

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.



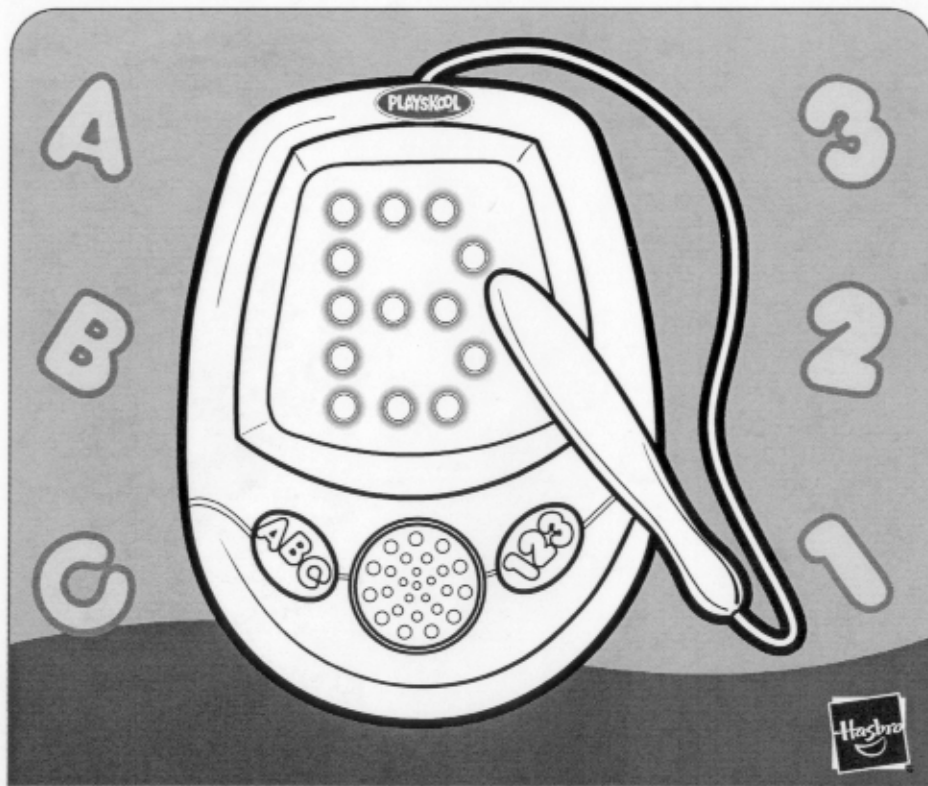
OVER 12 months

5507

Magic Screen Palm Learner™

Thank you for purchasing this Playskool® brand toy!

Includes 3 "AA" R6 (1.5V) batteries. Phillips (crosshead) screwdriver (not included) required for battery replacement.



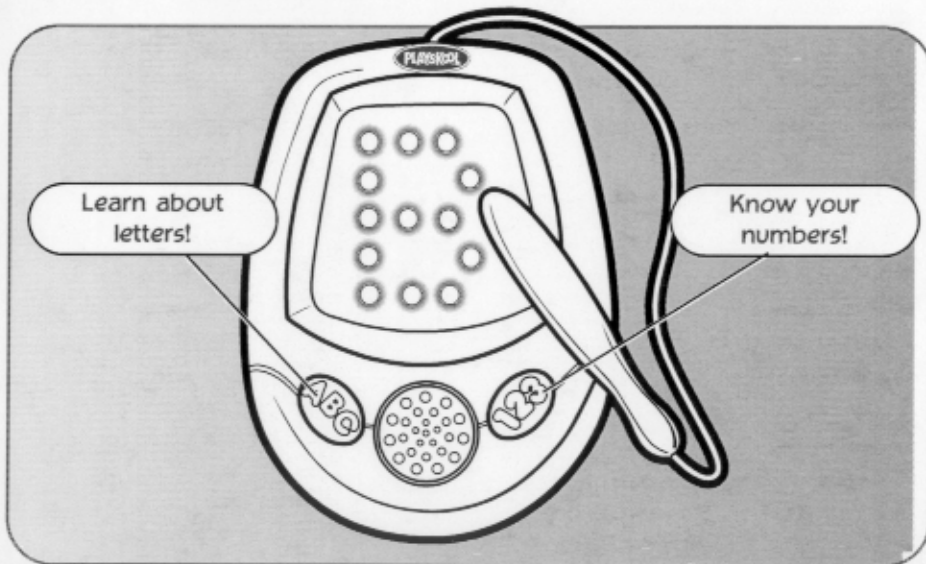
TO PLAY

This toddler-styled pretend planner teaches your child letter and number recognition with speech, sound effects and light-up images!

- Learn letters!
 - Press the "ABC" button to hear 3 letters at a time.
 - Press the screen with the "stylus" or by hand to hear part of the letter song.
 - Move through all the letters of the alphabet to be rewarded with the complete letter song!
- Learn numbers!
 - Press the "123" button to hear 2 numbers at a time.
 - Press the screen with the "stylus" or by hand to hear part of the number song.
 - Move through all the numbers (up to 10) to be rewarded with the complete number song!
- Change Mode!
 - Change to letter or number mode by pressing the "ABC" or "123" buttons.

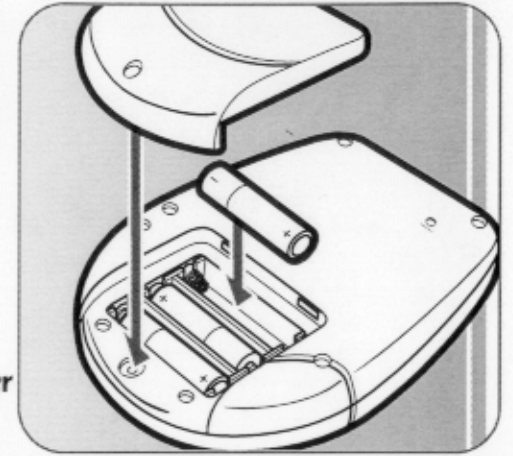
The toy will automatically shut off after approximately 15 seconds of inactivity.

Note: If the electronics suddenly "freeze" (stop functioning), the toy will need to be reset. Insert the end of a paper clip into the hole labeled "RESET" on the back of the toy. If reset does not work, replace the batteries.



TO REPLACE BATTERIES

Using Phillips (crosshead) screwdriver, loosen screw in battery compartment cover (screw stays attached to door). 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 item 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 BATTERY.