

PLAYSKOOL

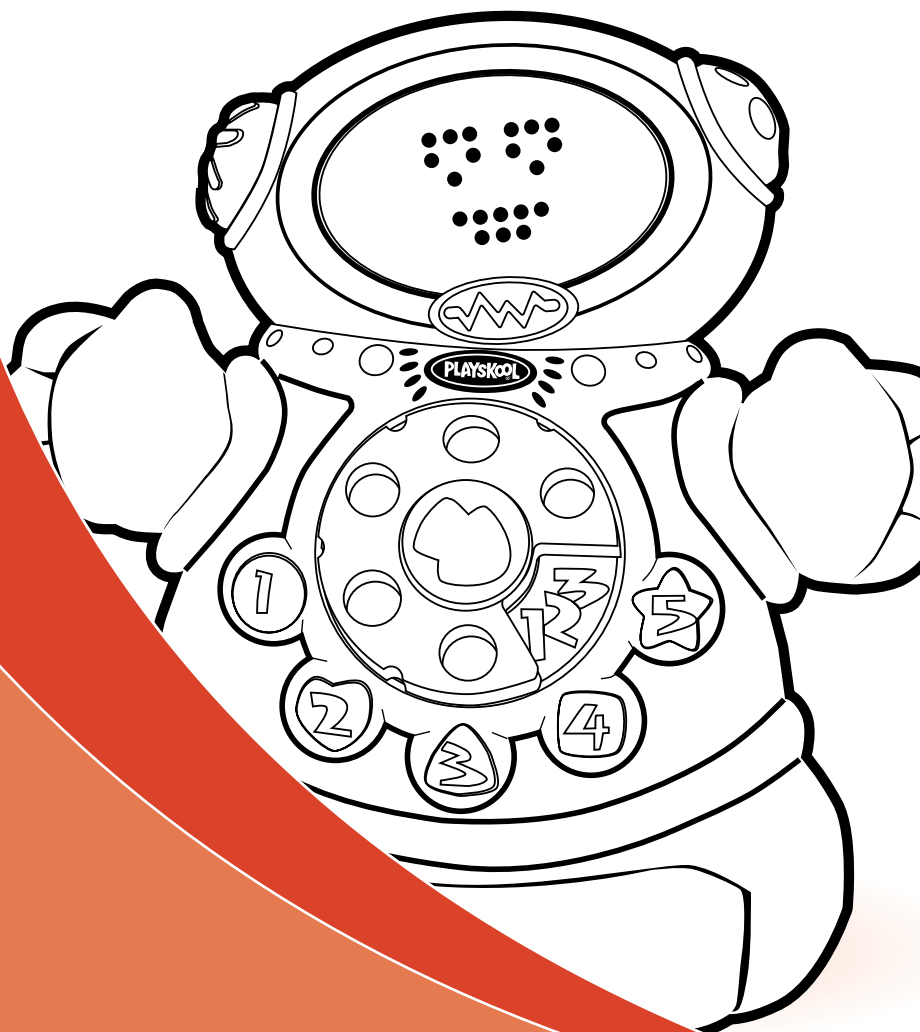
Magic Screen Learning Pal™

Thank you for buying this PLAYSKOOL brand product!

Includes 3 x 1.5V "AA"/R6 batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) required for battery installation.

Includes MAGIC SCREEN LEARNING PAL unit, stabilizer, and 4 screws.

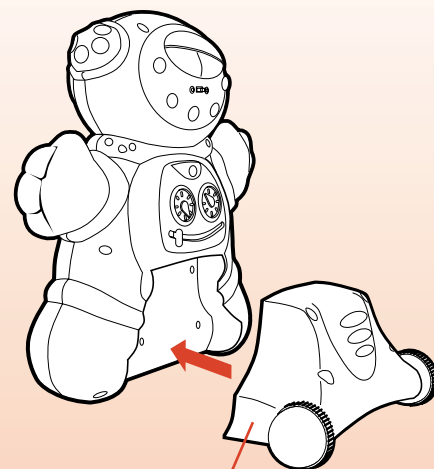
⚠ CAUTION: This product contains screws which are small parts which are necessary for assembly. Prior to and during assembly of this product, keep small parts out of children's reach. Small parts pose a choking hazard to children under 3 years.



