

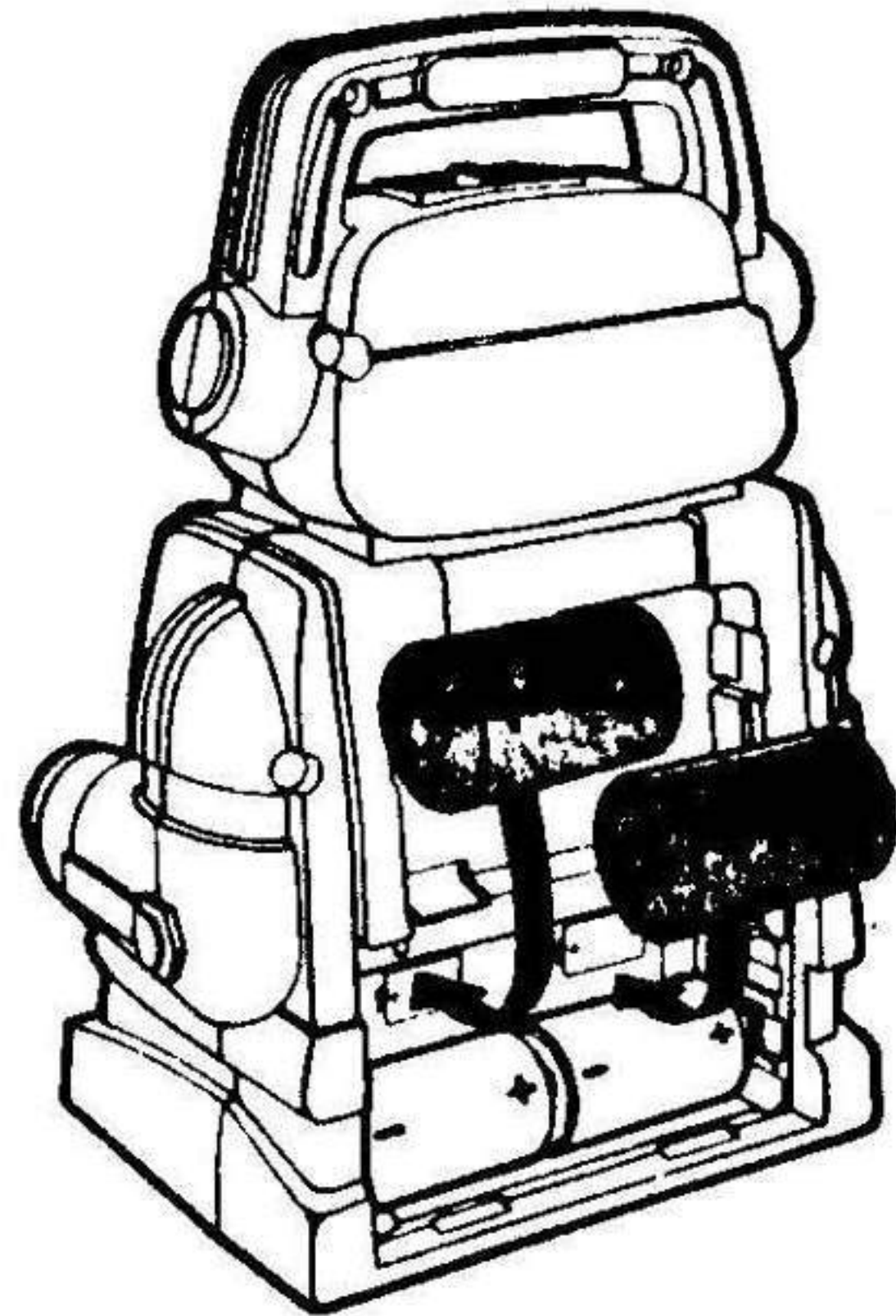
