



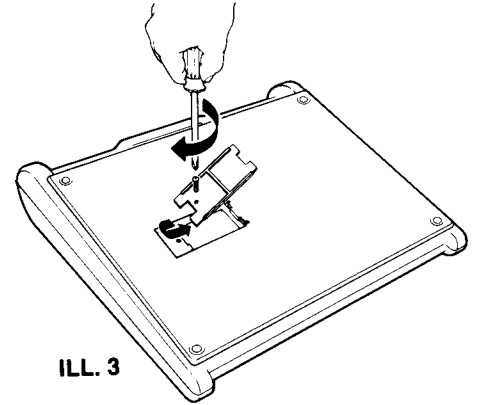
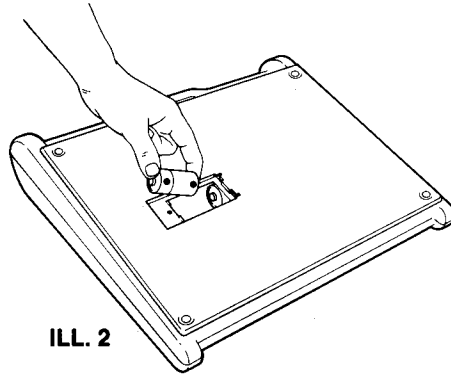
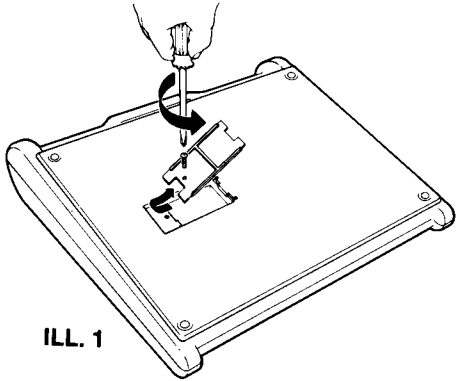
**TALKING  
FUN-TO-LEARN™ LETTERS  
INSTRUCTIONS**

## INTRODUCTION

Fun-To-Learn Letters is a complete learning program that teaches letter recognition and basic spelling! It's a fun, easy-to-use system for children and adults to enjoy together. Fun-To-Learn Letters make it easy for children to learn and discover the ABC's by themselves, too.

### HOW TO INSERT BATTERIES

1. Turn "Fun-To-Learn Letters" over. Using a Phillips Head screwdriver, remove screw from battery compartment door. Slide compartment door open, then remove door. (ILL. 1)
2. Insert 4 "D" size alkaline batteries into compartment. Place batteries as indicated in compartment. (ILL. 2)
3. Replace door on compartment opening. Replace screw. (ILL. 3)

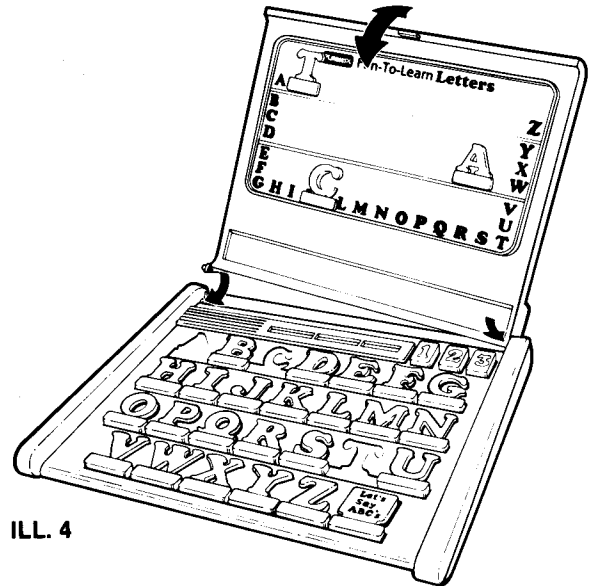


### HOW TO OPERATE FUN-TO-LEARN LETTERS

Separate all of the letter playing pieces and discard the excess plastic.