Adult assembly required.

TO ASSEMBLE

Fit stabilizer onto back of unit.
Tighten 4 screws into stabilizer and unit to secure.



STABILIZER

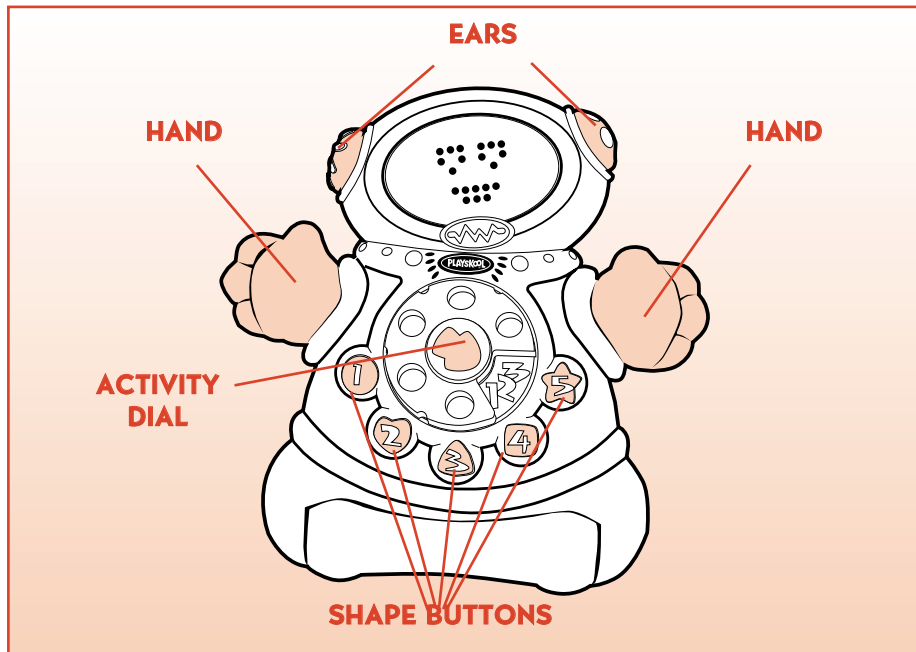
TO PLAY

The MAGIC SCREEN LEARNING PAL toy is an interactive, light-up friend who engages and entertains your child with fun games and learning activities!

CHOOSE A STAGE

This special toy features activities in 2 stages - Basic and Advanced. Toddlers can enjoy simple yet captivating play in the Basic stage; preschoolers can engage in more complex, challenging play in the Advanced stage.

ADULT PLEASE NOTE: THIS PRODUCT IS SHIPPED WITH SWITCH SET TO "1" (BASIC STAGE). TO CHANGE STAGE, MOVE SWITCH TO "2" (ADVANCED STAGE).

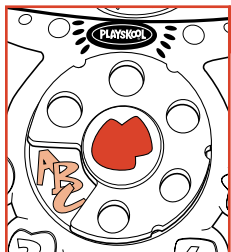


DIAL UP AN ACTIVITY

Turn the dial on the robot's tummy to see a picture that corresponds to each of the 6 different activities available.

Basic Stage

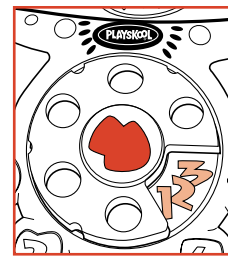
Dial up any of the activities below for a fun learning experience for toddlers.



Letters

Recognize and recite the alphabet!

