

**(Troubleshooting Continued)**

**Troubleshooting Cherry Tree Controller:**

**Problem:** The Cherry Tree Controller does not activate by pressing on the plates or your switch.

**Action #1:** Make sure that the connection between the controller and your switches (if applicable) are tight. There should be *no* gaps. This is a common error and an easy fix.

**Action # 2** Make sure the batteries are in the battery compartment properly, and making good contact. Replace if weak or dead.

**Action 3:** Try a different switch with the controller (if applicable) to rule out this as the source of the problem.

**Action #4:** Check that no debris or small objects are blocking or obstruction either of the two switch plates.

**Care of Unit:**

The Spinner and Cherry Tree Controller can be wiped clean with any household multi-purpose cleaner and disinfectant.

**Do not submerge** the unit, as it will damage the contents and the electrical components.

**Do not use abrasive cleaners**, as they will scratch the surface of the unit

**For Technical Support:**

Call our Technical Service Department  
Monday through Friday, 9 a.m. to 5 p.m. (EST)  
1-800-TEC-TOYS or 1-800-832-8697  
[customer\\_support@enablingdevices.com](mailto:customer_support@enablingdevices.com)

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# Hi Ho Cherry O

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## Catalog # 941

### Additional Board for Hi Ho Cherry O

## # 941-A

## User's Guide

### Enabling Devices & Toys for Special Children

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## Hi Ho Cherry O

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Hi Ho Cherry O is a simple yet fun introduction to counting. Our adapted game board and spinner make it accessible to special needs children. The game board is equipped with two switch plates. The red switch is for picking the cherries off the tree and the blue switch is for putting them back on when you land on the bird, dog or spilled bucket. The game board also has two external jacks for your capability switches (not included) should your child require them. The spinner is activated either by pressing the sides or by activating your capability switch (not included). The complete original game is also included. This game is great for children who have not developed their finer fine motor skills. Game Board Size: 10"W x 8½" x 7"H; Spinner Size: 8½" Diameter. Game Board Requires 4 AA Batteries and Spinner Requires 2 AA Batteries

### Operation:

1. The Spinner requires two AA batteries. The battery compartment is located under the base of the unit. Carefully turn the spinner over, and then remove the battery cover with a small Philips screwdriver. Install new batteries, being careful to observe proper battery polarity. Alkaline batteries are recommended because they last longer.
2. The spinner can be activated two ways. First by pressing the sides or by activating your capability switch (not included). An external jack is provided so players can use their switch. Plug your switch into the jack, making sure there is no gap in the connection. Activating your switch or pressing on the sides of the spinner will make the spinner turn, once you release your switch or the sides of the spinner it will stop on one of the locations. **Please Note:** When storing the spinner make sure nothing is pressing on the body of the spinner or the small button switches on the bottom, as this will activate the spinner and drain the batteries. Removing the batteries for long term storage is recommended.
3. The Cherry Tree controller requires 4 AA batteries. The battery compartment is located on the back of the unit. Carefully turn the controller over, and then remove the battery cover with a small Philips screwdriver. Install new batteries, being careful to observe proper battery polarity. Alkaline batteries are recommended because they last longer.

4. The controller can be used by pressing the red and blue switch plates or with any two external capability switches (sold separately) via the jacks located on each side of the plates. Turn the **ON/OFF/RESET** switch on the back of the unit to **ON**. The tree should have all the cherries lit. Each time the red plate, or an external switch is pressed one cherry on the tree will turn off and a cherry in the basket will light up. To put a cherry back on the tree press the blue plate or activate your switch.
5. When all the cherries are removed from the tree into the basket, both the basket and tree will flash back and forth showing you have won the game. To **RESET** the controller simply turn the **ON/OFF/RESET** switch to the **OFF** position, then switch it back to **ON**. All the cherries will now be lit on the tree. You're ready to start playing again. When you are finished playing turn the unit **OFF** to prevent battery drainage.

### Troubleshooting Spinner:

**Problem:** The Spinner does not activate by pressing on the sides or your switch.

**Action #1:** Make sure that the connection between the spinner and your switch (if applicable) are tight. There should be *no* gaps. This is a common error and an easy fix.

**Action # 2** Make sure the batteries are in the battery compartment properly, and making good contact. Replace if weak or dead.

**Action 3:** Try a different switch with the spinner (if applicable) to rule out this as the source of the problem.

**Action #4:** Check that no debris or small objects are blocking or obstruction any of the buttons on the bottom of the spinner, or the pointing arrow on top of the spinner.

**(Troubleshooting Continued on back cover)**