

BIRTH+
09012 Asst.

PLAYSKOOL



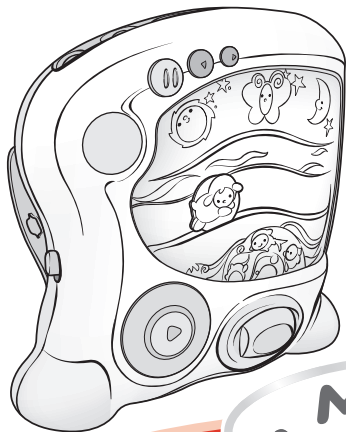
CAUTION:

When toy is used in crib, the crib sides should be raised and the crib mattress should be in one of the lower positions.

Day to Dream Soother™*

**Thank you for choosing this
PLAYSKOOL product!**

Please keep this instructions booklet for future reference, as it contains important information for using your **MADE FOR ME DAY-TO-DREAM SOOTHER**.



x3

1.5V D or LR20 size
NOT INCLUDED

ALKALINE BATTERIES REQUIRED

Phillips/cross head screwdriver (not included) needed to insert batteries.

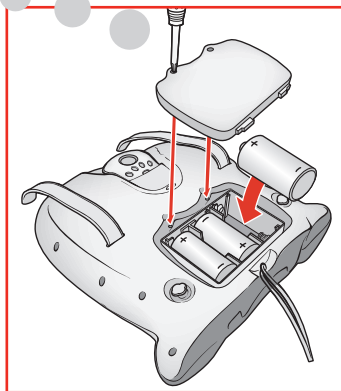
Made
for **Me**

TM*

▶ TO INSTALL BATTERIES

To begin using this product, you must first install the batteries.

Using a Phillips/cross head screwdriver (not included), loosen screw in battery compartment cover (screw stays attached to cover). Insert 3 x 1.5V "D" or LR20 size alkaline batteries (not included). 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 batteries 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.

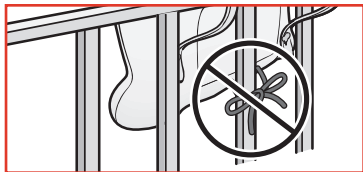
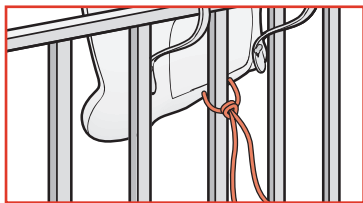
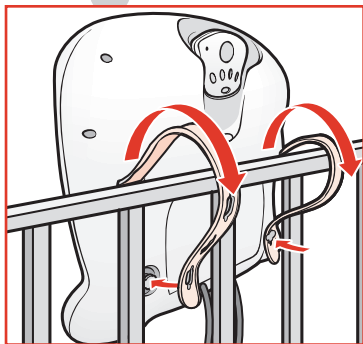


CAUTION:

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 batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

CRIB CONNECTORS

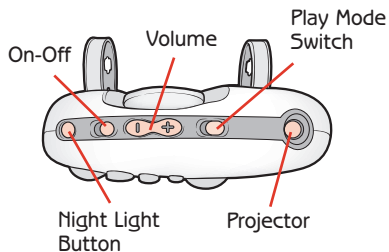
1. Position the MADE FOR ME DAY-TO-DREAM SOOTHER toy inside the crib.
2. Wrap one of the straps around the curb rail, and fasten the strap slot to the button on the back. The product should be snug against the rail and crib spindle: use the strap slot that provides the tightest fit.
3. Repeat this procedure for the other strap. Make sure you have attached using the corresponding strap slot, so that the product rests evenly.
4. Tie the string around one crib spindle.



