

vtech®

Parent's Guide



## 2-in-1 Jungle Friends Gear Park™

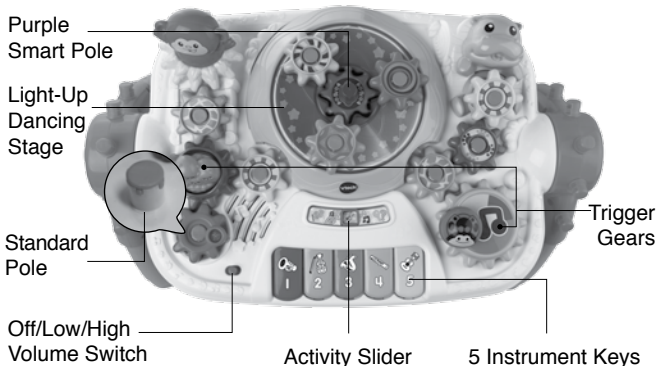


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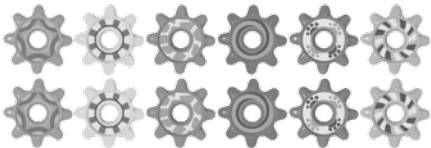
# INTRODUCTION

Thank you for purchasing the **VTech® GearZooz™ 2-in-1 Jungle Friends Gear Park™**.

This fun-filled park features activities that introduce animals, numbers, colors, instruments and songs!



3 Smart Gear™ Animals



12 Standard Gears



Handle Gear

# INCLUDED IN THIS PACKAGE

A: One table top



B: Two screw bolts



C: Two joints



D: Four table legs



- Three Smart Gear™ animals
- 12 standard gears
- One handle gear
- One monkey



- 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.

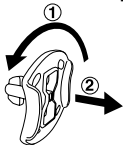
## **ATTENTION :**

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 :**

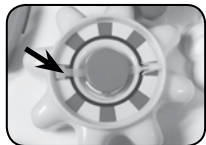
Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

### **Unlock the packaging locks:**



- ① Rotate the packaging locks 90 degrees counterclockwise.
- ② Pull out the packaging locks and discard.

### **Remove the Cable Ties:**

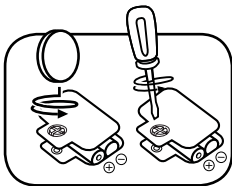


- ① Cut the ties with a pair of scissors.
- ② Remove the ties.

# GETTING STARTED

## BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover at the bottom of the unit. Use a screwdriver to loosen the screw.
3. Install 2 new AA size (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure.



## 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.

# ASSEMBLY INSTRUCTIONS

With the VTech® GearZooz™ 2-in-1 Jungle Friends Gear Park™, safety comes first. To ensure your child's safety, adult assembly is required.

screw  
bolts



joints



table legs

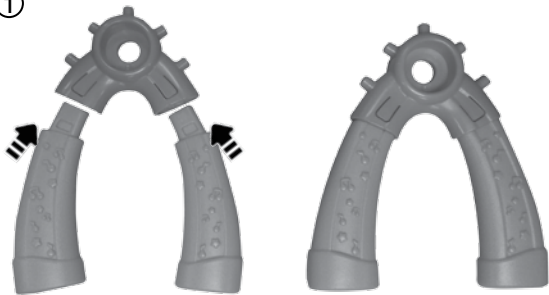


table top

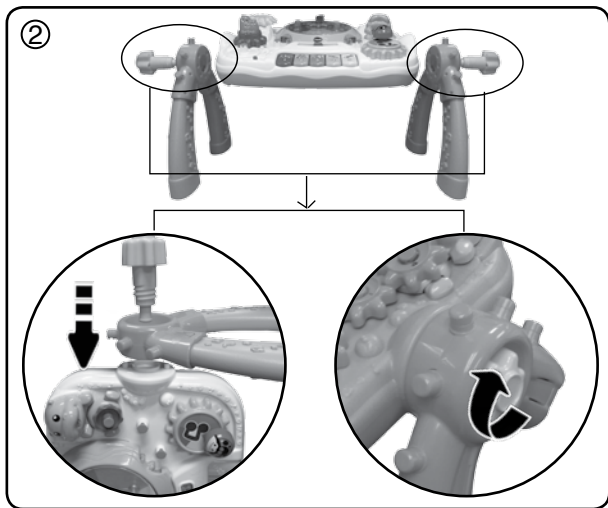


1. Insert 2 table legs into one of the joints as shown in the picture. Firmly push the legs into the joint until they click into place. Repeat the same to the other joint and 2 legs.