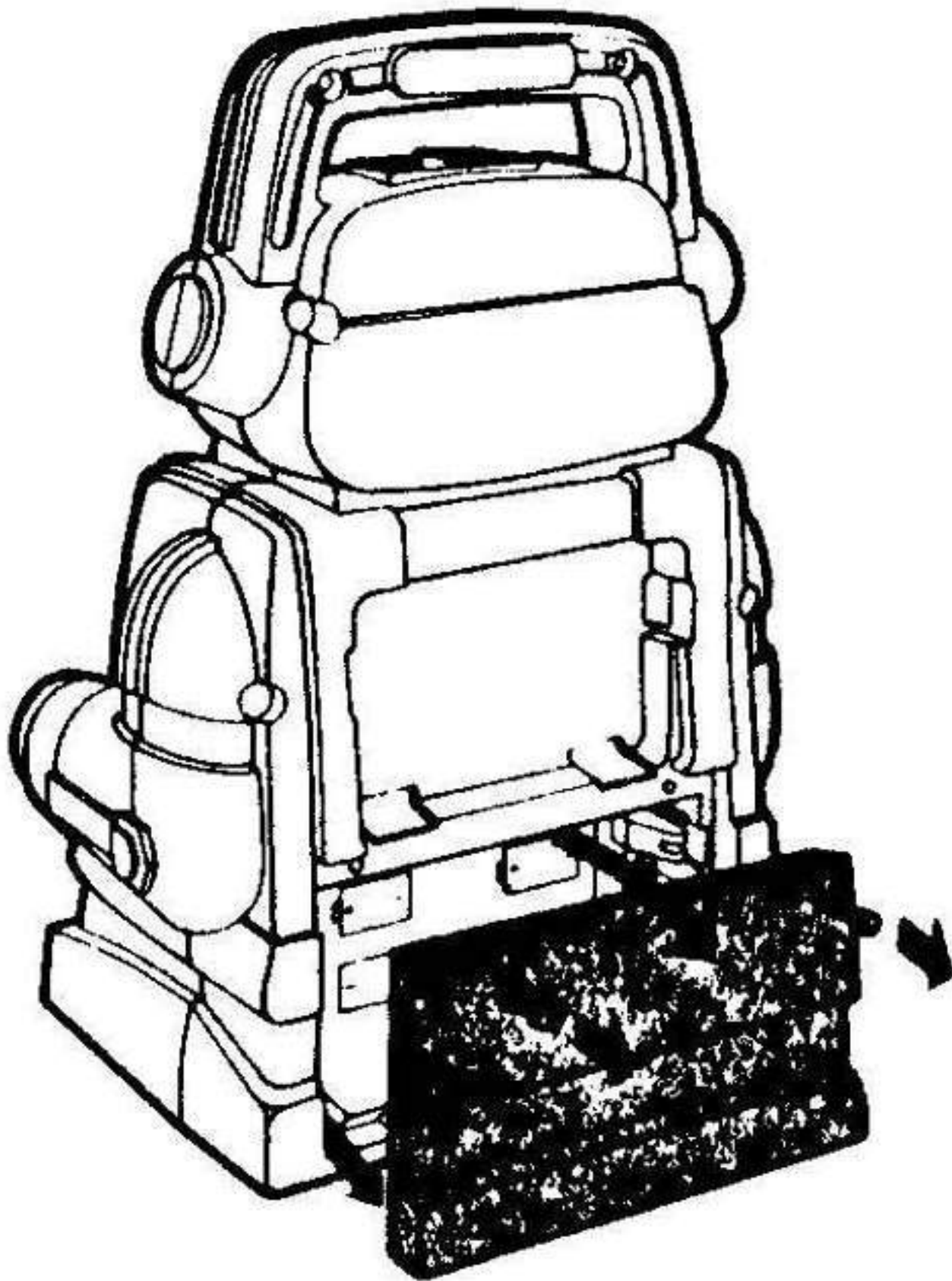