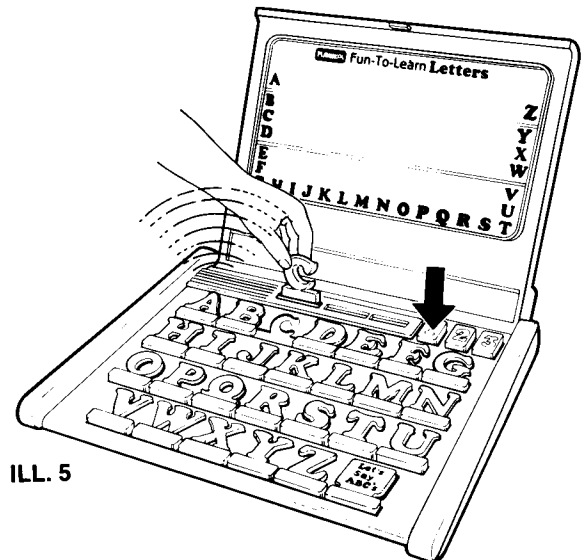
Lift up yellow cover. Ledges on inside of cover can be used to hold letters. If cover comes off, snap posts on sides of cover into holes on game board. When finished playing, close cover securely. (ILL.4)

**NOTE: WHEN PLAYING ALL GAMES, PRESS EACH PIECE FIRMLY AND EVENLY INTO SLOT. WAIT UNTIL THE VOICE STOPS TALKING BEFORE INSERTING A NEW PIECE INTO THE SLOT.**



### Game #1 ABC

1. Press "Game button 1". The electronic voice says "ABC".
2. Insert a letter into any of the three slots. The voice will identify the letter and a word that begins with that letter. The voice will continue to identify a letter each time you insert one into a slot. (ILL. 5)
3. Insert the "Let's Say ABC's" piece into any slot. The voice will recite the alphabet.
4. You can continue to play this game or you can select game button "2" or "3". Wait until the voice stops talking before choosing a new game. If you stop playing, the machine will automatically turn off after approximately 3 minutes of silence to conserve batteries.



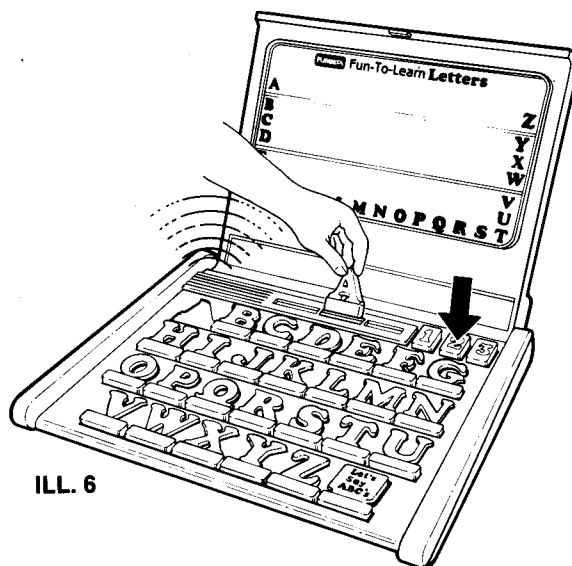
## Game #2 FIND THE LETTER

Press "Game button 2". The voice will ask you to find a specific letter. Press game button "2" again if you want the question repeated. Insert the correct letter into any slot. (ILL. 6)

When you insert the correct letter, the voice will identify it then respond . . . "GREAT".

If you select the wrong letter the voice will identify the letter then respond . . . "UH, OH TRY AGAIN". The voice will continue to ask for the same letter until it is correctly inserted into a slot.

The voice will then ask you to find another letter. The game will continue until you select another game or until you stop playing. Wait until the voice stops talking before pressing another game button.