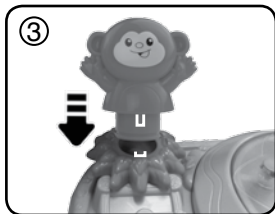
①



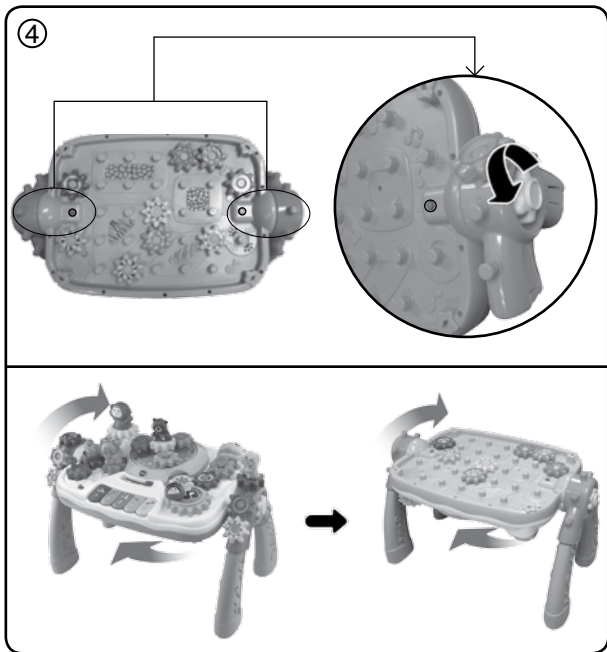
2. Insert the screw bolt into the hole on top of the assembled legs, then insert the end of the screw bolt into one side of the table as shown in the picture. Firmly push the screw bolt into the table until it clicks into place. Then turn the screw clockwise until you hear a click sound to secure the leg to the table. Repeat these steps with the other assembled legs.



3. Align and insert the monkey into the round hole as shown in the picture. You will hear a click when it is secure.

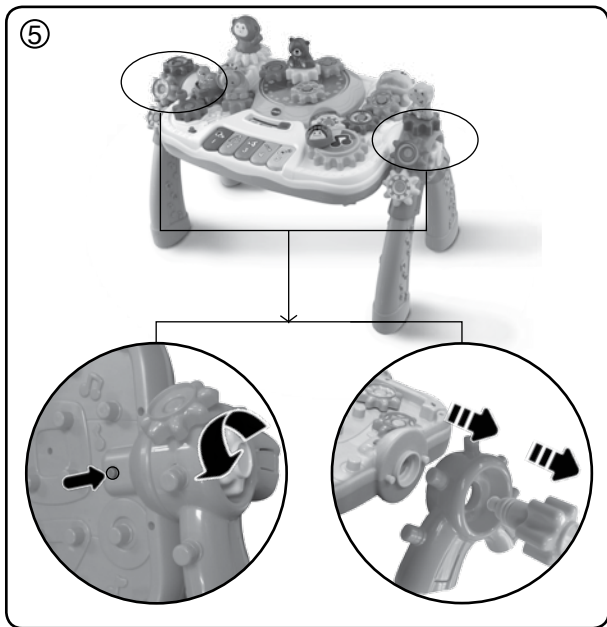


4. To play with the gear board side, turn the table over so that the white side of the table top is on the floor. Press and hold one of the purple buttons, and turn the screw bolt that is on the corresponding side counterclockwise. Repeat these steps on the other assembled legs. Flip the table top over. The gear board can be used flat or at an angle. Select an angle by aligning the small pegs on the side of the table with the holes in the joints. Push the joints into the table top and turn the screw bolts clockwise to secure the legs to the table top. Repeat these steps to play with the activity center side.



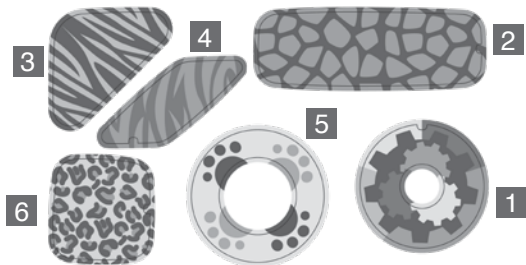
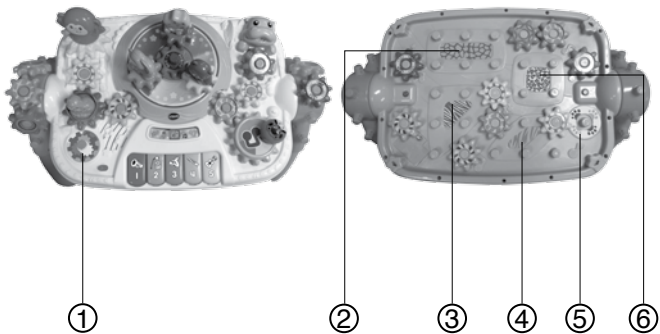


5. To detach the table legs, turn the table over so that the table top is on the floor. Press and hold one of the purple buttons on the side of the gear board as shown in the image and turn the corresponding screw bolt counterclockwise. Once the screw bolt is loosened, continue to press and hold the purple button and pull the assembled leg with the screw bolt out from the table at the same time. Repeat these steps with the other assembled leg.