CASEY™

THE TALKING TAPE PLAYER INSTRUCTIONS

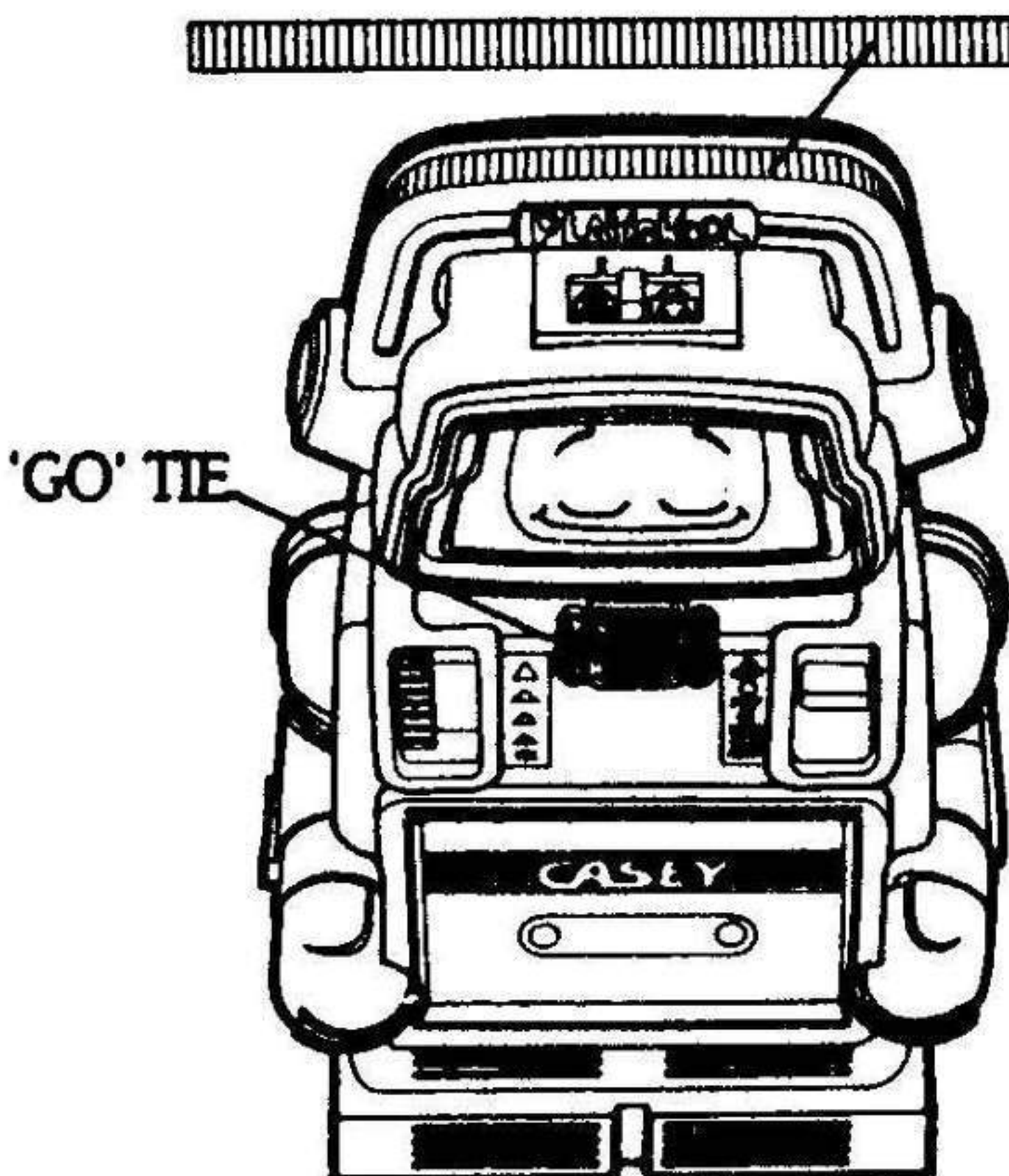
1. Casey operates on four "D" size batteries (not included). To insert batteries, unscrew compartment cover in back of Casey and position batteries as shown. (ILL. 1) Fit cover into original position and replace screws. Press Casey's 'Go' Tie to activate his face. Casey's 'Go' Tie must be pressed every time batteries are inserted.

**When batteries become weak, Casey's face will fade or scramble and his tape will sound distorted. For best results, use four fresh alkaline D-cell batteries. Rechargeable batteries are not recommended.

