

vtech®

User's Manual

Learning Walker™



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Dear Parent,

Ever notice the look on your baby's face when they learn something new through their own discovery? These self-accomplished moments are a parent's greatest reward. To help fulfill them, **VTech®** created the **Infant Learning®** series of toys.

These unique interactive learning toys directly respond to what children do naturally – play! Using innovative technology, these toys react to baby's interactions, making each play experience fun and unique as they learn age-appropriate concepts like first words, numbers, shapes, colors and music. More importantly, **VTech®'s Infant Learning®** toys develop baby's mental and physical abilities by inspiring, engaging and teaching.

At **VTech®**, we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting **VTech®** with the important job of helping your child learn and grow!

Sincerely,

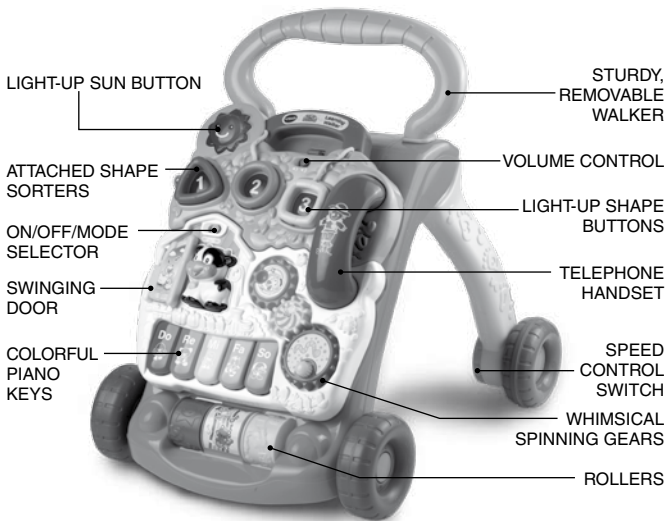
Your friends at **VTech®**

To learn more about the **Infant Learning®** series and other **VTech®** toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Sit-to-Stand Learning Walker™** learning toy.

The **Sit-to-Stand Learning Walker™** is part of the Sit-to-Stand series of toys developed to grow with baby. Little ones can play with the stand-alone activity panel on the floor while discovering animals, colors, music, shapes and numbers. Attach the panel to the walker as babies grow and they'll continue to learn as they move along!



INCLUDED IN THIS PACKAGE

- One electronic activity panel
- One main walker body
- Two legs with wheels
- One walker handle
- One telephone handset
- One user's manual

WARNING: All packing materials, such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child's safety.

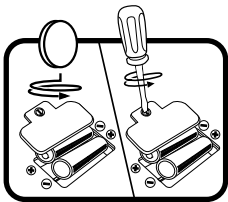
ATTENTION: Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

NOTE: Please keep this instruction manual as it contains important information.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the back of the electronic activity panel. Use a coin or a screwdriver to loosen the screw.
3. Install 2 new 'AA' (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure.



BATTERY NOTICE

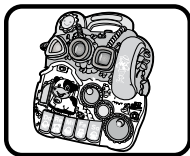
- The use of new alkaline batteries is recommended for maximum performance.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended number of power supplies.
- Do not dispose of batteries in fire.

With the VTech® Sit-to-Stand Learning Walker™, safety comes first. To ensure your child's safety, adult assembly is required. Please ensure that the legs, handle and activity panel are securely locked into position to avoid injury.

The activity panel can be used alone for floor play (6+ months) or while attached to the walker (12+ months).

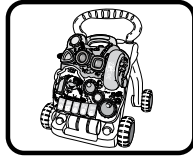
Floor Play

(6+ months)



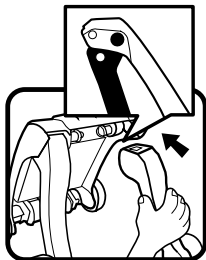
Walker

(12+ months)

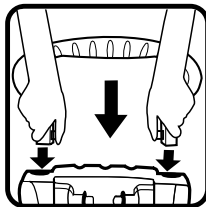


ASSEMBLY INSTRUCTIONS

1. Insert the legs into the slots with the wheels facing outward, as shown in the diagram.

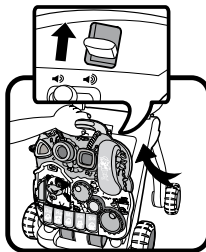


2. Insert the handle into the slots until they click into place.

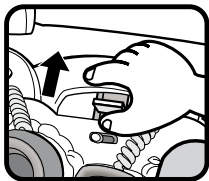


Attaching/Removing the Activity Panel

1. To attach the activity panel, align the bottom of the activity panel to the bottom of the walker, then push it back until the release lock located above the Volume Control Switch clicks. Please ensure the activity panel is attached securely to the walker.