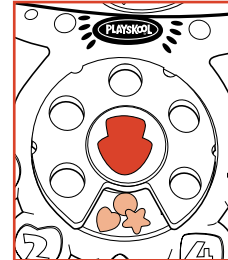
- Robot sings the complete ABC song, while the letters appear on the screen in time to the music. Press either hand to start the ABC song from the beginning.
- Press any shape button to hear the first segment of the ABC song ("ABCD"). Press any shape button again for the next segment, and continue pressing the shape buttons for the complete song.
- Press either ear to advance the alphabet just one letter at a time.



Numbers

Learn number recognition!

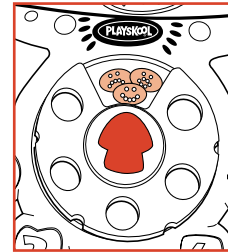
- Robot sings a counting song.
- Press any of the shape buttons. Press the shape button on the screen, the number of dots that shape you pressed.
- Press either ear or hand to hear the number of dots.



Shapes & Colors

Identify shapes and colors!

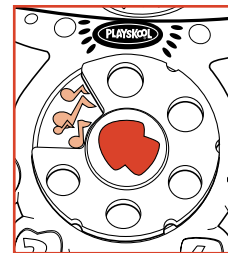
- Robot recites a shape and color. Press a button.
- Robot will then identify the shape. Press the hands and buttons press again for shapes.



Funny Faces

Explore emotions and facial identification!

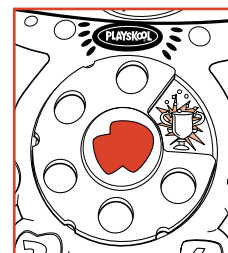
- Robot tells how he feels.
- Press each of the shape buttons to see an emotion or feeling - circle=silly, square=sleepy, triangle=robot hiccup, sneeze and so on.
- Press his ears or hands to hear funny sounds that go with the emotion. For example, if he is happy, make him giggle or his



Music

Experience 7 different tunes and visuals!

- Robot starts the music.
- Press right or left hand to hear a different tune.
- Press any of the shape buttons to see other 5 songs.
- Press ears to make funny sounds.



Games

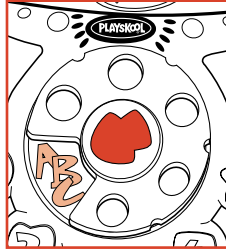
Find the hiding robot!

- Robot plays hide-and-seek. The robot disappears from the screen. Press the button he is hiding behind to find him.
 - If the face disappears from behind one of the ears, press that ear.
 - If the face disappears from behind one of the hands, press that hand.

When you press the correct button, he says "a-boo! You found me!" and reappears on the screen. He then hides again.

Advanced Stage

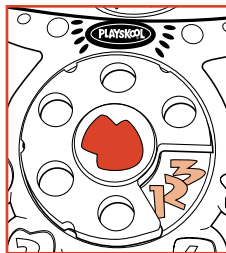
Dial up any of the activities below for a captivating learning experience for preschoolers.



Letters

Sing along with the ABC song, or identify the letters of the alphabet!

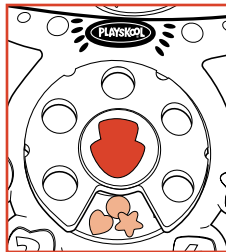
- Press the green hand to hear the complete ABC song, or the red hand to move to the ABC learning quiz.
- Press the green hand to hear the complete ABC song.
- Press the red hand for the ABC learning quiz. If the learning quiz is selected, the robot tests you on letter recognition by showing a letter and asking if it is a certain letter. Respond yes or no by pressing the hands (green is "yes," red is "no"). Robot responds by telling if the answer is right or wrong, and then asks about a new letter. After three letters, the robot will ask if you want to play again. Helpful Hint: Press either ear to hear the correct name of the letter shown.



Numbers

Sing along with the counting song or play a counting game!

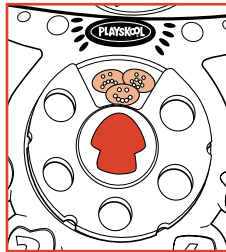
- Press the green hand for the counting song. The robot sings a song as a number of dots are displayed.
- Press the red hand for the counting game. The robot will display a number of dots and then ask if the dots are a specific number. The robot will display a number of dots and ask you to press the button with the right number. The robot rewards or corrects depending on the answer given. Helpful hint: Press either ear to count the dots along with the robot.



