

Fisher-Price

L6723



Fun2Learn




[www.fisher-price.com](http://www.fisher-price.com)

# Introduction

- Please keep this instruction booklet for future reference, as it contains important information.
- Requires three “AAA” batteries (included).
- Adult assembly is required for battery replacement.
- Tool required for battery replacement: Phillips screwdriver (not included).

# Learning Game Player

## Power/Volume Switch

Slide the switch to either on with low volume ; on with high volume  or off .



## D-Pad




Press the arrows to play games or make selections.

## Home Button

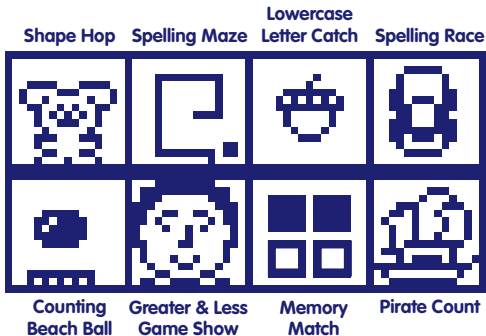
Press  to return to the home screen.

## Action Button

Press to make selections.

**Hint:** If your child is not actively playing with this toy, it turns off automatically (sleep mode). To “wake up” the toy, slide the power/volume switch to off , then on again  or .

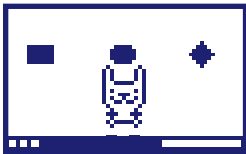
# Choose a Learning Game



- Use the D-pad to scroll through game selections.
- Press the action button to select a game.

# Shape Hop - Level 1

*Object of the Game: Catch shapes and listen to them identified.*



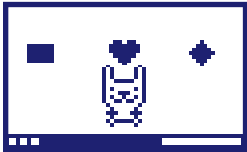
- Press the action button to jump and catch a shape.
- Listen to the shape identified!



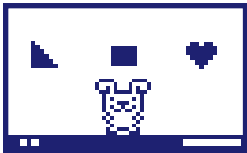
- Catch five shapes and jump to the next level!

# Shape Hop™ - Level 2 & 3

*Object of the Game: Catch the correct shapes and score points!*



- Listen to the shape identified.
- Press the action button to catch that shape.

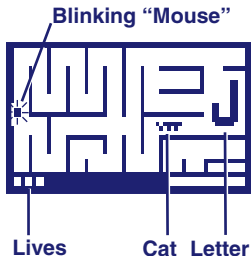


Lives

- If you catch the wrong shape, you lose a life.
- Hint: You get three lives with each game.*
- Catch five shapes and jump to the next level! The shapes move faster across the screen and you'll need to catch more shapes.

# Spelling Maze - Level 1

*Object of the Game: Find your way to the letter.*



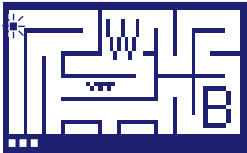
- Look at the blinking "mouse". Use the D-pad to move the "mouse" through the maze to the letter.
  - Don't bump into the cat or you'll lose a life!
- Hint: You get three lives with each game.*



- When you reach the letter, listen to it identified. Jump to the next level!

# Spelling Maze - Levels 2 & 3

**Object of the Game:** Find your way to the right letter or each letter of a word.



- Listen to the letter you need to find.
- Use the D-pad to move the “mouse” through the maze to the letter.

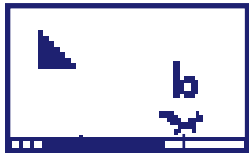


- When you find the right letter, you'll jump to the next level. Now you'll need to find all the letters of a word.



# Lowercase Letter Catch - Levels 1, 2 & 3

*Object of the Game: Catch the right lowercase letter.*



Lives

Squirrel

- Listen to the letter you need to catch.
- Use the D-pad to move the squirrel to the left or right.
- Don't catch a shape or you'll lose a life.

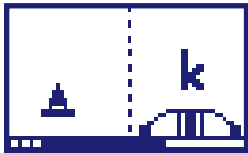
*Hint: You get three lives with each game.*



- When you catch 10 letters, you'll jump to the next level!
- Watch for shapes and numbers in levels 2 & 3. Catch **only** lowercase letters.

# Spelling Race - Level 1

*Object of the Game: Drive over the right letter.*



Lives

- Listen to the letter you need to drive over.
- Use the D-pad to move the car to the left or right.
- Don't drive over the wrong letter or an obstacle or you'll lose a life.

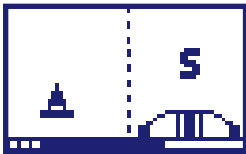
*Hint: You get three lives with each game.*



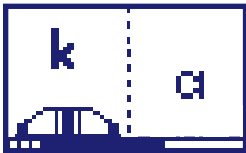
- When you drive over 10 letters, you'll jump to the next level!

# Spelling Race - Levels 2 & 3

**Object of the Game:** Drive over the right sequence of letters or each letter of a word.



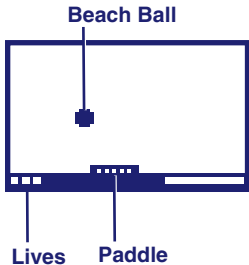
- Listen to the sequence of letters you need to drive over.
- Use the D-pad to move the car to the left or right.



