

vtech®

Parent's Guide

Go!Go!
**CORY
CARSON**®

Cory's Stay & Play Home™

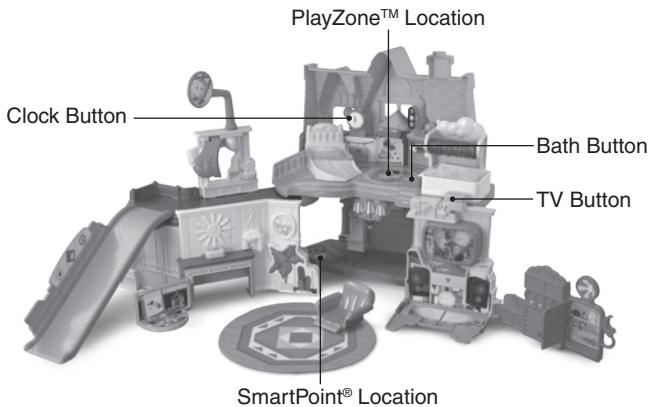


91-003865-006 (US)

INTRODUCTION

Thank you for purchasing the **Go! Go! Cory Carson® Cory's Stay & Play Home™!**

Get ready to play at Cory's house. Check out Cory's cool bedroom, zoom down the ramp and watch DJ Train Trax in the living room. Place mini characters on the PlayZone™ to hear character phrases and sound effects.



Mini Mama



Mini Cory



Mini Chrissy

INCLUDED IN THIS PACKAGE

NOTE: This toy is not intended for teething.



One mini Mama



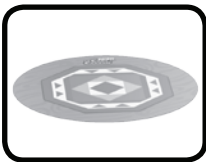
One mini Cory



One mini Chrissy



One chair



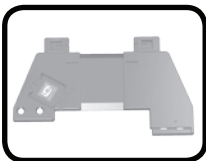
One playmat



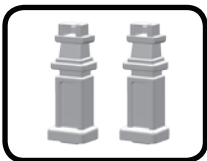
One arch



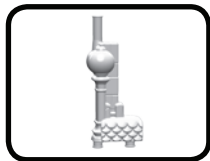
One door



One first floor base



Two columns



One corner pillar



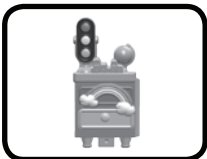
One bath roller



One bathtub wall



One second floor base



One nightstand



One clock & tent



One bed



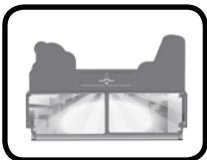
One house top



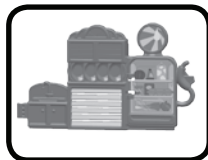
One lamp



One TV stand



One TV stand cover



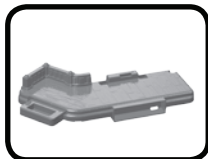
One refrigerator



One refrigerator door



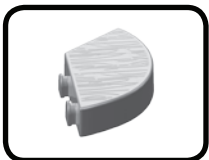
One main floor wall



One second floor hallway



One fireplace wall



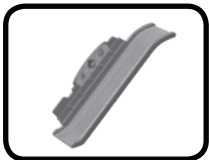
One connector



One window



One pole



One ramp

- One label sheet
- One parent's guide

WARNING:

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE:

Please keep this parent's guide as it contains important information.

ATTENTION :

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d'emballage. Ils ne font pas partie du jouet.

NOTE :

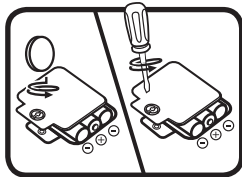
Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

GETTING STARTED

Battery Removal and Installation

Cory's Stay & Play Home™

1. Make sure the unit is turned **Off**.
2. Locate the battery cover underneath the second floor of the house. Use a coin or a screwdriver to loosen the screw.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 3 new AAA (AM-4/LR03) batteries following the diagram inside the battery box.
5. Replace the battery cover and tighten the screw to secure the battery cover.

