

## TROUBLE SHOOTING

If the unit doesn't operate...	Check that the batteries are installed correctly. or Install new batteries.
If the volume is too low...	Install new batteries.
If the voice/music begins playing at a very high or low rate of speed...	Install new batteries.
If there is a continuous buzzing sound and the unit doesn't operate...	Install new batteries.
If the unit malfunctions...	Install new batteries.

## IMPORTANT INFORMATION

### Care instructions:

- Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat source.
- Do not expose the unit to moisture or water.

This product complies with the essential requirements of European directives 88/378/EEC, directives 89/336/EEC, 92/31/EC, 93/68/EEC, 2004/108/EC, 2002/96/EC and 2003/108/EC, 2002/95/EC

### Warranty:

Should you in the unlikely event experience any problems with this product all our products have a six month guarantee. In the first instance, return the product back to the place of purchase where a replacement will be issued.

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INSPIRATION  
WORKS (UK)<sup>TM</sup>



CATALANA DE  
INVESTIGACION  
Y DESARROLLO  
DE ELECTRONICA<sup>SA</sup>



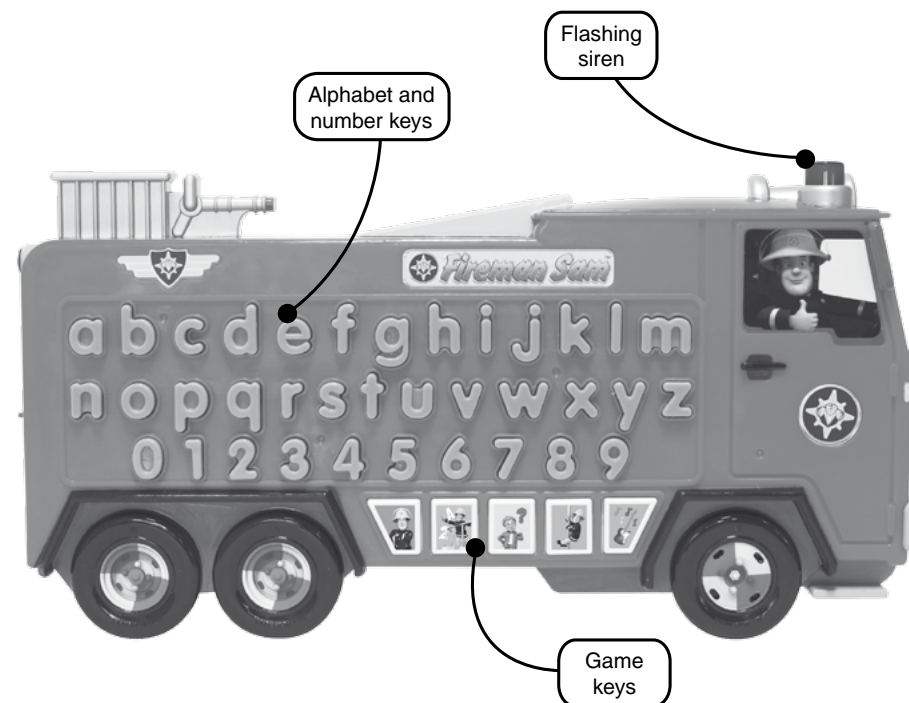
WASTE ELECTRICAL PRODUCTS AND BATTERIES  
SHOULD NOT BE DISPOSED OF WITH HOUSEHOLD  
WASTE. PLEASE RECYCLE WHERE FACILITIES  
EXIST. CHECK WITH YOUR LOCAL AUTHORITY FOR  
RECYCLING ADVICE



AGE 3+

## JUPITER'S ALPHABET RESCUE

### Instruction manual



### Important information

- This toy is suitable for children aged 3 years & over.
- Please retain this manual for future reference.
- WARNING: All packing materials such as internal bags, plastic collars, plastic films, carton inserts are not part of this product and should be discarded for your child's safety.
- IMPORTANT: for additional safety, check toys regularly for signs of damage during use.

## CONTENT

- Unit
- Manual

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## HOW TO PLAY

To switch on Jupiter's Alphabet Rescue, move the switch to the ON position at the back of the unit.

The unit will automatically start in Game 1 - Discovery.

You can change the game, at any time, just press any of the 5 game keys.



### Game 1: Discovery

Press a letter key to hear its name, sound (phonics) and its corresponding word and SFX. Press a number key to hear its name.



### Game 2: Find the Letter or Number

You need to find the letter or number given ("Can you find the letter A that says [a] as in Axe?"). You have three attempts to find the correct key.



### Game 3: Find the the First Letter

You need to find the first letter of a given word ("Can you find the first letter of the word Axe?"). You have three attempts to find the correct key.



### Game 4: Before and After

You need to find the letter or number that is before or after the given letter or number. You have three attempts to find the correct key.



### Game 5 : Music

Have fun with Fireman Sam and all his friends! Press any keys you want to hear fun sounds. Press letter keys and you will hear your characters' favourite phrases, Fireman Sam songs, and sounds of the vehicles. Press number keys and you can create your own tune!

## FLASHING SIREN

When giving three correct answers in a row you will hear and see the flashing light rewarding you!

## AUTOMATIC SHUT OFF

In order to save the battery life, the unit switches OFF when the unit is left idle for about two minutes.

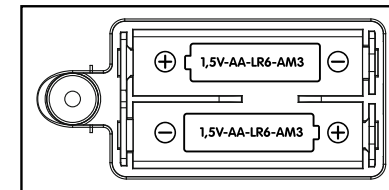
To re-activate the unit, just press any key.

By pressing a letter or number key, you will go back into Game 1 Discovery.

By pressing a game key, you will enter directly into the game selected.

## HOW TO CHANGE BATTERIES

1. This product requires 2 x AA / LR6 batteries
2. When required, using a suitable screwdriver, undo and remove the battery cover located under the unit.
3. Insert 2 x AA / LR6 batteries into the compartment ensuring they are installed the correct way around.
4. The polarities are marked inside the battery compartment.
5. Should the batteries have no polarity markings, the flat end of the battery should always be inserted against the spring.
6. Reassemble the battery cover and tighten the screw to secure.
7. Do not over tighten.



## Please note the important points below when using batteries to power this product:

- Batteries should be inserted and removed by an adult.
- Only use the type of batteries specified in this user manual, or equivalent type. We recommend the use of alkaline batteries.
- Follow the polarity diagram inside the battery compartment and the polarity markings on the batteries.
- An incorrect location may either damage the toy, or cause battery leakage, or, to an extreme degree, lead to battery explosion.
- Do not try to charge non-rechargeable batteries, as they may leak or explode.
- Replace all batteries at the same time.
- Do not mix new with old batteries
- Do not mix different types of batteries (i. e. alkaline and zinc carbon).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the product. Battery leakage and corrosion can damage the product.
- Do not short-circuit the supply terminals. Store batteries away from metal objects.
- Do not dispose of batteries in fire, as they may leak or explode. Never disassemble batteries.
- Rechargeable batteries should not be used.
- When rechargeable batteries are used anyway :
  - Rechargeable batteries shall be charged only under the supervision of an adult.
  - Rechargeable batteries shall be removed from the toy before being charged (if they can be removed).
- If a battery is swallowed, consult a Doctor or Medical Facility. Don't forget to take the product with you.
- If battery leakage occurs and comes in contact with the skin or eyes, wash immediately with lots of water.
- Batteries are included for demonstration purposes only and may need replacing after purchase.
- Strong Electro Magnetic Interference may disturb the normal function of the product. If so, simply reset the product to resume normal operation by following the instruction manual. In case the function does not resume, please use the product in another location.