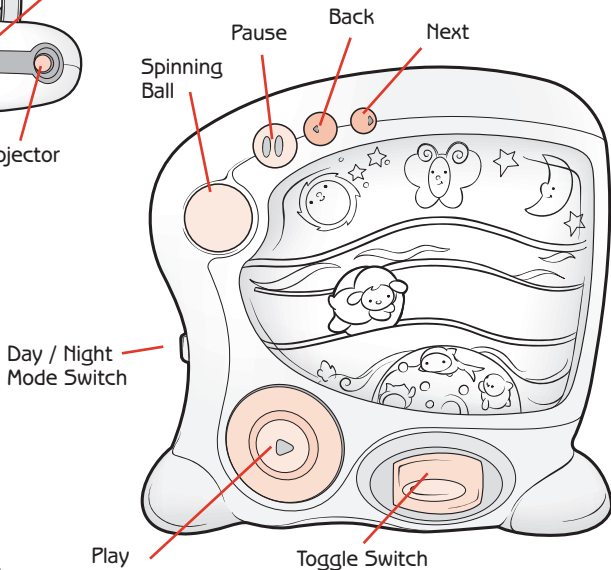
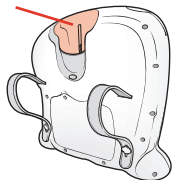
IMPORTANT: Tie the string in a knot and not in a bow, which is more easily untied.

▶ HOW TO PLAY

Your **MADE FOR ME DAY-TO-DREAM SOOTHER** toy is designed to play right away – even without the **MADE FOR ME MP3 UNIT** (sold separately)!

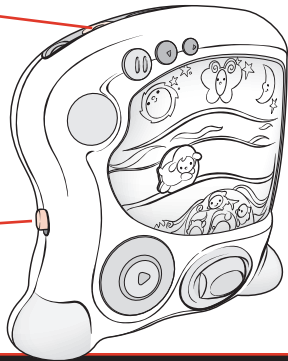


Port for MADE FOR ME MP3 Unit (sold separately)



First, turn the product ON using the ON/OFF switch, located on the top of the DAY-TO-DREAM SOOTHER toy.

Then, on the left side of the DAY-TO-DREAM SOOTHER, choose either DAY MODE (button in DOWN position) or NIGHT MODE (button in UP position). The music and screen display change, depending on which mode you choose:



DAY MODE features a light-up sun and an animated bunny, accompanied by lively music.

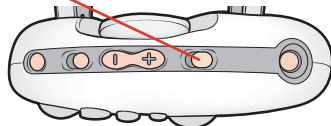
NIGHT MODE features a light-up moon and an animated lamb, accompanied by soothing music.

NOTE

If you change DAY or NIGHT mode while the product is playing music, the music will stop. To play music again, press the PLAY button.

Now use the Play mode selection switch on the top of the DAY-TO-DREAM SOOTHER to choose between three Play modes:

- Music Only [left setting]
- Music, Lights and Motion [middle setting]
- Music, Lights, Motion, and Ceiling Light Show [right setting]



PLAY MODES

Music Only

In this mode, the MADE FOR ME DAY-TO-DREAM SOOTHER toy plays only music: lively music in DAY mode; soothing music in NIGHT mode.

1. To start a song, push the PLAY button. The DAY-TO-DREAM SOOTHER will play for approximately 10 minutes in the DAY mode and approximately 20 minutes in the NIGHT mode. The VOLUME control is on the top of the product.
2. Use the NEXT or BACK buttons to toggle between song selections. If you press the PLAY button while a song is playing, you will advance to the next song and the 10/20 minute play timer will reset.
3. To insert a playful sound effect into the song, either touch the Toggle Switch or slowly turn the Spinning Ball: the song will be interrupted momentarily, you will hear the sound effect, and then the music will continue.
4. To stop or pause the song, press the PAUSE button; then, to restart the music, press the PLAY button or the PAUSE button again. You may also stop the music by turning the product OFF.

Lights and Motion

In this mode, the music is enhanced with a motion and light display on the screen: that is, the animals in either DAY or NIGHT mode will move.

To play music and activate motion and lights, follow the same instructions as for Music Only mode.

