

## ! IMPORTANT !

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

-  — Warning
-  — Caution
-  — Note
-  — Important
-  — Hint

## WARNING

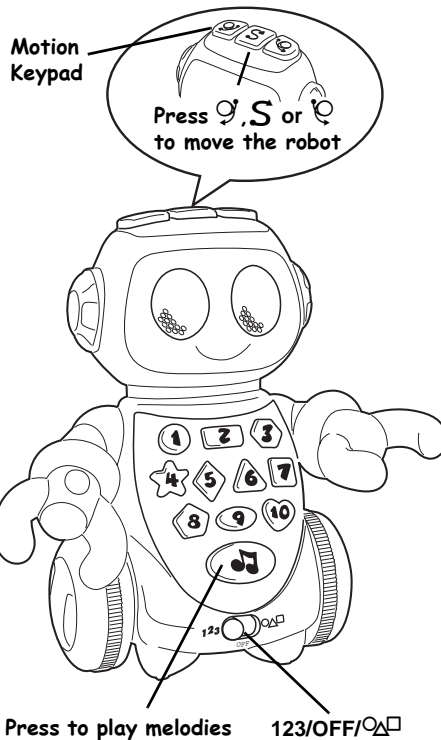
Dispose of old batteries promptly and properly; do not burn or bury them.

## CAUTION

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- If you do not plan to use the robot for one week or more, remove the batteries. Batteries can leak chemicals that can damage electronic parts.

## NOTE

- The robot's eyes flash when you press any button.
- To save battery power, the robot automatically turns off if you do not press any buttons for about one minute.



Thank you for purchasing the RadioShack Learn 'N' Fun Robot. It is an interactive educational toy designed for children, age 3 and above. The robot can help your child learn numbers, colors, and shapes. It can also help your child develop listening skills.

## INSTALLING BATTERIES

Your robot requires 4 AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.



1. Use a Phillips screwdriver to remove the battery compartment cover's screw (located on the back of the robot). Then remove the cover.
2. Place four batteries in the compartment according to the polarity symbols (+ and -) marked inside.
3. Replace the cover and secure it with the screw.

When the robot's voice weakens or it stops operating properly, replace the batteries.

## OPERATION

### PLAYING NUMBERS

Slide 123/OFF/OA to 123. The robot plays music and says "Hello! Let's play together!". The robot's eyes remain lit after briefly flashing.

Press a number button to hear the button's number. For example, when you press 1, you hear "This is the number one."

### PLAYING COLORS AND SHAPES

Slide 123/OFF/OA to OA. The robot plays music and says "Hello! Let's play together!". The robot's eyes remain lit after briefly flashing.

Press a number button to hear the button's color and shape. For example, press 1, you hear "This is the blue circle."

### MOVEMENT

Your robot moves in three pre-programmed patterns.

Slide 123/OFF/OA to 123 or OA. The robot plays music and says "Hello! Let's play together!". The robot's eyes remain lit after briefly flashing.

Press *S*, *S*, or *S*. The robot moves in the pre-programmed pattern and its eyes flash.

### PLAYING MELODIES

Your robot plays 11 different melodies.



1. *Old MacDonald Had a Farm*
2. *Battle Hymn of the Republic*
3. *Pop Goes the Weasel*
4. *Away in a Manger*
5. *Mary Had a Little Lamb*
6. *Jack 'N Jill*
7. *Little Brown Jug*
8. *She'll Be Coming Round the Mountain*
9. *Twinkle Twinkle Little Star*
10. *Santa Lucia*
11. *Foster's Melody*








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NOTE

If you press  more than eleven times, the robot subtracts "11" and then plays the song that equals the number of difference. For example, if you press  14 times (14-11=3), the robot plays the third melody "Pop Goes the Weasel."

Slide 123/OFF/ to 123 or . The robot plays music and says "Hello! Let's play together!". The robot's eyes remain lit after briefly flashing.

Press  to play the first melody. The robot's eyes flash while the melody plays. To play the 2nd to 11th melody, press  the same number of times as the melody you want to hear. 

## CARE

Keep the robot dry; if it gets wet, wipe it dry immediately. Use and store the robot only in normal temperature environments. Handle the robot carefully; do not drop it. Keep the robot away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

If your robot is not performing as it should, take it to your local RadioShack store for assistance. Modifying or tampering with the robot's internal components can cause a malfunction and might invalidate its warranty.

### Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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