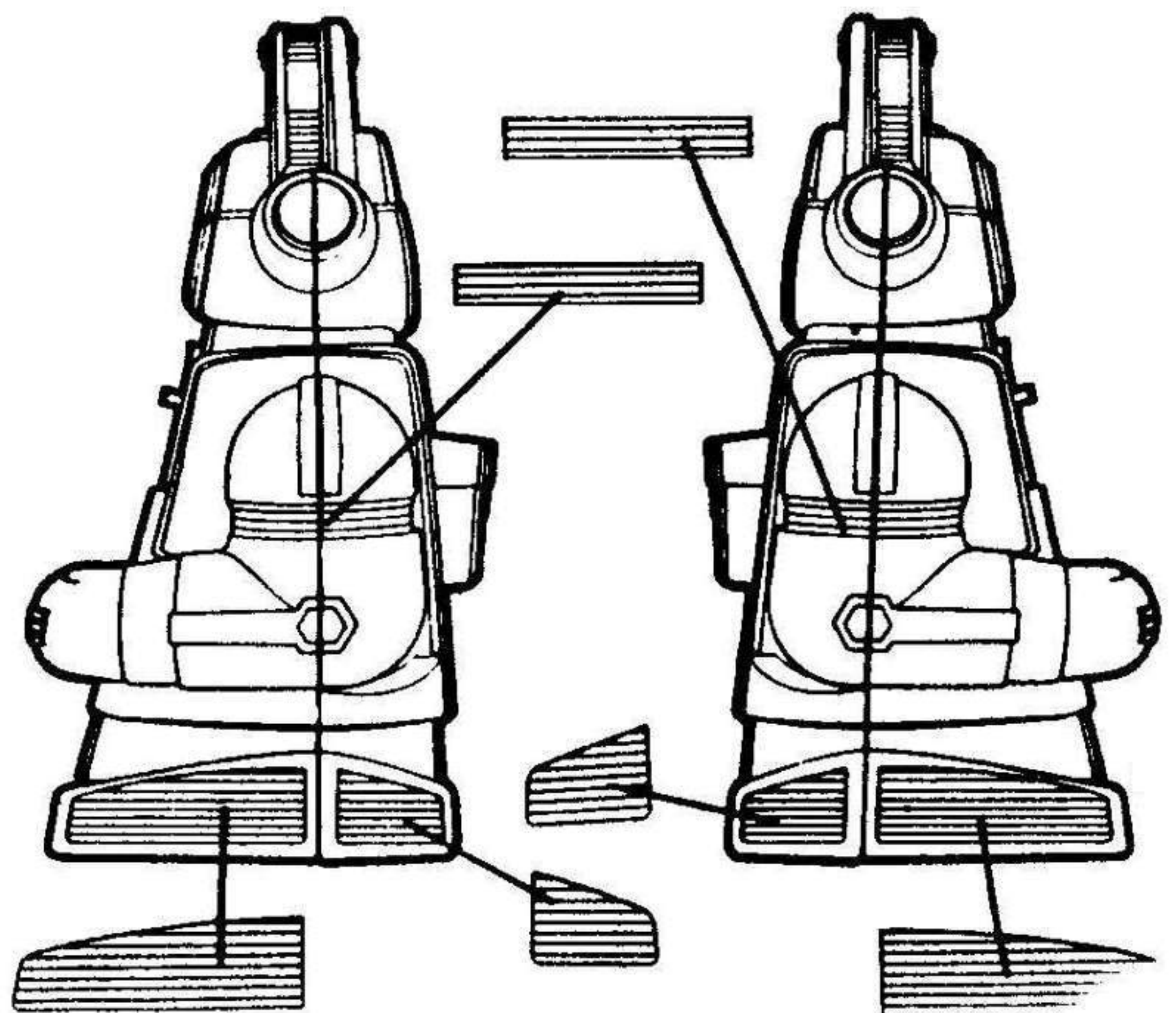


ILL. 1

2. Peel and apply labels as shown. (ILL. 2)

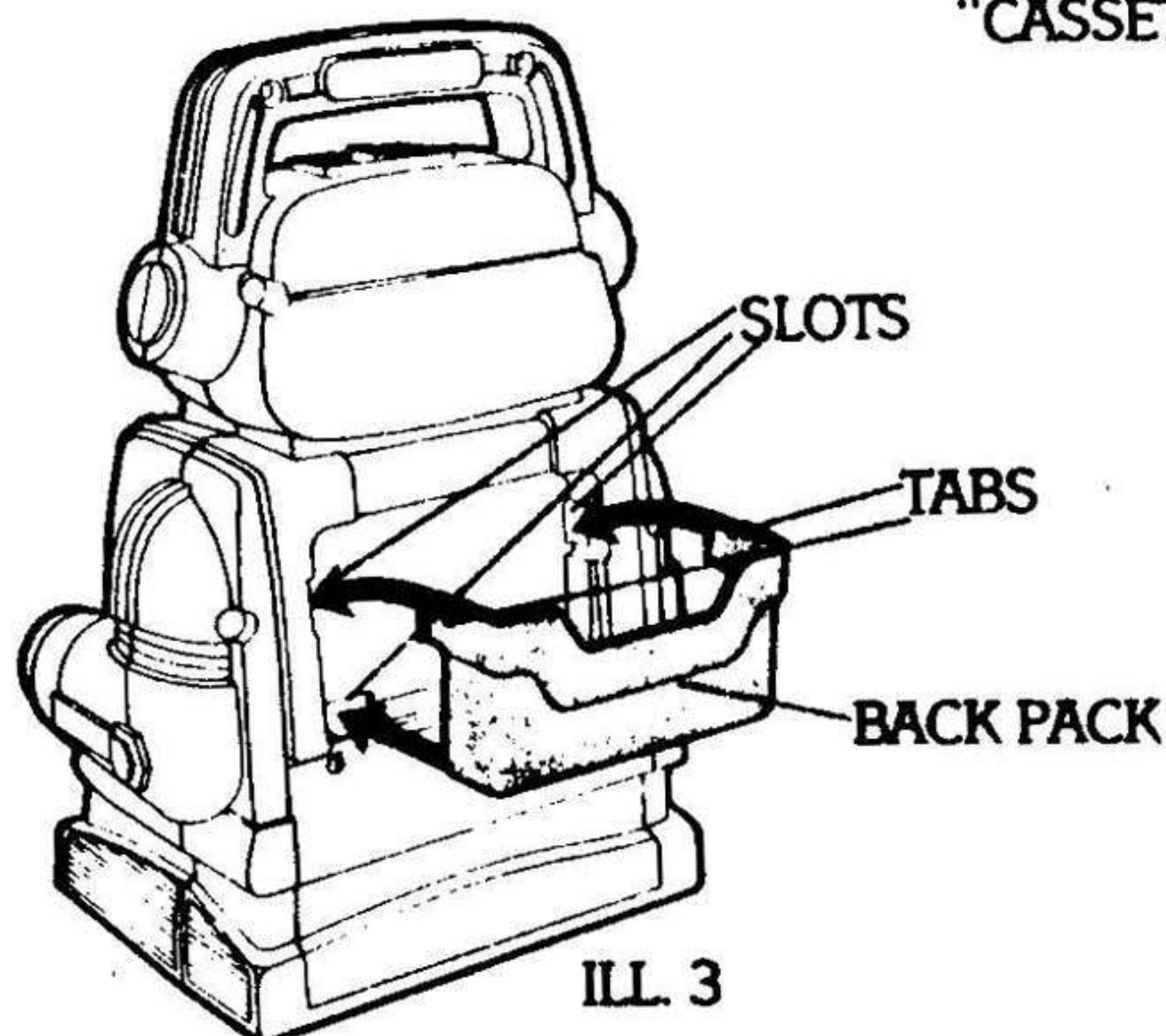


ILL. 2

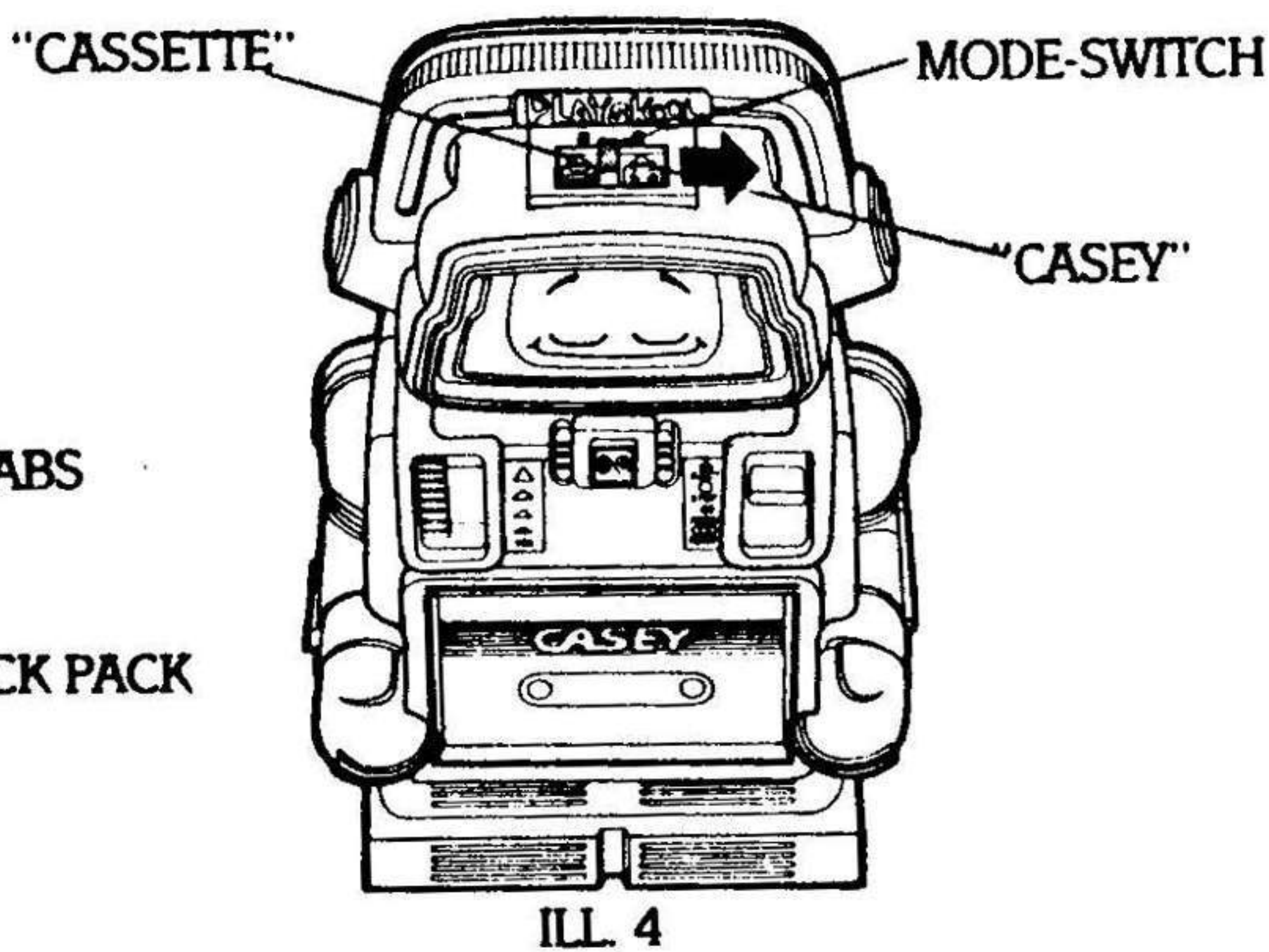


ack. (ILL. 3) Now Casey can carry up to three extra cassettes.

- To play Casey's storybook cassette tapes, slide mode-switch, located on top of Casey's head, to the right (towards picture of Casey on mode switch). This lets Casey know when to pause for his special activities. To play any other standard cassette tape, slide mode-switch to the left (towards picture of cassette on mode switch). If cassette continues to shut off, recheck to make sure mode switch is to the left. (ILL. 4)

