

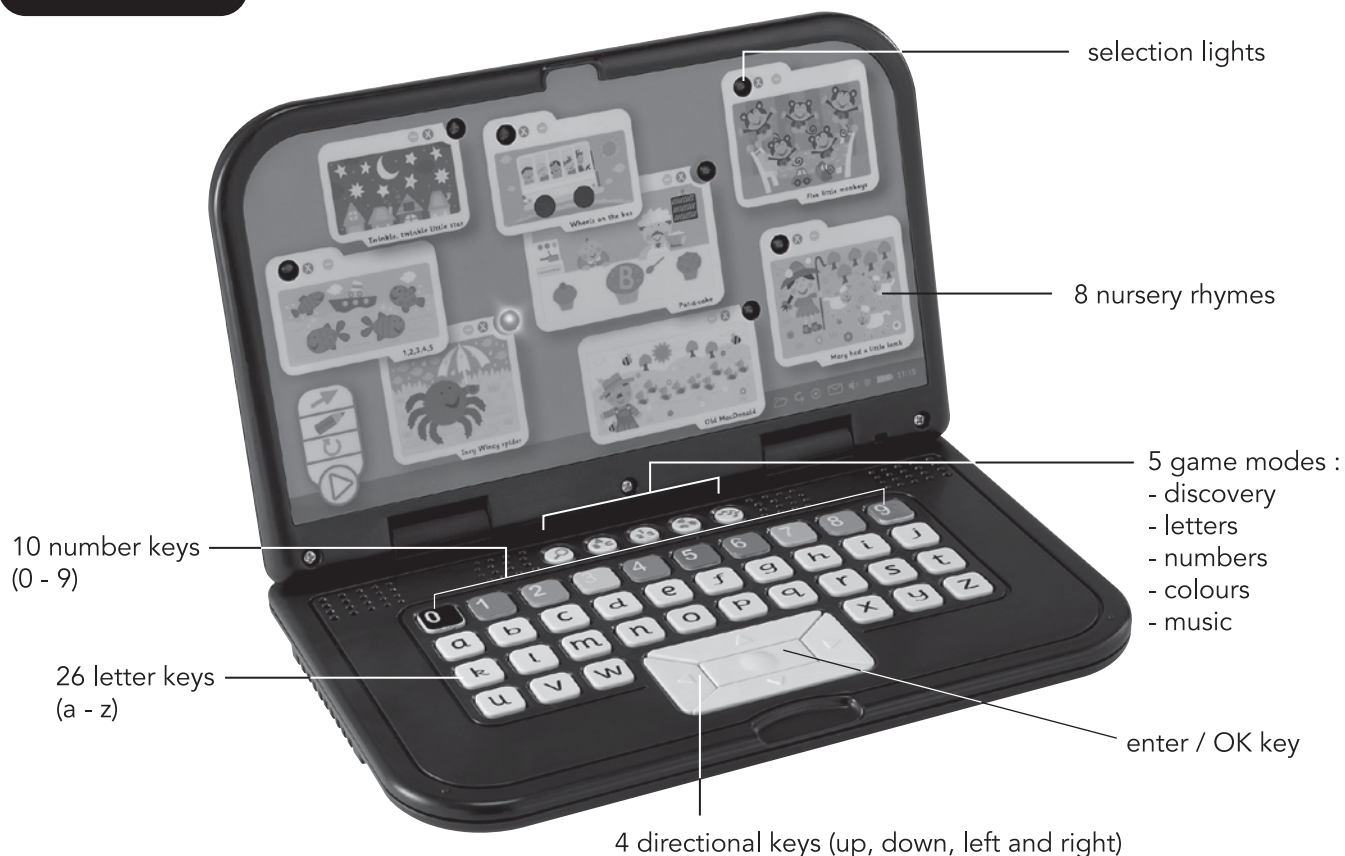


notebook
instructions

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contents



how to play

- Switch on the unit by opening the lid.
- Press on the keys to hear fun typing sound effects.
- Use the directional keys to select a picture.
- The light above the selected picture will light up, then click the enter / OK key.
- The unit will then play the corresponding nursery rhyme.

battery notice

BATTERY SAFETY : Please refer to the battery warning leaflet enclosed.

how to play

selecting a game

Select one of five game modes by pressing on one of the game buttons.

discovery mode



- The aim of the game is to discover and learn letters, numbers, colours and animals.
- Press on the number keys to learn numbers and colours.
- Press on the letter keys to learn letters.
- Use the directional keys to select a picture.
- Press the enter / OK key to select your chosen picture.
- The unit will describe letters, numbers and colours within the picture.

letter quiz mode



- The aim of the game is to learn about the alphabet.
- The unit will ask the player a selection of questions.
- For example the unit will ask you to:
Find the letter A, Find the letter B, Find the letter C, etc...
Or
Find the first letter of the word "Stars" or Find the first letter of the word "Cakes," etc...
- When the correct key is pressed, the unit will say "well done."
- When the incorrect key is pressed, the unit will say "oops."
- To answer the question, press on the letter keys.
- Try to find the correct answer within 3 attempts. After that the unit will ask a new question.

number quiz mode



- The aim of the game is to learn the numbers 0-9.
- The unit will ask the player a selection of questions.
For example the unit will ask you to:
Find the number 1, Find the number 2, etc...
Or
How many stars do you see? How many wheels do you see?
etc...
- When the correct key is pressed, the unit will say "well done."
- When the incorrect key is pressed, the unit will say "oops."
- To answer the question, press on the number keys.
- Try to find the correct answer within 3 attempts. After that the unit will ask a new question.

colours quiz mode



- The aim of the game is to learn about colours.
- The unit will ask the player a selection of questions.
- For example the unit will ask you to:
Find the black key, Find the red key, etc...
Or
Find the colour of the stars, Find the colour of the wheels, etc...
- When the correct key is pressed, the unit will say "well done."
- When the incorrect key is pressed, the unit will say "oops."
- To answer the question, press on the colour keys.
- Try to find the correct answer within 3 attempts. After that the unit will ask a new question.

music mode



- The aim of the game is to discover, learn and sing along to the nursery rhymes.
- Use the directional keys to choose a picture and then press enter / OK key to select a picture.
- The unit will play the corresponding nursery rhyme.
- Press any of the number keys to trigger a musical note.
- Press keys a – j to trigger a musical note played with an instrument.
- Press keys k – t to trigger a musical note played with a second instrument.
- Press keys u – z to trigger a musical note played with a third instrument.