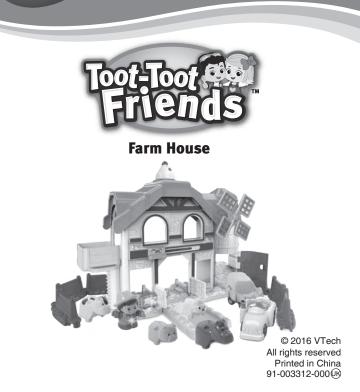


User's Manual



VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...



Interactive toys to develop their imagination and encourage language development

l want...

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

I need...

...challenging activities that can keep pace with my growing mind

...intelligent technology that adapts to my level of learning

...National Curriculum based content to support what I'm learning at school

4-10 years

To learn more about this and other VTech® products, visit www.vtech.co.uk

vtech Baby

Toys that will stimulate their interest in different textures, sounds and colours

l am...

...responding to colours, sounds and textures

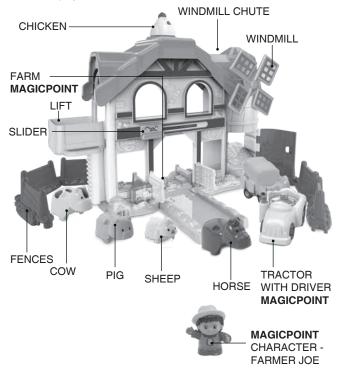
...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

Birth-36 months

INTRODUCTION

Thank you for purchasing the **VTech® Toot-Toot Friends™ Farm House**! Farmer Joe and the farm come to life with **MagicPoint** locations as you explore. Drive the tractor or play with the stackable animals for more role-play fun.



INCLUDED IN THIS PACKAGE

NOTE: This toy is not intended for teething.



 One MagicPoint Character - Farmer Joe



 One Farm House with one MagicPoint location



One Windmill



One Lift



One Sheep



One Cow



Two Gates



One Pig



One Hay bale



One Chicken



One Horse



One Straight track
walkway



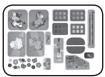
Six Fences



 One Tractor with one MagicPoint Location

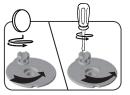


• One Trailer



- One Label Sheet
- One User's Manual

Unlock the packaging locks:



- Use a coin or a screwdriver to loosen the screw.
- ② Pull out the screw with the packaging lock.

There is one packaging lock located on the character.

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.

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

GETTING STARTED

BATTERY INSTALLATION - MAGICPOINT CHARACTER

- 1. Make sure the unit is switched OFF.
- 2. Locate the battery cover on the bottom of the unit. Use a screwdriver to loosen the screws.
- Install 2 new AAA size (LR03/AM-4) 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 screws to secure.

BATTERY NOTICE

- Use new alkaline batteries or fully charged NI-MH (Nickel Metalhydride) rechargeable batteries for best performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbonzinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- · Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.





Disposal of batteries and product

The crossed-out wheelie bin symbols on products and batteries, or



on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health. The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in Battery Directive (2006/66/EC).



The solid bar indicates that the product was placed on the market after 13th August, 2005.

Help protect the environment by disposing of your product or batteries responsibly.

For more information, please visit: www.recycle-more.co.uk www.recyclenow.com

CAUTION:

Adult assembly required. For your child's safety, do not let your child play with the toy until it is fully assembled.

ASSEMBLY INSTRUCTIONS

With the **VTech[®] Toot-Toot Friends™ Farm House**, safety comes first. To ensure your child's safety, adult assembly is required.

1. Insert the **Chicken** into the top of the **Farm House** as shown in the picture.



 Insert the Windmill into the top right corner of the Farm House as shown in the picture.

3. Install the Lift into the slot as shown in the picture.

4. Install the **Gates** into the front of the **Farm House** as shown in the picture.

5. Connect the **Straight track walkway** to the front of the **Farm House** as shown in the picture.



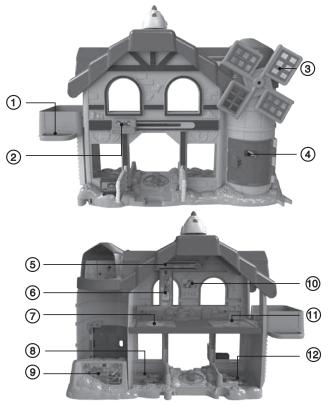


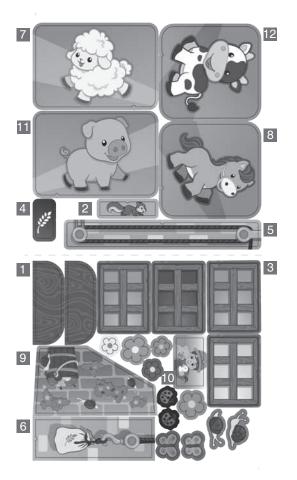




LABEL APPLICATION

Please stick the labels to the play set securely as indicated below:





LABEL APPLICATION

PRODUCT FEATURES - CHARACTER

1. ON/OFF SWITCH

The **ON/OFF SWITCH** is located on the bottom of the character.