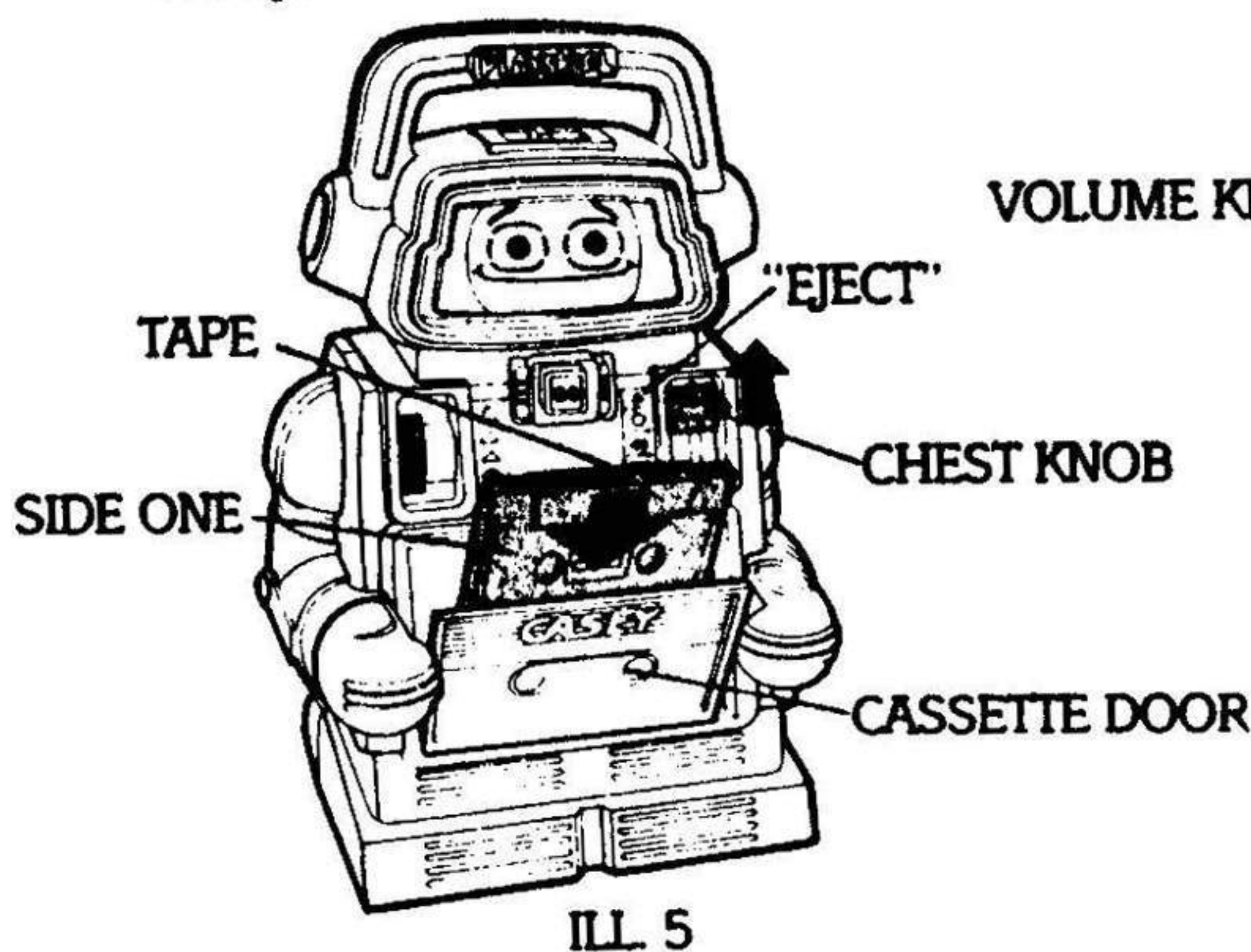


ILL. 3

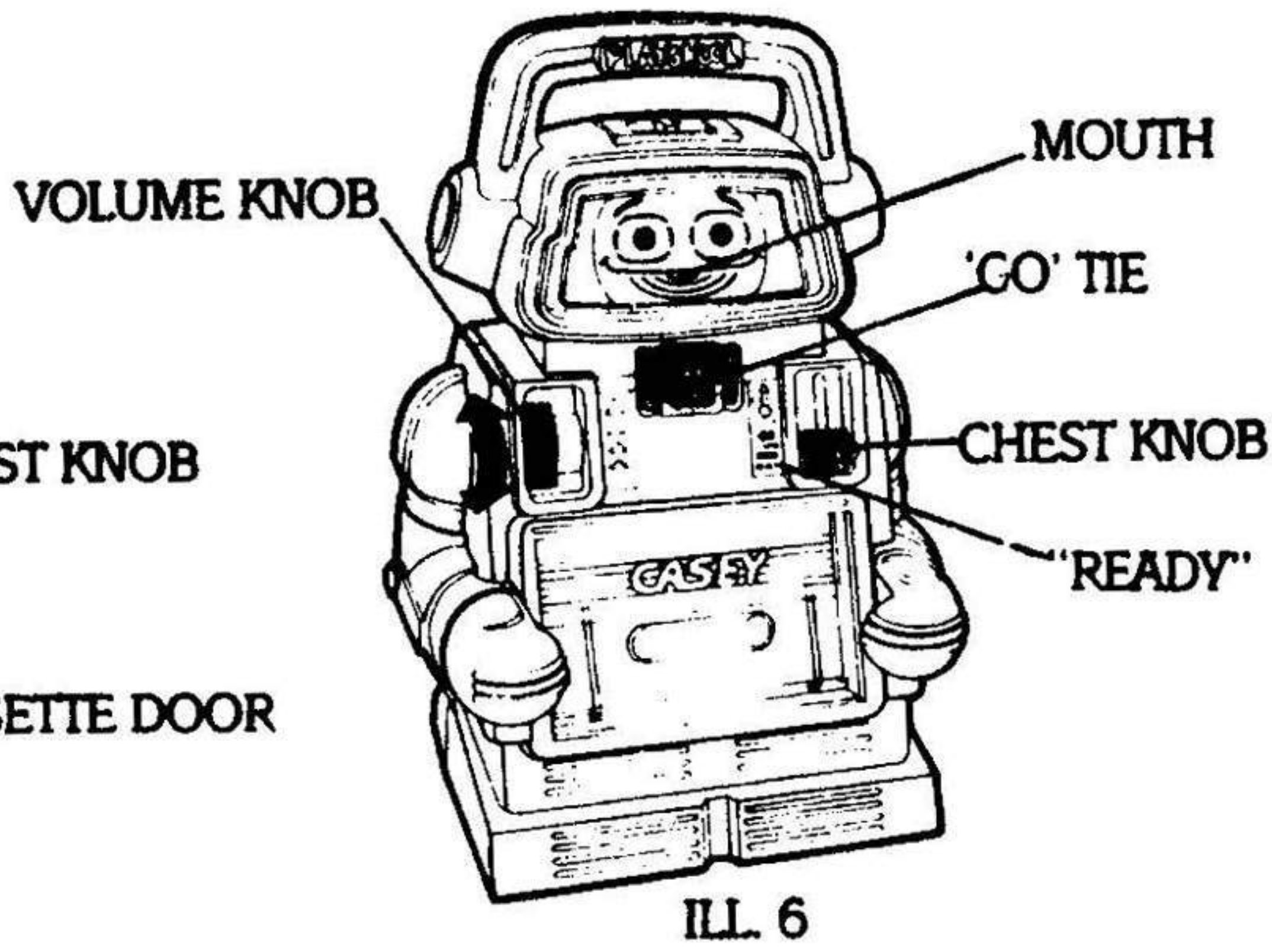


ILL. 4

- To play the Casey storybook tape included with Casey -- or any other cassette tape--slide the chest knob to "EJECT" and the cassette door will pop open. Insert tape with tape roll facing up and "Slide One" label facing out as shown. Close cassette door, making sure it snaps into place. (ILL. 5)
- To operate Casey, slide chest knob to "READY" and press Casey's 'Go' Tie. He'll hum a short tune as his face begins to come alive! Now, Casey will begin to tell you his story!
- Casey's mouth responds to the volume level. To make Casey play louder and his mouth open wider, turn the "VOLUME" knob upwards. To make him play softer and his mouth open less, turn the "VOLUME" knob downwards. (ILL. 6). Casey will respond best to middle volume level. If volume level is set too low, Casey may randomly pause the tape. Increase the volume and press the 'GO' tie to restart Casey.



ILL. 5



ILL. 6

To stop Casey's tape, move chest knob to "STOP" and the cassette door will open automatically for easy cassette removal.

9. To *fast forward* Casey's tape, slide chest knob to "FORW" (forward) and press Casey's 'GO' tie. In "FORW", tape may pause before reaching the end. Continue to press the 'GO' tie until you reach the desired point on the tape. Make sure tape is advanced to the end of "Side One" before playing "Side Two". This will ensure "Side Two" starts at the beginning of the tape.
10. To *rewind* Casey's tape, flip tape over and slide chest knob to "FORW" until you reach the desired point on the tape. "STOP" the tape, flip it back over and press Casey's 'GO' Tie to begin again.
11. Casey's tapes are programmed to pause automatically at certain points on the tape. This allows your child time to respond to Casey's special activities. There is no need to rush--your child can take all the time he/she needs. When ready to continue, simply press Casey's 'Go' Tie and Casey will resume his activities where he left off.
12. When Casey is finished his activities for the day, flip his chest knob to "EJECT" and remove the tape. NOTE: When Casey is not playing a tape or if tape exceeds three minutes, Casey's eyes close and he goes to sleep. Casey's eyes are always ON as it requires very little battery drain.