ILL. 6

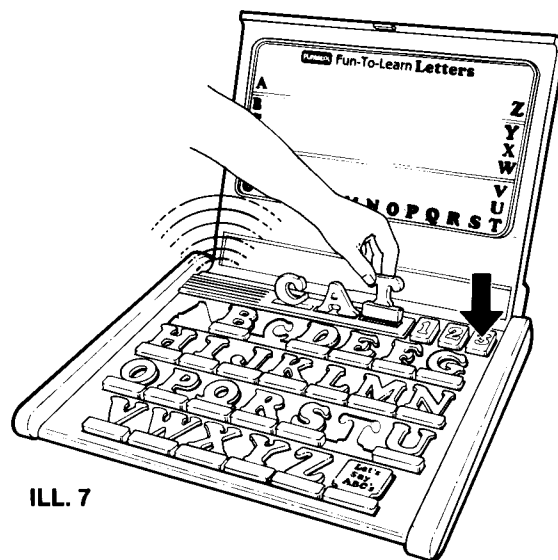
## Game #3 SPELL THE WORD

Press "Game button 3". The voice will ask you to spell a word. Press game button "3" again if you want the question repeated. Insert the correct letters into the slots needed to spell the word. (ILL. 7)

If you spell the word correctly, the voice will identify each letter then respond . . . "GREAT". It will then ask you to spell a new word.

If you place an incorrect letter in a slot the voice will identify it then immediately respond . . . "UH, OH TRY AGAIN". If you choose an incorrect letter two times within the same word, the voice will spell the word correctly for you. It will then ask you to spell a new word.

The game will continue until you select another game or until you stop playing. Wait until the voice stops talking before pressing another game button.



ILL. 7

### How to use "Let's Say ABC's" piece

Press "Game button 1". The voice will say "ABC". Insert "Let's Say ABC's" piece into any slot. The voice will then recite the entire alphabet.

### "AUTOMATIC OFF"

Game shuts off automatically after approximately 3 minutes of silence to conserve batteries.

## IMPORTANT:

Play with and store Fun-To-Learn Letters, in temperatures below 110° F. Do not leave Fun-To-Learn Letters in a closed car or in direct sunlight.

## FCC NOTICE:

This equipment generates and uses radio frequency energy and if not used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designated to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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 the receiving antenna.

Relocate Fun-To-Learn Letters with respect to the receiver.

Move Fun-To-Learn Letters away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet, prepared by the Federal Communications Commission, helpful:

"How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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## LIMITED WARRANTY ON TALKING FUN-TO-LEARN™ LETTERS

Playskool, Inc. warrants to the original purchaser of this product that the product will be free of defects in material or workmanship for 90 days from the date of original purchase. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

To obtain warranty service on your Fun-To-Learn Numbers, Shapes and Colors please call our toll free hot-line number 1-800-237-0063 and ask for Consumer Service so that we can provide you with instructions. If you are calling within Rhode Island dial 726-4100. If the unit is returned to us for service, you must pay the postage for mailing it to us. Playskool will pay the cost of returning the product to you.

**PLEASE DO NOT RETURN YOUR UNIT TO THE RETAILER. DO NOT RETURN THE UNIT TO ANY ADDRESS WITHOUT AUTHORIZATION FROM PLAYSKOOL, INC. CONSUMER SERVICE DEPARTMENT.**

During the 90-day warranty period, any defective product will either be replaced (not necessarily with a new product) or repaired at our option without charges to the purchaser.

### Post Warranty Repair Policy

After the 90 day warranty period has expired, Playskool, Inc. will, for a period of one (1) year from the date of purchase, either repair or replace (not necessarily with a new product) your Fun-To-Learn Letters on the condition that you obtain authorization from the Playskool Consumer Service Department. Ship the unit prepaid to the address provided along with proof of purchase date and your check or money order in the amount of \$10.00. Playskool, Inc. shall not be obligated to perform this service if the Fun-To-Learn Letters has been abused, misused, improperly serviced, or damaged due to accident.

Playskool, Inc. will not be held liable for loss of the product or other incidental or consequential costs, expenses, or damages incurred by the original purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state.

Before returning your Fun-To-Learn Letters for repair, we recommend that you read the instructions carefully and test your product with fresh, strong alkaline batteries.