

OVER 12 months
06180

PLAYSKOOL

Magic Screen Learning Desk™

Thank you for buying this PLAYSKOOL brand product!

Adult assembly required.

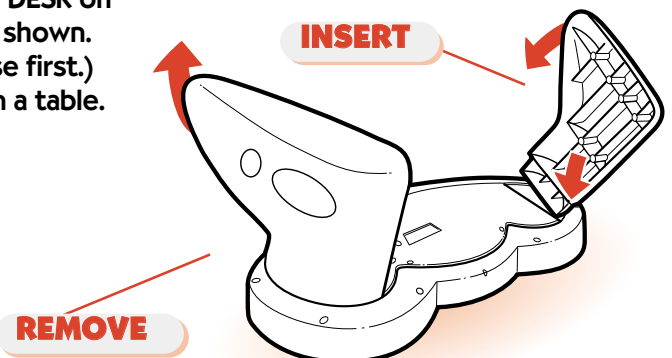
Includes 3 x 1.5V "C"/RI4 batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) required for battery replacement.

ADULT PLEASE NOTE: : THIS PRODUCT IS SHIPPED IN "DEMO" MODE. PULL OUT AND REMOVE TAB FROM UNDERSIDE OF BASE FOR FULL USE AT HOME.



IT'S A FLOOR TOY OR TABLE TOY!

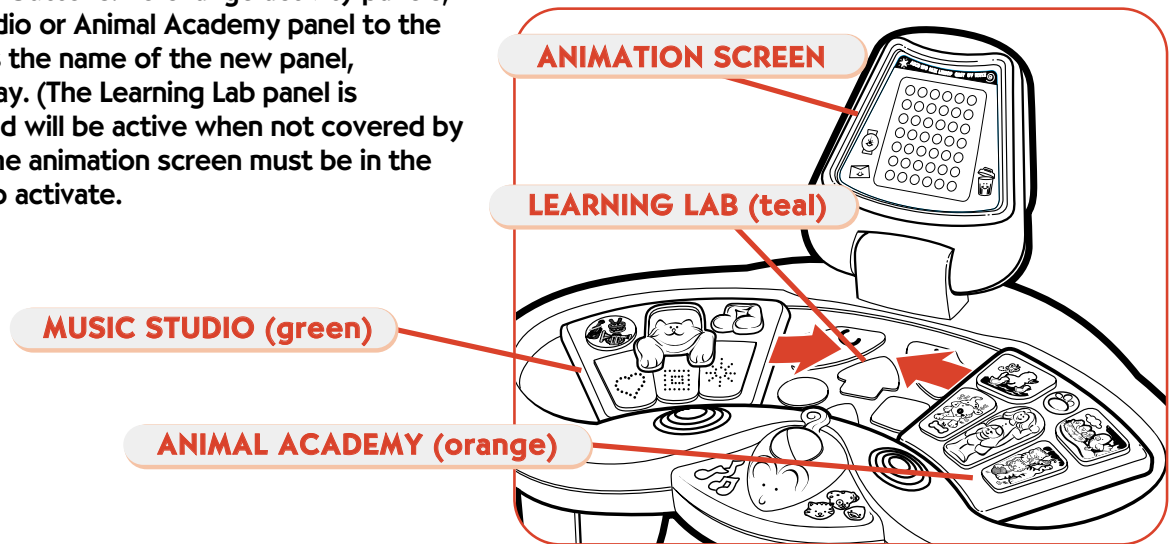
To play with the MAGIC SCREEN LEARNING DESK on the floor, snap the legs into the base as shown. (Insert side of leg with bump into base first.) Remove the legs to use the toy on a table.



TO PLAY

CHOOSE AN ACTIVITY PANEL

The MAGIC SCREEN LEARNING DESK offers a choice of 3 fun activity panels, each with a different learning theme and play experience. Whichever panel is in the center (under the animation screen) will activate the screen and sounds when you press its buttons. To change activity panels, simply slide the Music Studio or Animal Academy panel to the center. A voice announces the name of the new panel, indicating it is ready for play. (The Learning Lab panel is stationary in the center and will be active when not covered by the left or right panels.) The animation screen must be in the "up" position for the toy to activate.