Shapes & Colors

Play 3 different shape or color games!

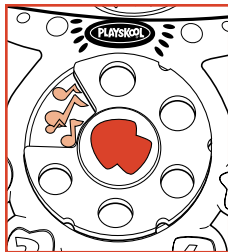
- Press the green hand to play color spy, or the red hand to move to the other games.
- Play color spy when the robot says, "I spy something blue (or other color). Press a button and the robot rewards or corrects, depending on the color of the shape button, ear or hand selected.
- Play shape spy when the robot says "I spy a square (or other shape). Robot rewards or corrects depending on the shape of the button selected.
- Play the shape game when the robot asks if the shape on the screen is a certain shape. Press the green hand for "yes," or red for "no." The robot rewards or corrects depending on the answer given. Helpful Hint: Press any shape to hear its name before answering "yes" or "no."



Funny Faces

Explore emotions and feelings through sight, sound and identification!

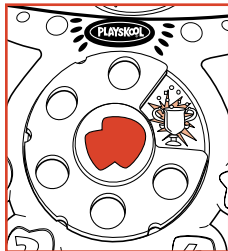
- Press either hand to find out how he is feeling. Each press of the hand brings one of 4 emotions or feelings – happy, sad, silly or sleepy.
- Press the ears for additional faces or sounds for each emotion or feeling.
- Press a shape button for a response such as a giggling or crying. Then press the same button again to hear the name of the emotion or feeling.
- Press the star button to make the robot wink, blink, hiccup, whistle or sneeze.



Music

Create a song and play it back!

- Press the shape buttons to create a song, then press the green hand to play it back! (Each shape button becomes a musical note.)
- Press either ear to hear one of 7 songs.
- Press the red hand to make fun sound effects.



Games

Test learning skills by playing 3 different games!

- Press the green hand to play shape match, or the red hand to play the catch game or COPY CAT®.
- To play shape match, the robot will call out a shape and you must press that shape before the robot calls out another shape. If the answers are correct, the succeeding rounds move along faster to provide more of a challenge. If you get 10 shapes in a row correct, you win!
- To play the catch game, a dot will descend on the screen, and you must press the ears or hands to move the "cup" at the bottom of the screen to "catch" the dot before it hits the bottom. The game will move along faster if you are successful. If you catch 10 in a row, you win.
- To play COPY CAT, the robot will light up either the left or right half of the screen in a sequence. Match the sequence by pressing the corresponding ear (make sure to wait for the robot to tell you to "go"). Get 5 in a row correct to win.

Help Hint: If you want the robot to repeat the pattern, press any shape button.

SHUT-OFF

- To save battery life, the toy will shut off if it is not activated for more than 2 minutes. It will prompt you to play a few times before turning off. Reactivate at any time by pressing a button.
- To prevent accidental activation, slide the switch on the back of the toy to OFF.

HELPFUL HINTS

- The batteries that come with the MAGIC SCREEN LEARNING PAL toy are for in-store demonstration purposes and may not last as long as replacement batteries.
- If the toy functions improperly, replace the batteries (be sure to use alkaline).

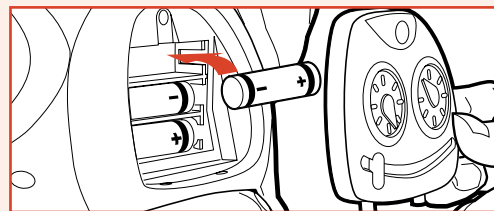
FCC STATEMENT

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.

TO INSTALL BATTERIES:

Using Phillips/cross head screwdriver, loosen screw in battery compartment cover (screw stays attached to cover). Remove cover. Remove and discard old batteries. Replace with 3 fresh "AA"/LR6 (1.5V) alkaline batteries. Replace cover 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.



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