- When you drive over the right letters, you'll jump to the next level. Now you'll need to find all the letters of a word in level 3.

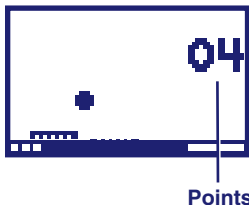
# Counting Beach Ball - Levels 1, 2 & 3

*Object of the Game: Hit the ball and count to 20, 50 and 100!*



- Look at the bouncing beach ball. Use the D-pad to move the paddle to the left or right to hit the beach ball.
- Don't let the ball hit the ground or you'll lose a life.

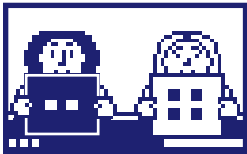
*Hint: You get three lives with each game.*



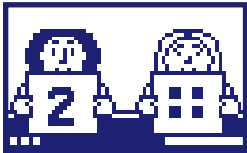
- You score a point each time you hit the ball. Listen to the number!
- When you reach 20, you'll jump to the next level. In level 2, count by 2s to 50 and in level 3, count by 2s to 100!

# Greater & Less Game Show - Levels 1, 2 & 3

*Object of the Game:* Choose the correct answer to greater or less questions.



- Listen to the question and look at the screen.
- Use the D-Pad to highlight your answer. Then, press the action button to select it!



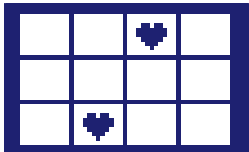
- If you answer correctly 10 times, you'll jump to the next level!
- If you answer incorrectly, you'll lose a life.

*Hint:* You get three lives with each game.

Lives

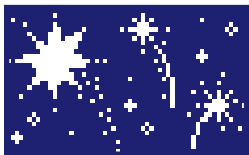
# Memory Match

**Object of the Game:** Try to find all the matches.



- Use the D-pad to select a square.
- Press the action button to reveal a picture under the square.
- Try to match the picture by selecting another square with the same picture.
- If you find a match, the square turns black.
- If there is no match, try again!

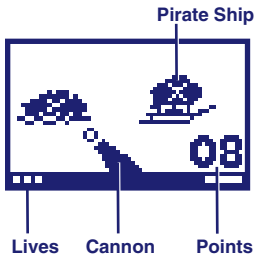
**Hint:** Try to remember each square revealed so you can get another match.



- When all matches are made, the game is over.

# Pirate Count - Levels 1, 2 & 3

**Object of the Game:** Sink as many pirate ships as possible in 60 seconds.



- Look at the pirate ship and the cannon. Use the D-pad to move the cannon to the left, up or right. Press the action button to fire the cannon.

- If you miss, you lose a life!

**Hint:** You get three lives with each game.

- You score a point each time you sink a pirate ship. Listen to the number! How many pirate ships can you sink in 60 seconds?



- Jump to the next level! The ships move faster in level 2!
- Can you get to 100 in level 3?

# Battery Replacement



For best performance, we recommend that you replace batteries that came with this toy with three, new “AAA” (LR03) alkaline batteries.

- Locate the battery compartment door on back of the player.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert three “AAA” (LR03) **alkaline** batteries.



# Battery Replacement

- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- **Replace batteries when:**
  - **Display on the screen becomes difficult to see.**
  - **Toy functions erratically.**
  - **Sounds become faint or there are no sounds at all.**



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

# Battery Safety Information



In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

## Care

- Keep water, sand and dirt off of the player.
- Keep the player away from direct sunlight and excessive heat.
- Wipe the player with a soft, clean cloth. Do not immerse the player.
- This player has no consumer serviceable parts. Please do not take the player apart.

## **FCC Statement (United States Only)**

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.
- Consult the dealer or an experienced radio/TV technician for help.

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

# Consumer Information



## CONSUMER ASSISTANCE

Call toll free: 1-800-432-5437 (US & Canada only)  
M-F 9AM to 7PM / SAT 11AM to 5PM (EST)

 [service.fisher-price.com](http://service.fisher-price.com)

Write to us at: Fisher-Price® Consumer Relations,  
636 Girard Avenue, East Aurora, New York 14052.

Hearing-impaired consumers using TTY/TDD equipment,  
please call 1-800-382-7470.

For countries outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,  
Mississauga, Ontario L5R 3W2: [www.service.mattel.com](http://www.service.mattel.com).

Great Britain: Mattel UK Ltd, Vanwall Business Park,  
Maidenhead SL6 4UB. Helpline: 01628 500303,  
[www.service.mattel.com/uk](http://www.service.mattel.com/uk)

Australia: Mattel Australia Pty. Ltd., 658 Church Street,  
Locked Bag #870, Richmond, Victoria 3121 Australia.  
Consumer Advisory Service 1300 135 312.

New Zealand: 16-18 William Pickering Drive,  
Albany 1331, Auckland.

Asia: Mattel East Asia Ltd, Room 1106, South Tower,  
World Finance Centre, Harbour City, Tsimshatsui, HK, China.

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