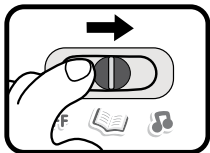
2. To remove the activity panel, locate the release lock above the Volume Control Switch. Slide the lock up and lift the activity panel, removing it from the walker.



PRODUCT FEATURES

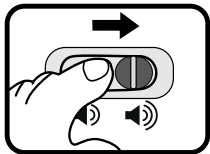
1. ON/OFF/MODE SELECTOR SWITCH

To turn the unit **ON**, slide the **ON/OFF/MODE SELECTOR SWITCH** to the **LEARNING MODE** or the **MUSIC MODE** position. To turn the unit **OFF**, slide the **ON/OFF/MODE SELECTOR SWITCH** to the **OFF** position.



2. VOLUME CONTROL SWITCH

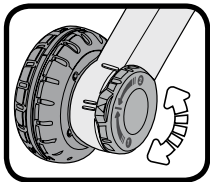
Slide the **VOLUME CONTROL SWITCH** to either the Low Volume or High Volume position.



3. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Sit-to-Stand Learning Walker™** electronic activity panel will automatically power-down after approximately 60 seconds without input. The unit can be turned on again by pressing any button. Pushing the walker will not turn on the activity panel.

4. The **VTech® Sit-to-Stand Learning Walker™** is equipped with a speed control switch on the two back wheels of the walker. Position one is for babies who are just learning to take their first steps. This position has the most tension on the wheels and will not allow the walker to move too quickly. Position two is intended for the more skillful walker. This position has less tension on the wheels and will allow the walker to move more freely. When adjusting the speed control switch, please make sure both wheels are set to the same position.

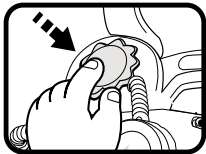
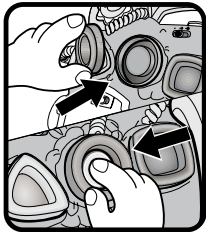


ACTIVITIES

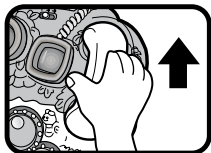
1. In **Learning Mode**, insert the shape sorters or press the three shape buttons to learn shapes and numbers. The lights will flash with the sound.

In **Music Mode**, insert the shape sorters or press the three shape buttons to hear upbeat melodies and fun sound effects. The lights will flash with the sound.

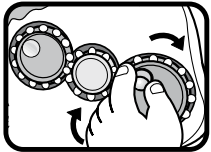
2. In both modes, press the light-up sun button to hear upbeat melodies and fun sound effects. The lights will flash with the sound.



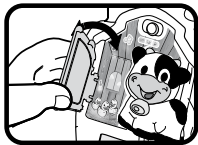
3. In both modes, pick up the phone to hear animals singing. The lights will flash with the sound.



4. In both modes, spin the three spinning gears to hear a fun phrase, sound effects or a melody. The lights will flash with the sound.



5. Open or close the swinging door to play hide-and-seek with the ducks.

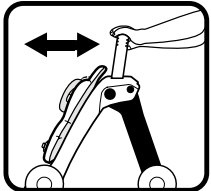


6. In **Learning Mode**, press the piano keys to learn colors, animal sounds and music notes. The lights will flash with the sound.

In **Music Mode**, press the piano keys to play piano notes. When a melody is playing, pressing the piano keys will play fun animal sounds on top of the melody. The lights will flash with the sound.



7. While using the activity panel with the walker, the panel is motion-activated to play melodies and sound effects as the child pushes the walker.



MELODY LIST

1. Old MacDonald Had a Farm
2. The Glow Worm
3. Pop! Goes the Weasel
4. Oh Susanna!
5. Mary Had a Little Lamb
6. Hey Diddle Diddle
7. Turkey in the Straw
8. Polly Wolly Doodle
9. Alouette
10. Home on the Range
11. B-I-N-G-O

SUNG SONG LYRICS (Tune of “Old MacDonald Had a Farm”)

Welcome to our learning farm.

We have lots to show you.

Shapes and colors, music, too

There's so much to do!

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the program/activity stops working or malfunctions, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to play again.
5. If the product still does not work, replace with a new set of batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.

For information on this product's warranty, please call **VTech®** at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

IMPORTANT NOTE:

Creating and developing **Infant Learning®** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you.

FCC Information:

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 receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help

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 UNDESIRE OPERATION.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