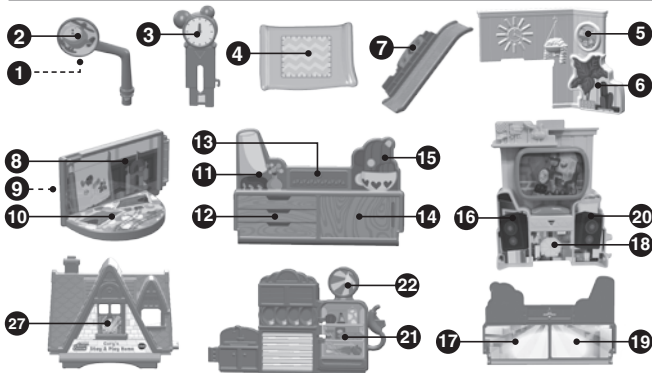
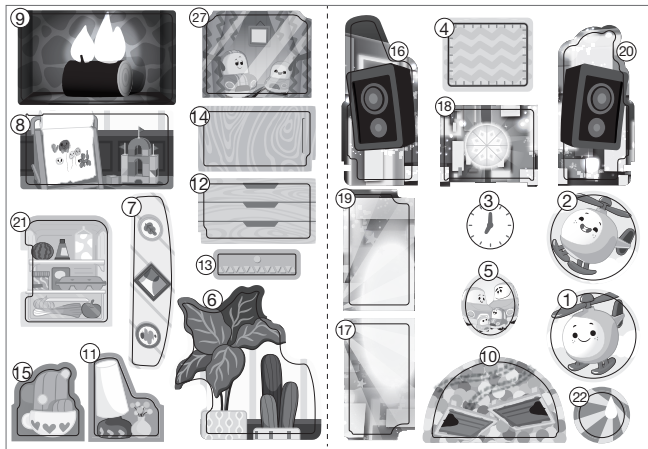


BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

LABEL APPLICATION

Please apply the labels to the playset as show below:



ASSEMBLY INSTRUCTIONS

With the **Cory's Stay & Play Home™**, safety comes first. To ensure your child's safety, adult assembly is required.

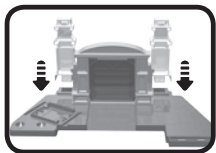
1. Place the **Door** into the **Arch** and press into place.



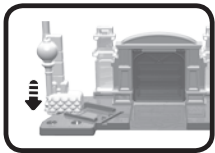
2. Lay the **First Floor Base** face up on a flat surface. Insert the two **Arch** posts into the first floor. Press down until you hear a click.



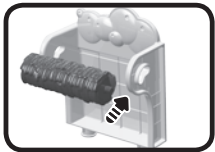
3. Insert the two **Columns** into the **First Floor Base**.



4. Insert the **Corner Pillar** into the **First Floor Base**. Press down until you hear a click.



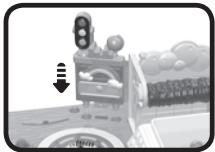
5. Press the **Roller** into the **Bathtub Wall** until you hear a click.



6. Insert the **Bathtub Wall** into the **Second Floor Base** behind the tub. Press down until it clicks into place.



7. Insert the **Nightstand** into the **Second Floor Base**. Press down until you hear a click.



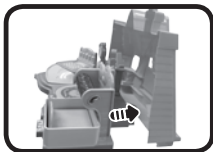
8. Insert the **Clock & Tent** into the **Second Floor Base**. Press down until you hear a click.



9. Push the **Bed** into the **Second Floor Base** until you hear a click.



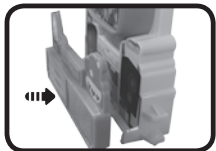
10. Connect the **House Top** to the **Second Floor Base** as shown below.



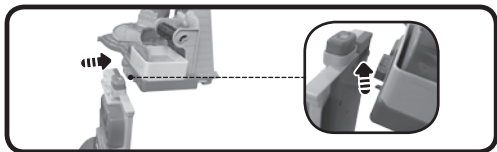
11. Flip the house over so the bottom is exposed. Insert the lamp into the bottom of the **Second Floor Base**. Press until you hear a click.



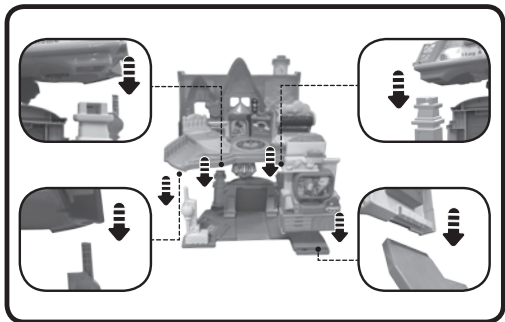
12. Attach the **TV Stand Cover** to the **TV Stand**. Press until you hear a click.



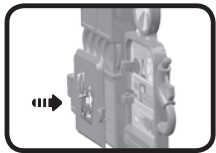
13. Insert the **TV Stand** into the **Second Floor Base**. Press until you hear a click.



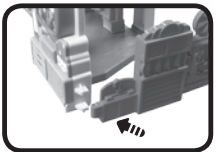
14. Align all posts and columns with corresponding slots underneath the second floor. Press down until hear a click to indicate both floors are secure.



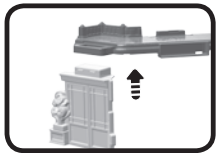
15. Attach the **Refrigerator Door** to the **Refrigerator** . Press until you hear a click.



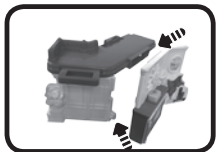
16. Connect the **Refrigerator** to the **TV Stand** as shown below. Press until you hear a click.



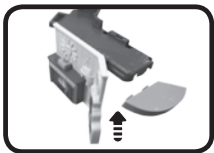
17. Insert the **Main Floor Wall** into the **Second Floor Hallway** as shown below. Press down until you hear a click.