To turn the unit ON, slide the ON/OFF SWITCH to the ON (\bigcirc) position. To turn the unit OFF, slide the ON/OFF SWITCH to the OFF (\bigcirc) position.

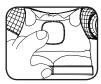
2. AUTOMATIC SHUT OFF

To preserve battery life, **Farmer Joe** will automatically power down after several minutes of no input. **Farmer Joe** can be turned on again by pressing his **LIGHT UP BUTTON** or by placing him on a **MagicPoint** location.

Farmer Joe's LIGHT UP BUTTON will flash several times and shut off when the unit's battery level is low.

ACTIVITIES – CHARACTER

- Slide the ON/OFF SWITCH to the ON (也) position to turn the unit ON. Then press the LIGHT UP BUTTON to hear fun phrases, songs, melodies and sounds.
- Place Farmer Joe on one of the play set's two MagicPoint locations to hear fun phrases, sounds and sing-along songs. Farmer Joe can also interact with other VTech[®] Toot-Toot Friends[™] play sets (each sold separately).







ACTIVITIES - FARM HOUSE

- 1. Place Farmer Joe on the Farm House MagicPoint location to turn on the Farm House light and to hear fun responses.
- 2. Place Farmer Joe on the Tractor MagicPoint location to hear fun responses.

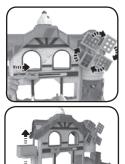
MOTOR SKILL DEVELOPMENT

There are lots of fun things in the **Farm House** that you can explore to help develop fine motor skills.

1. Slide the Slider to rotate the Windmill.

2. Place a stackable animal into the Lift and move it up and down.







3. Rotate the Chicken.

4. Open and close the Gates.

5. Open the door, then drop the **Hay bale** down the **Windmill chute** to see it zoom out below.

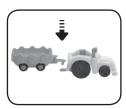
Connect the Trailer to the Tractor and push it along.

12







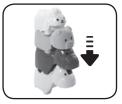


7. Stack the animals on top of each other.

8. Connect the **Fences** together in different arrangements.

CARE & MAINTENANCE

- Keep the unit and its metal parts clean by wiping them with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat sources.
- 3. Remove the batteries when the unit is not in use for an extended period of time.
- Do not drop the unit on a hard surface and do not expose the unit to excess moisture or water.





TROUBLESHOOTING

If for some reason the unit stops working or malfunctions while playing with the **MagicPoint** accessory, please remove the character from the accessory and place the character back onto the **MagicPoint**.

If the unit still isn't functioning, or if for some reason the unit stops working or malfunctions on its own, 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 working again.
- 5. If the product still does not work, install a new set of batteries.

If the problem persists, please call our Consumer Services Department on 01235 546810 (from UK) or +44 1235 546810 (outside UK) and a service representative will be happy to help you.

TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A service representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- The actions you took right before the problem started.

Internet: www.vtech.co.uk

Phone: 01235 546810 (from UK), or +44 1235 546810 (outside UK)

MPORTANT NOTE

IMPORTANT NOTE:

Creating and developing **VTech®** products is accompanied by a responsibility that we 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 on 01235 546810 (from UK) or +44 1235 546810 (outside UK) with any problems and/or suggestions that you might have. A service representative will be happy to help you.





PRODUCT REGISTRATION

Visit www.vtech.co.uk/clubvtech/login to register your VTech product

By joining the VTech Club you can also enter competitions, find out about news and events, seek expert advice for parents and let your kids play fun learning games and activities.



PRODUCT WARRANTY

Thank you for choosing this quality product from VTech. We hope it will bring many hours of entertainment, imaginative play and learning.

- 1. The product detailed above is covered by a one year warranty from the date of purchase, against any defects in materials or workmanship.
- The product may be returned to the place of purchase. Alternatively the product can be returned to VTech Electronics Europe plc (see address below), with proof of purchase, without proof of purchase no replacement will be provided.
- 3. VTech Electronics Europe plc will examine the product and if it is found to be defective due to faulty materials or workmanship, will replace the product at their discretion.
- 4. If the product covered by this warranty is damaged due to misuse, modification or unauthorised repair, or because of faulty batteries, battery discharge or incorrect electrical connections, then this warranty becomes void.
- 5. This warranty is personal to the original purchaser and is not transferable.
- 6. Breakages to the LCD screen are not covered by the warranty.
- 7. Returns to VTech Electronics Europe plc should include a cheque or postal order for \pounds 1.50 towards the cost of return postage and packaging.
- Products returned to VTech Electronics Europe plc, should be addressed as follows and packed carefully to avoid damage in transit (Please do not include batteries or adaptor).
 Please include details of the fault together with your name and address.
- 9. To keep an online record of your warranty, please register your product online at www. vtech.co.uk/warranty

Vtech Electronics EU PLC, c/o XPO Logistics, Warehouse 350, Cat & Fiddle Lane, West Hallam, DE7 $6\mathrm{HE}$

THIS WARRANTY IS OFFERED AS AN EXTRA BENEFIT AND DOES NOT AFFECT CONSUMERS' STATUTORY RIGHTS.

This warranty is valid for the UK and Eire only. For products purchased outside the UK and Eire, please contact your local distributor or place of purchase.

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