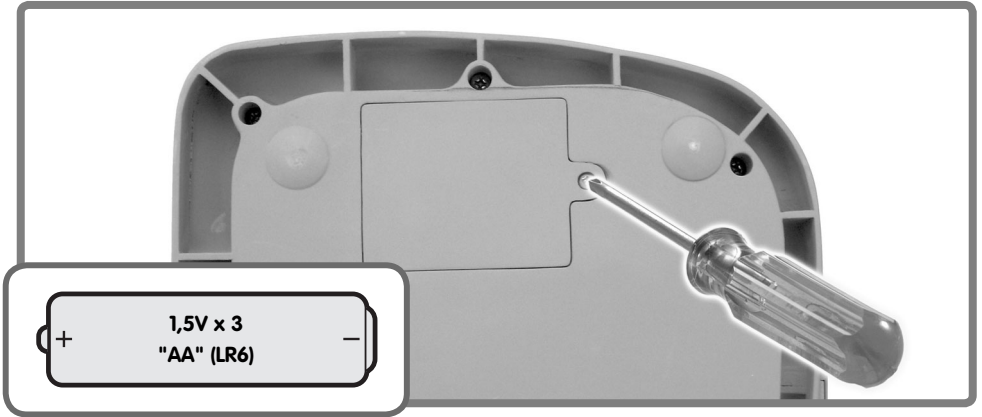




Battery Replacement




For best performance, we recommend replacing the batteries that came with this toy with three, new alkaline "AA" (LR6) batteries.

- Locate the battery compartment on the bottom of the toy.
- Loosen the screws in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door. Remove the exhausted batteries and throw them away.
- Insert three "AA" (LR6) **alkaline** batteries.

Hint: We recommend using **alkaline** batteries for longer battery life.

- Replace the battery compartment door and tighten the screw with a Phillips screwdriver.
- If the toy begins to operate erratically, you may need to reset the electronics. Slide the power/volume switch on the toy off and then back on.
- When sounds from this toy become faint or stop, it's time for an adult to change the batteries.

-  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 product. 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 product. 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 product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

Consumer Information

- Please keep this instruction sheet for future reference, as it contains important information for operation.
- Requires three “AA” batteries (included).
- Adult assembly is required for battery replacement.
- Tool required for battery replacement: Phillips screwdriver (not included).
- Wipe the toy with a clean cloth dampened with a mild soap and water solution.
- Do not immerse the toy.

Great Britain: Vanwall Business Park, Maidenhead SL6 4UB. Helpline: 01628 500303.
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.

Malaysia: Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd. (993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel: 03-78803817, Fax: 03-78803867.

2-in-1 Learning Cash Register

SELECTION BUTTONS

Use these buttons to scroll through the alphabet or to make selections in Quiz 'n Learn Mode.

GAME BUTTON

Press to play the Speed Shopping Game.

HAND SCANNER




Press the button for scanner sounds, or to load up your cart in the Speed Shopping Game.

MODE SWITCH

Slide the switch for Shop 'n Learn or Quiz 'n Learn mode.

SCREEN

POWER/VOLUME SWITCH

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

TAB

Flip the tab up for letters, foods, colour and matching. Flip the tab down numbers, counting and addition.

KEYPAD

Press any button below the picture or the number.

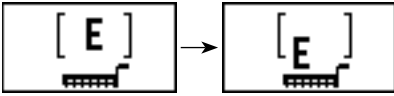
CASH DRAWER BUTTON

Press to open the cash drawer and hear fun sounds.



Speed Shopping Game

Press the Game button at any time for the Speed Shopping Game.

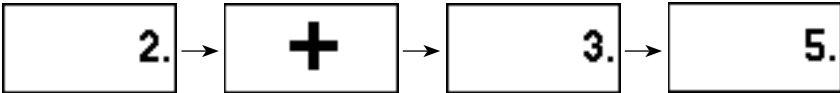


- Listen for the item you need to put into your cart. When you see the item on the screen, press the button on the hand scanner to drop the item in your cart.
- Press any button on the keypad to exit the game mode.

Shop 'n Learn Mode

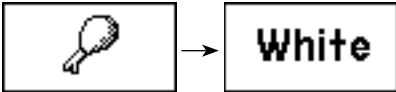
Flip the tab to either the Number Side or the Store Side.

Number Side

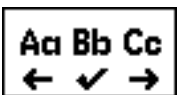


- Press a button on the keypad to hear the number and see it on the screen.
- Press the plus **+** button to add any two numbers, and then the total **TOTAL** button to see your grocery bill!

Store Side



- Press a button on the keypad to hear the name of a food item, its colour and food group.

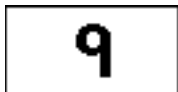


- Use the arrow buttons **←→** below the screen to scroll through the alphabet. Press the checkmark button **✓** to select a letter. Listen to the letter!

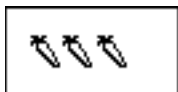
Quiz 'n Learn Mode

Flip the tab to either the Number Side or the Store Side.
Quiz games start out easy and become more challenging as kids play!

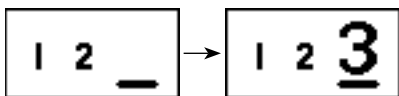
Number Side



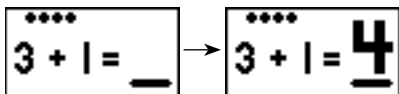
Find the Number – Listen for the number you have to find. Press the button on the keypad that matches. Look at the screen to see if you are correct.



Counting – Count the number of items shown on the screen. Press the button on the keypad below your answer.



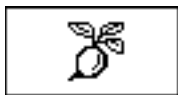
Counting Up – Look at the numbers on the screen and find the next number in the sequence. Press the button on the keypad below your answer.



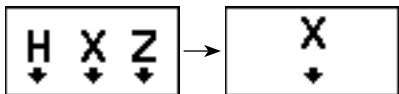
Addition – Solve the addition problem on the screen and press the button on the keypad below your answer.

Hint: You can also count the number of dots on the screen to solve the problem!

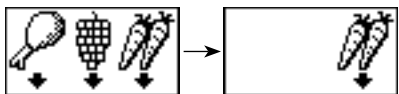
Store Side



Colours – Listen for the colour you have to find. Press the button on the keypad below the food item that matches the colour.



Letters – First listen for the letter you need to find and then look at the screen to find it. Press the arrow or checkmark button directly below the matching letter. Look at the screen to see if you are correct!



Food Groups – First listen for the food group you need to find. Then, look at the screen to find a food item in that food group. Press the button directly below the food item that matches. Look at the screen to see if you are correct!