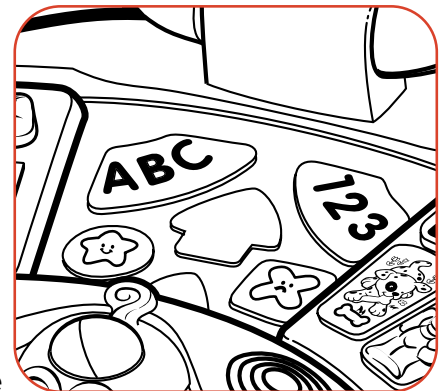
LEARNING LAB

Discover early learning concepts – letters, numbers, shapes and colors.

- Press the "ABC" or "123" button to see a letter or number build on the animation screen as a voice identifies it. Then, watch as a word that begins with the letter is animated, or as fireflies count out the number. Press again to discover the next letter or number!
- Press the "ABC" or "123" button in rapid succession to quickly scroll through the letters or numbers as their images flash across the screen and a voice identifies them.
- Press a "shape" button to experience one of the following responses:
 - see the shape on the screen and learn its name;
 - learn the color of the shape;
 - hear a silly sound and see the shape disappear.

Continue to press the "shape" button to scroll through all 3 responses.

- Fun sounds, whimsical animations and happy melodies add to the play experience. Scroll all the way to the letter "Z" then press one more time to be rewarded with the "ABC's" melody; scroll all the way to the number "10" then press one more time to be rewarded with the "Counting Fireflies" melody.



MUSIC STUDIO

Experience the magic of music with favorite tunes, musical instrument sounds, and fun matching games.

• Musical Notes...

Press the "musical note" button to hear a song accompanied by bright, dancing lights on the animation screen.

Play along with a song by pressing the white piano keys or "instrument" button.

• Instruments...

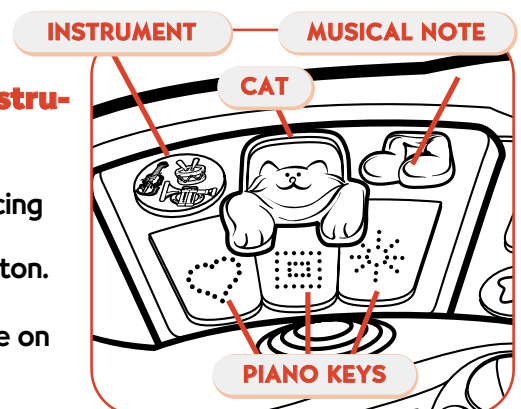
Press the "instrument" button to hear a musical instrument and see an image on the screen.

• Piano Keys...

Press the piano keys to play different piano notes, while fun images appear on the screen.

• Copycat®...

Press the "cat" button to play Copycat. A piano tone will sound and a column of lights appears on the screen above a piano key. Press the piano key (left, right or middle) that matches the column of lights and the sound.



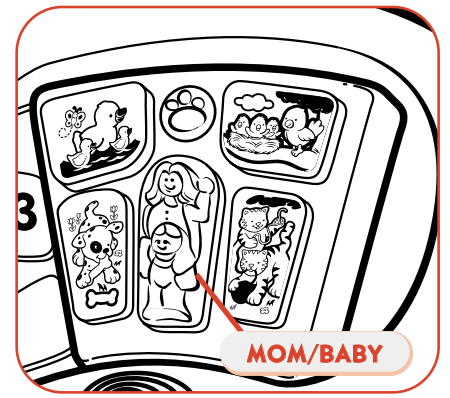
ANIMAL ACADEMY

Explore the world of animals through their names, sounds and favorite things.

- Press an "animal" button to experience one of the following responses:
 - see the animal on the animation screen and hear its name and the sound it makes;
 - hear a count of the number of animals shown on the button and the animal's sound;
 - learn about the animal's favorite object or activity, and see a fun animation;
 - hear a special tune for the animal, accompanied by the animal's sound.

Continue to press the "animal" button to scroll through all 4 responses.

- Press the "mom/baby" button to explore opposites. For example, mom will say "hello" and baby "goodbye." (Press top of button to hear mom, and bottom of button to hear baby.) The screen will animate with visuals to match the spoken words. Press mom or baby twice to advance to the next pair of opposites.



