



Learning Projector with Sounds



Please keep this instruction sheet for future reference,
as it contains important information.

Requires four "AA" (LR6) alkaline batteries (not included).

Adult assembly is required for battery installation.

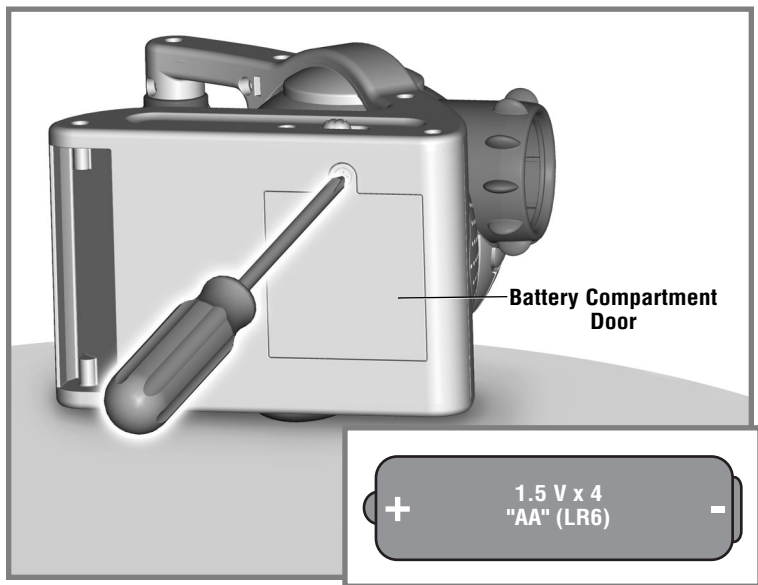
Tool required for battery installation:
Phillips screwdriver (not included).



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N1517

BATTERY INSTALLATION



- Locate the battery compartment on the bottom of the projector.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert four “AA” (LR6) **alkaline** batteries, as indicated inside the battery compartment.

Hint: We recommend using **alkaline** batteries for longer battery life.

- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When sounds or the lights from the projector become faint or stop, it's time for an adult to change the batteries!



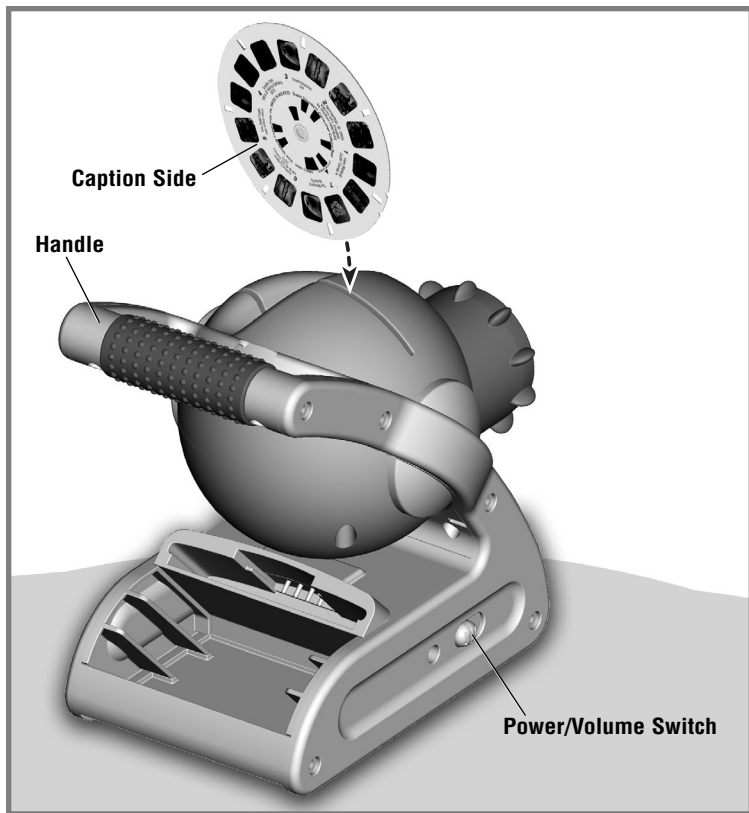
Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

BATTERY SAFETY INFORMATION

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

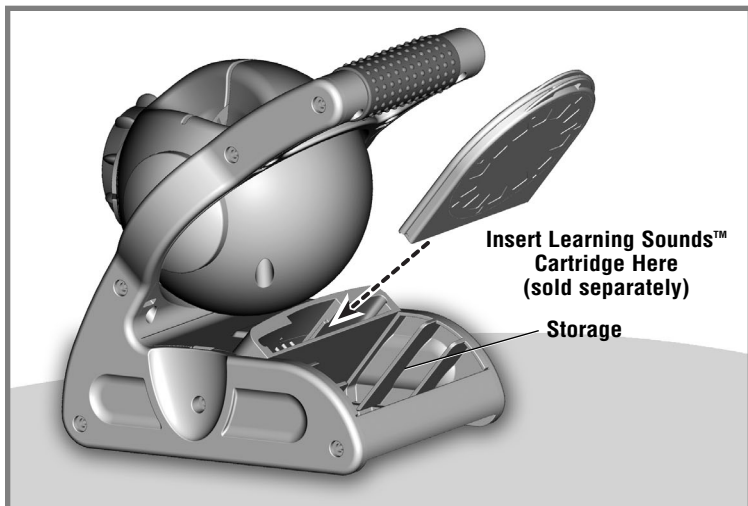
- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

PROJECTOR USE



1. Locate the power/volume switch on the side of the toy. Slide the switch to on with no sound ◀, on with low volume ◀◀, on with high volume ◀◀◀, or when finished using the projector slide the switch off ○.
2. Insert a View-Master® Discovery Channel™ Learning Sounds™ reel with the **caption side** facing the handle.