18. Insert the **Fireplace Wall** into the **Second Floor Hallway** as shown below. Press until you hear a click.



19. Add the **Connector** to the **Second Floor Hallway** as shown below. Press until you hear a click to indicate it is secure.



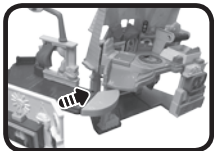
20. Insert the **Pole** into the **Window** as shown below. Press until you hear a click.



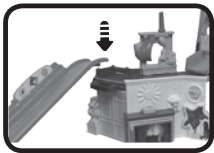
21. Attach the **Window** to the **Second Floor Hallway** as shown below. Press down until you hear a click.



22. Connect the **Second Floor Hallway** segment to the **Second Floor Base** as shown below. Press until you hear a click to indicate it is secure.



23. Connect the **Ramp** track to the **Second Floor Hallway** as shown below.

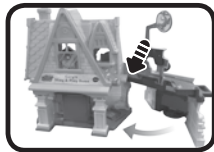


Once you've completed the above steps, you are ready to play. **PlayZone™** characters from other sets (sold separately) are also compatible.

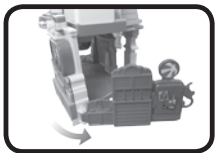


FOLDING INSTRUCTIONS

1. Remove the ramp and rotate the hallway section to the front. Secure in place with the tab.



2. Fold the kitchen flat against the house.






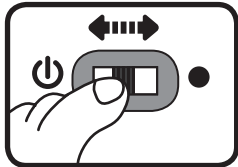
3. The house is now folded and ready to store.



PRODUCT FEATURES

1. On/Off/Volume Control Switch

To turn the house **On**, slide the **On/Off/Volume Control Switch** to the **Low Volume**  or the **High Volume**  position. You will hear the **Go! Go! Cory Carson**[®] theme song and fun sounds. To turn the house **Off**, slide the **On/Off/Volume Control Switch** to the **Off**  position.



2. Automatic Shut-Off

To preserve battery life, **Cory's Stay & Play Home™** will power down after approximately 60 seconds without input. The unit can be turned on again by pressing the buttons or triggering the **PlayZone™** with the mini characters.

NOTE:

If the unit powers down while playing, we suggest changing the batteries.

ACTIVITIES

1. PlayZone™ Location

Place Cory, Chrissy, Mama or other **Go! Go! Cory Carson®** mini characters on the **PlayZone™ Location** to trigger fun phrases and sounds from the show. The characters will flash with the sounds.



2. Clock Button

When a mini character is on Cory's bed, press the clock button to reveal Papa, trigger fun sounds, songs and phrases from the show, and launch the character down the ramp.



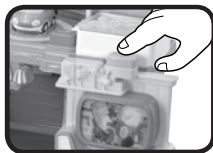
3. Bath Button

Press the **Bath Button** to hear fun phrases, melodies and sounds from the show. When Cory, Chrissy or Mama are on the **PlayZone™ Location** press the **Bath Button** to hear Papa interact with them. Place other **Go! Go! Cory Carson®** mini characters on the **PlayZone™ Location** to hear melodies, sounds and fun phrases from the show. The light will flash with the sounds.



4. TV Button

Press the **TV Button** to hear DJ Train Trax talk and play music. The light will flash with the music.



5. SmartPoint® Location

Place a **SmartPoint®** character (sold separately) on the **SmartPoint® Base** to hear fun phrases and sound effects.



SONG LYRICS

1. Hurry up you sleepy head,
Let's get up and out of bed.
Grab your back pack, ball and books,
Now let's start our day.

2. Oh our house is a home,
and we're never alone.
Love and laughter will le-ad the way (hooray)

MELODY LIST

1. A-Tisket, A-Tasket
2. Skip to My Lou
3. Frere Jacques

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries if the unit will not be in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, please follow these steps:

1. Please turn the unit **Off**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit sit for a few minutes, then replace the batteries.
4. Turn the unit **On**. The unit should now be ready to play again.
5. If the product still does not work, replace with an entire set of new batteries.

IMPORTANT NOTE:

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or visit our website **vtechkids.com** and fill out our **Contact Us** form located under the **Customer Support** link. Creating and developing VTech products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

NOTE :

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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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

Supplier's Declaration of Conformity
47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 5291
Product Name: Go! Go! Cory Carson®
Cory's Stay & Play Home™
Responsible Party: VTech Electronics North America, LLC
Address: 1156 W. Shure Drive, Suite 200
Arlington Heights, IL 60004
Website: vtechkids.com

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 UNDESIRE OPERATION.

CAN ICES-3 (B)/NMB-3(B)

**CLASS 1
LED PRODUCT**

**Visit our website for more
information about our products,
downloads, resources and more.**

vtechkids.com

Read our complete warranty policy online at
vtechkids.com/warranty

