



Dear Parent/Guardian.

Thank you for choosing the Barbie™ Little Learning Laptop. Designed with fun in mind. the Barbie™ Little Learning Laptop is packed with stimulating learning games and activities that will make an invaluable contribution to your child's development. The activities aim to further your child's skills in language, numbers, counting, shapes, colours, music, memory and logical reasoning.

The Barbie™ Little Learning Laptop provides a dependable and realistic introduction to computers and encourages creativity and independent learning. Learning with Barbie[™] is so much fun!

barbie.com^{**}

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About the Barbie™ Little Learning Laptop

8 learning activities that include:

· Letters, vocabulary, shapes, colours, numbers, counting, memory, logic and music

Multimedia

· Digital sound and animation

Display

- · LCD screen
- · Automatic shut-down

Interface

- · Individual A-Z keyboard
- · Number and shape keys

Audio

· The voice of Barbie®

The Barbie™ Little Learning Laptop is supplied with the following parts (please contact your retailer should any parts be missing):

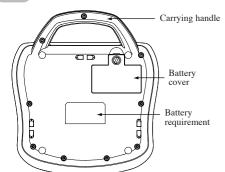
1 - Unit

2 - Instruction manual



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Unit



Chapter 2

Getting Started

The Barbie™ Little Learning Laptop operates on 2 "AA" size batteries.

Battery Installation

- 1. Make sure the unit is turned off.
- 2. Open the battery cover at the back of the unit using a straight blade screwdriver or coin.
- 3. Insert 2 "AA" batteries. (Note the correct polarity: +, -).
- 4. Replace the cover.







Caution

- · Do not mix different types of batteries or mix new and old batteries together.
- Use only batteries of the same or equivalent type as recommended.
- Remove all batteries when replacing.
- Remove batteries from the unit if the unit is not going to be used for long periods.
- Do not dispose of batteries in fire.
- Non-rechargeable batteries should not be recharged.
- Rechargeable batteries should be removed from the toy before being charged.
- Rechargeable batteries should only be charged under adult supervision.
- Exhausted batteries should be removed from the toy.
- Do not short circuit the supply terminals.

Cleaning and Maintenance

The unit should be regularly examined for damage to the enclosure and other parts. In the event of such damage, the unit must not be used until the damage has been repaired. Always disconnect the power supply before cleaning.

- Wipe the unit with a dry cloth.
- Do not get the unit wet.
- Do not dismantle the unit.

Auto-off

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If there is no input on the unit after a few minutes, the unit says "Bye bye! See you next time" and automatically turns itself off to conserve power. To start playing again, just press the on button to turn the unit back on.

Starting the Barbie™ Little Learning Laptop

Open the unit and turn on the Barbie™ Little Learning **Laptop** using the button located on the bottom right of the keyboard. Press a game key to

At the end of a session, remember to turn off the power by pressing the On button.

start the selected game.



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Press the

5 6

Chapter 3

Activity Rules

Selection

There are 8 fun filled activities in the Barbie™ Little Learning Laptop.

Select a game by pressing on the chosen game icon.

A list of games is given in Chapter 4. A game can be changed at any time by pressing on a new game icon.

Fun Animation Button

Press the button to listen to a random music tune with animation.

Answer Button

Press the Answer button to reveal the correct answer to a question.

Repeat Button

Press the co button to listen to the Press the repeat button instructions of an activity again.

Barbie™ Button

Press the **1** button to watch the opening animation with music. Press the Barbie™ button

Select a game icon

Press the fun

animation button



1234

CAI

12

different tones. When a tone is called. the number will bounce up.

- 3. The player will be asked to repeat the sequence of tones by pressing the correct number keys.
- 4. The player will need to remember the pattern and repeat the sequence as it is built up one tone at a time.