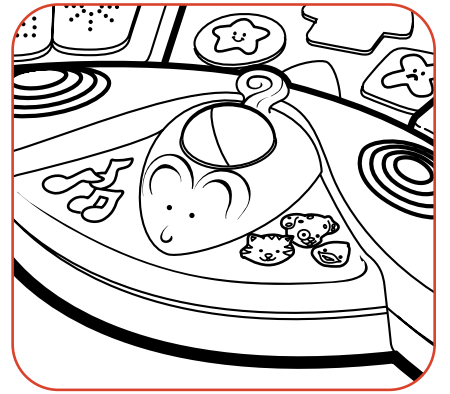
PROFESSOR MOUSE™

Spin PROFESSOR MOUSE for lots of fun sights and sounds plus memory developing activities to play with your child.

Note: It may be necessary for your child to lightly press the mouse as he or she spins it.

Identification Game (All activity panels.)

- Spin the mouse to quickly scroll through images and sounds that correspond to the content of the active panel (such as musical instruments if the Music Studio panel is in the center). The last image animates on the screen, along with lights and sounds, but is not identified so that you can ask the child if he or she can name it.
- Spin a second time to hear the image's identity as it reappears on screen.
- A third spin when the Learning Lab panel is active will show the image and say its first letter. In the other two panels, the third spin scrolls forward to a new image and sound to identify.

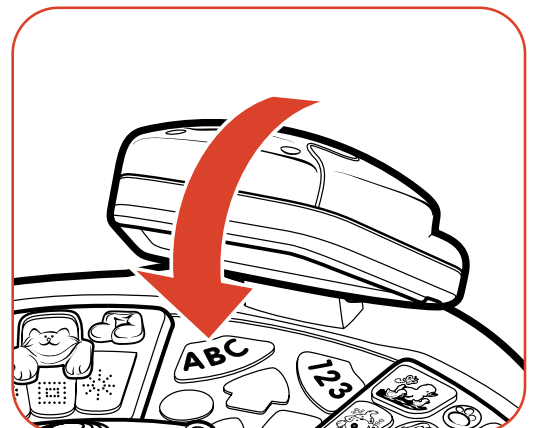


Counting Game (Learning Lab panel only.)

- When the Learning lab panel is active, a set of buzzing fireflies will sometimes appear after a spin of the mouse. When they stop flying, it is time to count them. A fun sound is heard as the fireflies twinkle one at a time.
- Spin a second time to hear a voice count as each firefly twinkles.
- Spin a third time to see the fireflies form the number that matches the count.

SHUT-OFF/PEEK-A-BOO

- To turn off the toy manually, simply push the screen into the "down" position as shown. A voice will say "Bye-bye" and the toy will shut down. Lift the screen to the "up" position to reactivate at any time.
- To play peek-a-boo, push the screen down as if to turn the toy off (you'll hear "Bye-bye!"). Quickly reopen the screen to see a smiling face and hear "Peek-a-boo!"
- To save battery life, the toy will turn off automatically (with the screen up) after approximately a minute of inactivity. Before turning off, it will play through several screen savers such as swimming fish and fireworks, then say "Bye-bye" as the face descends from the screen. Reactivate at any time by pressing any key on the "active" panel.



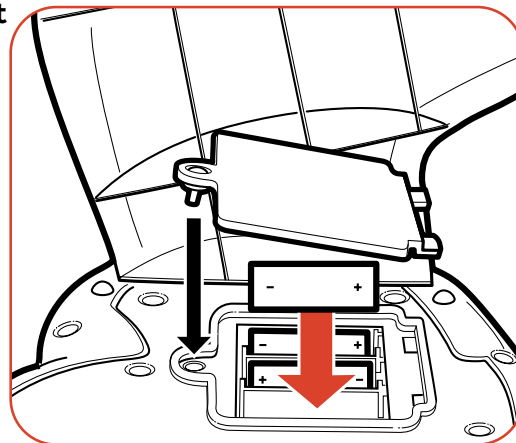
TO REPLACE BATTERIES:

Use a Phillips/cross head screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door. Remove old batteries and insert 3 x 1.5V "C"/LR14 alkaline batteries. Replace door and tighten screw.



CAUTION: TO AVOID BATTERY LEAKAGE

- 1) Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
- 2) Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
- 3) Always remove weak or dead batteries from the product.



IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.

Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

HELPFUL HINTS

IMPORTANT RESET NOTE:

- If the electronics suddenly "freeze" (stop functioning), the toy will need to be reset. To activate the reset button, insert the end of a paper clip into the hole labeled "RESET" on the bottom of the toy. If reset does not work, replace the batteries.
- The batteries that come with the MAGIC SCREEN LEARNING DESK are for in-store demonstration purposes and may not last as long as replacement batteries.

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