdriver required for battery placement (not included).



Questions? Call:
1-800-PLAYSKL

Ages 4 & Up

BATTERY PLACEMENT



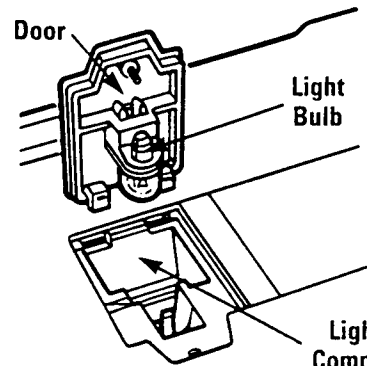
The Light Up Picture Maker requires 4 "C" batteries (not included). The battery compartment is located on the bottom of Picture Maker. Use a Phillips screwdriver to loosen (but not remove) the screw that secures the battery compartment door, and remove door.

Insert 4 "C" batteries into the battery compartment, following direction indicators inside compartment. Replace door and re-fasten with the screwdriver.

CAUTION: TO AVOID BATTERY LEAKAGE:

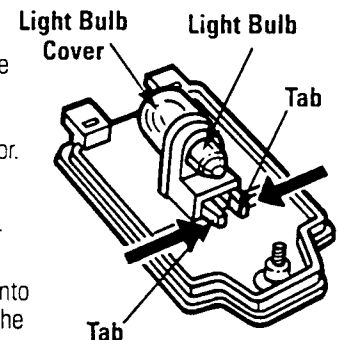
1. Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
2. Never mix old batteries with new batteries, or alkaline, standard (carbon-zinc) or rechargeable batteries.
3. Always remove exhausted or dead batteries from product.
4. Remove batteries if product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

REPLACING THE LIGHT BULB



The Light Up Picture Maker is equipped with a standard PR-12 light bulb (available in most hardware stores). The light bulb compartment is located next to the battery compartment.

When the bulb needs to be replaced, use the screwdriver to loosen the compartment door, lift up and remove door. The light bulb is attached to the bottom of the door.



Remove the light bulb cover by squeezing the tabs between your thumb and forefinger. Replace bulb, snap light bulb cover back into place, and re-fasten the door to the light bulb compartment.

PLAY INSTRUCTIONS

Place a piece of paper on the drawing board, and turn on the light (the ON/OFF switch is on the right hand side). Choose a design disk, and place it on the carousel underneath the drawing board. (For a smaller image, place disk with the rim edge facing down. For a larger image, flip the disk over and place it with the rim edge facing up.)

Turn carousel to project any of the 5 pictures on each disk up onto the drawing board. Use the pencil to trace the silhouette onto the paper. Move the paper to place the image where you want it to go.

NOTE: To avoid scratching the surface of the drawing board, do not use ballpoint pens with the Light Up Picture Maker. Also, periodically clean the drawing surface with a soft, water-dampened cloth.

TIPS FOR PARENTS:

When your child first starts to create with the Light Up Picture Maker, we encourage you to sit with him/her and help. Here are some suggestions to add to the fun:

- Combine different pictures from the disks to create complete scenes!
- Draw your own pictures around the images from the disks — add clouds, trees, stars, etc.
- Use crayons (not included) to color in the pictures you and your child create.

To continue the picture-making fun, look for Light Up Picture Maker Disk Sets! Each package contains 6 design disks (30 different images). Four fun themes: Sports & Travel, Animal Art, Scary Creatures, or Greeting Cards (each available separately).

The Light Up Picture Maker also fits right into Playskool's All-in-One-Fun Learning Center! Just place the Learning Center in the desk position, remove the play top, and place the Picture Maker in the recessed area in desk.