Musical Mystery

Develops music appreciation and teaches vocabulary and spelling through a music

- 1. Press a number button to hear a melody.
- 2. When the music is playing, 3 letters will bounce around the screen for 10-20 seconds.
- 3. When the melody has finished playing, the letters will form a mystery word which the player will have 2 - 3 seconds to memorize.
- 4. Afterwards, the mystery word will disappear off the screen and the player is asked to repeat the mystery word using the keyboard.
- 5. Hints will also be given to the player when needed.
- 6. When the player has keyed in all the letters, Barbie® will teach the player what word these letters spell.



Activities

Fun ABC's

Teaches the letters of the alphabet and vocabulary associated with them:

- 1. Barbie® will ask the player to find a
- 2. To give an answer, press the correct letter on the keyboard.
- 3. If the answer is correct, Barbie[®] will teach a word that begins with the same letter.

Cookie Counting

Teaches number recognition and counting:

- 1. Barbie[®] is baking a tray of cookies. The player is asked to count them and press the correct number button to answer.
- 2. If the answer is correct, extra cookies will be added or taken away to introduce simple arithmetic to the player.



Mm





— Chapter 5

Troubleshooting

Developing learning products is a responsibility that we at Oregon Scientific take very seriously. We make every effort to ensure the accuracy and appropriateness of the information which forms the value of our products. However, errors can sometimes occur. It is important for you to know that we stand behind our products and we encourage vou to contact our Technical Support Team with any problems and/or suggestions that you might have. Our Technical Support Team will be happy to help you. Before contacting, please carry out the following simple checks:

No display

Are the batteries installed properly? Do the batteries need replacing?

Black-out screen or abnormal display

Disconnect the power supply by removing the batteries for at least 10 seconds before connecting the power supply again.

In an environment prone to static discharge, the unit may malfunction.

To reset, remove the batteries for at least 10 seconds before connecting the power supply again.

Shape Sense

Introduces shapes and colours and teaches association. (Only shapes 1-6 are playable from the keyboard).

- 1. An object of a specific shape will be shown on screen.
- 2. The player is asked to find the shape that matches the object shown on screen.
- 3. Barbie[®] will let the player know the colour of the shape on the keyboard. To give an answer, find the correct shape and press on it.
- 4. This game teaches the player to identify 6 basic shapes: 1- circle, 2- heart, 3triangle, 4- square, 5- diamond, 6- star.

Count & Style

Help Barbie® create a new style and practice counting and shape recognition at the same time!

- 1. The player will be asked to find a number of shapes to help Barbie® decorate her shirt.
- 2. The player needs to press the correct shape button according to the number of times Barbie® has asked for.
- 3. The shapes will be counted out as they are entered.

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Conforms to safety requirements of ASTM F963. EN71 Parts 1, 2 and 3 and EN62115.

In an effort to continually improve our products, the actual screen display on the product may differ slightly from the diagrams shown.

Oregon Scientific, Inc.

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Warning:

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Not suitable for children under 3 years as small parts may be generated.

NOTE:

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This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.



Introduces patterns in a sequence and teaches the concept of before and after:

- 1. A sequence will appear on screen and the player has to find the letter or number that forms the logical sequence.
- 2. To give an answer, key in the correct symbol to complete the sequence.



Letters Switch

Develops eye-hand coordination and teaches upper and lower case letters:

- 1. Random letters will move across the screen from different directions one at a time.
- 2. The player needs to press the corresponding letter to switch it to a different case.
- 3. There is about 6 seconds to switch each letter before it disappears off the screen.



Develops memory skills and ability to follow instructions:

- 1. The animal on screen will call out a sequence of tones one at a time.
- 2. The numbers 1 2 3 4 will represent 4

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and
- different from that to which the receiver is connected.
- technician for help.



DISPOSAL

Do not dispose of this product as unsorted municipal waste. Such waste should be collected separately for special treatment.

SAP No.:300102321-00001-10





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• Connect the equipment into an outlet on a circuit

• Consult the dealer or an experienced radio/TV