*If Casey has been played with for a long time, his face may become jumbled. To return Casey to normal, press his 'GO' Tie and he will return to normal. If his scrambled face persists, check Casey's batteries. Cassettes which play 60 minutes or longer may not perform properly.

IMPORTANT:

Keep Casey safe and happy by playing with him and storing him in temperatures below 110° F. Do not leave Casey in a closed automobile or in direct sunlight.

Casey contains electronic microprocessor and therefore federal regulations require the following precautions. This equipment generates and uses radio frequency energy and if not installed and used properly, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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 the Radio and TV antenna
- Relocate Casey with respect to the antenna
- Move Casey away from the antenna

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the US Government Printing Office, Washington, DC 20402, Stock Number 004-000-00345-4.

90 DAY LIMITED WARRANTY ON CASEY

Playskool, Inc. warrants the Casey tape player to the original purchaser for 90 days from the purchase date, under normal use and service against defective workmanship and materials (batteries excluded). This warranty does not cover damage from accident or misuse.

Playskool will not be liable for loss of use of Casey or incidental or consequential costs or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above may not apply to you.

If Casey fails to operate properly during the warranty period due to defective workmanship or materials, Playskool will repair or replace it without charge when returned with proof of purchase date, shipping prepaid, to the address below. Playskool will pay the cost of returning the product to you. After the warranty period, until one year from date of purchase, Playskool, at its option will repair or replace Casey when returned as described above, with a check or money order for \$7.50. The address for returns is:

PLAYSKOOL, INC.

Attn: Electronic Warranty Repair

443 Shaker Road

East Longmeadow, MA 01028

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