Ceiling Light Show

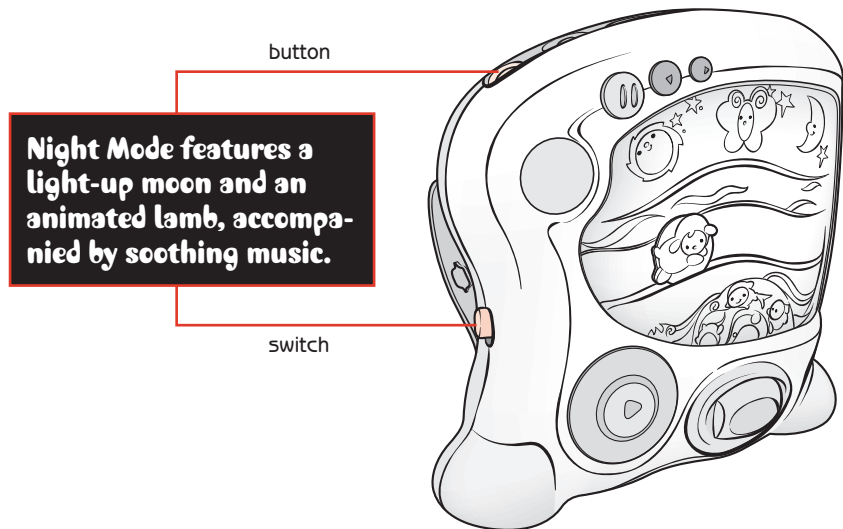
In this mode, the music and screen display is enhanced by a colorful ceiling projection light show. (The projection is best viewed in a darkened room.)

To play music and activate motion and lights, follow the same instructions as for Music Only mode.

NIGHT LIGHT

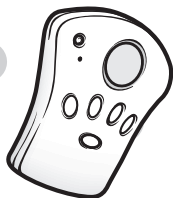
To activate Night Light, press the Night Light button on the top of the DAY-TO-DREAM SOOTHER toy. A soft ambient light will shine, allowing you to check on your little one.

Press the Night Light button again to turn the light off, or the light will go off on its own after about 30 seconds.

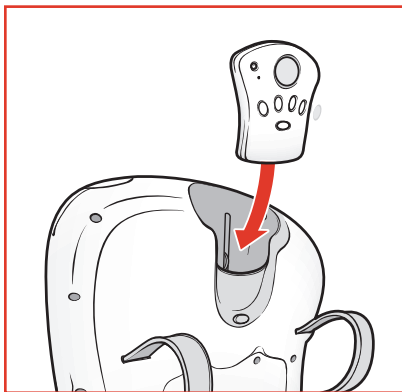


▶ ENHANCING THE PLAY

The **MADE FOR ME DAY-TO-DREAM SOOTHER** is compatible with the **MADE FOR ME MP3 UNIT** (sold separately).



For instructions on the use of the **MADE FOR ME MP3 UNIT** (sold separately), reference the instructions included with the **MADE FOR ME DIGITAL MUSIC PLAYER** or the **MADE FOR ME MP3 UNIT** (each sold separately), or go to www.playskool.com/madeforme to access instructions online.



Insert the **MADE FOR ME MP3 UNIT** (sold separately) as shown. You can now control what your baby hears – from soothing and energetic songs to stories and even your own voice! You can also control the length of music play: 1 song; 15 minutes; or 30 minutes.

When you insert the **MADE FOR ME MP3 UNIT** (sold separately) into this product, the function of several of the buttons changes.

PLAY button

The PLAY button now operates as another NEXT button: that is, when you press PLAY to hear music, you may advance to the next song selection by pressing either the NEXT button or the PLAY button.

Spinning Ball

The Spinning Ball now connects you to your “Favorites” play list. With each spin of the ball, you are automatically taken to the next selection on the “Favorites” play list of your MADE FOR ME MP3 UNIT (sold separately).

Effect of Switch on Length of Play Settings

- **1 song** – interrupts the current song and advances to the next selection on the “Favorites” play list. The music then stops.
- **15 / 30 Minutes** – interrupts the current song, advances to the next selection on the “Favorites” play list, then returns to the original play list for the duration of setting.
- **To change play lists**, you must make the change using the MP3 unit (sold separately).

DAY / NIGHT mode switch

When using the MADE FOR ME MP3 UNIT (sold separately), you must choose the play list to accompany your choice of DAY or NIGHT mode. Choose from “Playtime,” “Soothing,” “Sounds,” or “Favorites.”

The function of all other buttons (Volume, Back/Next, Pause, On/Off, and the Play Mode switch) remains the same.

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

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