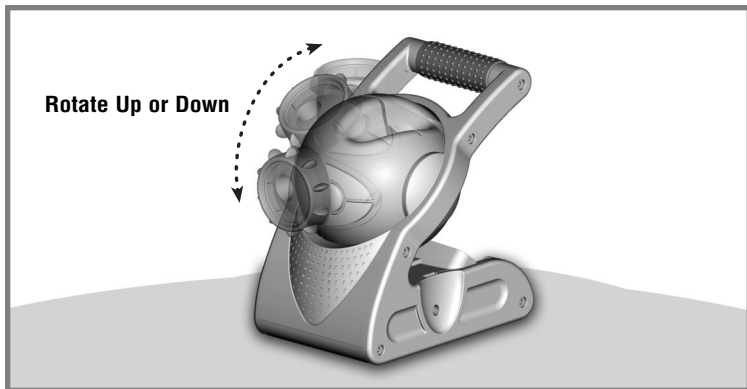
PROJECTOR USE



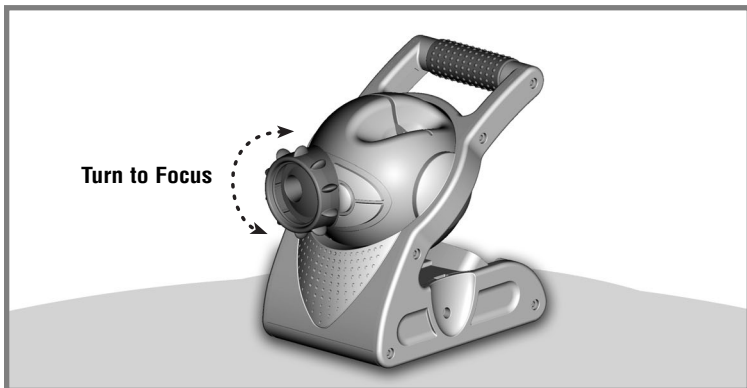
3. Insert the matching Learning Sounds™ 3D audio cartridge into the upper slot under the handle.

Note: The sample reel (included) does not require an audio cartridge for sounds.

PROJECTOR USE



4. Grasp the focus ring and rotate to adjust the height to project the the image on the walls or ceiling.

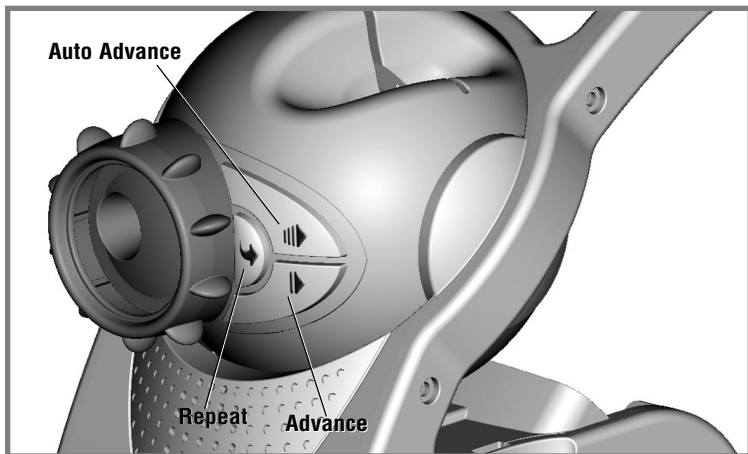


5. Turn the focus ring until the image is sharp.

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PROJECTOR USE



6. Press the advance button to move to the next image. Hear sound effects, character voices and music!
7. Press the repeat button to hear fun facts and repeat the sounds.
8. Press the auto advance button to automatically view all images, one-by-one.

Notes: If your child is not actively playing with the projector, it goes into sleep mode and the light turns off. To “wake up” the projector, slide the power/volume switch off and then on again.

Hint: This projector can be used with any View-Master® reels to see images only. Sound effects, character voices and music are only activated when used with Learning Sounds™ or Super Sounds™ reels (sold separately).

FUN TIPS

- For the steadiest picture show, place the projector on a hard, flat surface.
- Make sure the room is completely dark for the best possible image.

CARE

- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable parts. Do not take this toy apart.

CONSUMER INFORMATION

FCC Statement (United States only)

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. 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 receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Note: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

CONSUMER INFORMATION



CONSUMER ASSISTANCE

Call toll free: 1-800-432-5437 (US & Canada only)
M-F 9AM to 7PM / SAT 11AM to 5PM (EST)

 service.fisher-price.com

Write to us at: Fisher-Price® Consumer Relations,
636 Girard Avenue, East Aurora, New York 14052.

Hearing-impaired consumers using TTY/TDD equipment,
please call 1-800-382-7470.

For countries outside the United States:

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Great Britain: Mattel UK Ltd, Vanwall Business Park,
Maidenhead SL6 4UB. Helpline: 01628 500303,
www.service.mattel.com/uk

Australia: Mattel Australia Pty. Ltd., 658 Church Street,
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Asia: Mattel East Asia Ltd, Room 1106, South Tower,
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