# LABEL APPLICATION

Please securely adhere the labels to the playset as indicated below:



# PRODUCT FEATURES

## 1. Off/Low/High Volume Switch

Slide the **Off/Low/High Volume Switch** to the low or high positions to turn on the unit or adjust the volume. Slide the **Off/Low/High Switch** to the **OFF** ( ● ) position to turn off the unit.



## 2. Activity Slider

Slide the **Activity Slider** to choose an activity.



## 3. Light-Up Dancing Stage

Spin the **Light-Up Dancing Stage** to hear playful melodies, sing-along songs and responses while watching the light show.



## 4. Trigger Gears

Turn the **Trigger Gears** (ladybug and meerkats) to hear sing-along songs, melodies or fun phrases and sounds, or learn about the animals.



## 5. Instrument Keys

Press the **Instrument Keys** to learn about colors, numbers, counting or instruments. You can also press the **Instrument Keys** to hear songs and melodies.



## 6. Purple Smart Pole

Place a **Smart Gear™ Animal** on the **Purple Smart Pole** to learn about the animal or to add fun animal sounds into melodies. The **Smart Gear™ Animals** can also interact with other **Vtech® Gearzooz™** playsets (each sold separately).



## 7. Standard Poles

There are a total of 38 **Standard Poles** located on the top and bottom of the table. **Standard Poles** do not trigger electronic responses.



## 8. Easy Gear Storage

Store all 16 gears on the gear poles of the table or around the table legs.



## 9. Automatic Shut Off

To preserve battery life, the **GearZooz™ 2-in-1 Jungle Friends Gear Park™** will automatically power down after several minutes without any input. The unit can be turned on again by moving the **Activity Slider** to any mode or by moving the **Off/Low/High Volume Slider** to **Low Volume** or **High Volume** position. The unit will also automatically turn off when the batteries are very low.

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

## TO BEGIN PLAY

Move the **Off/Low/High Volume Switch** to Low or High volume to turn on the unit to play.

# ACTIVITIES

## 1. Colors and Numbers

Press the five **Instrument Keys** or spin the **Trigger Gears** to learn about colors, numbers and counting. Place a **Smart Gear™ Animal** on the **Purple Smart Pole** to learn animal facts related to colors and numbers. Connect the **Trigger Gears** to the **Light-Up Dancing Stage** and turn them to play the lucky draw game.

## 2. Concert Time

Press the five **Instrument Keys**, turn the **Trigger Gears** or **Light-Up Dancing Stage** to listen to a song. Place a **Smart Gear™ Animal** on the **Purple Smart Pole** to hear the animal name or sound.

## 3. Instrument Fun

Press the five **Instrument Keys** to learn about instrument names and hear instrument sounds. Turn the **Trigger Gears** to hear fun animal phrases related to the instruments. Place a **Smart Gear™ Animal** on the **Purple Smart Pole** to hear fun phrases and instrumental sounds. Turn the **Light-Up Dancing Stage** to hear fun sounds and play the lucky draw game.

## 4. Animal Jam Time

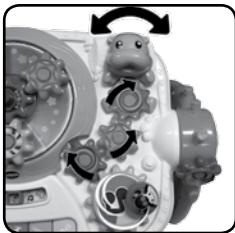
Press and hold down one of the **Instrument Keys** to add the instrument into the melody for music fun. Turn the **Trigger Gears** or **Light-Up Dancing Stage** to change the speed or pitch of the melody. Place a **Smart Gear™ Animal** on the **Purple Smart Pole** to add an animal sound to the melody.

## 5. Guessing Game Time

Listen to questions about instruments, colors and numbers. Press the five **Instrument Keys** to answer the questions. Turn the **Trigger Gears** or **Light-Up Dancing Stage** to hear animal or fun sounds, or repeat the question.

## 6. Gears

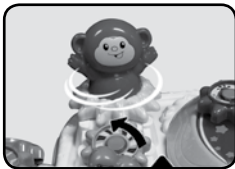
Connect the ladybug to the hippo on the table with **Standard Gears** to make the hippo's head move.



Connect the meerkats with the **Handle Gear** and turn it to make the meerkats pop up and down.



Connect **Standard Gears** to the monkey to make it turn.

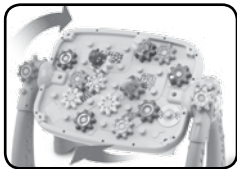


Insert **Gears** on the top of the **Light-Up Dancing Stage**, then turn the gears to spin the stage with colorful lights.



## 7. Gear Board

Turn the panel over, and place the **Gears** into the **Standard Poles**. Twist and spin the gears on the **Gear Board** to discover how the gears work together. You can configure them into different arrangements for more creative play.



## SONG LYRICS

### Song 1: Animal Jive

1-2-3-4-5, everybody do the animal jive.

6-7-8-9-10, monkey and hippo are dancing again. Let's dance!

### Song 2: Jungle Home

I love animals, yes I do.

Hippos, meerkats and monkeys too.

In our jungle home, we love to play.

So happy you're here, we hope you'll stay.

### Song 3: Beautiful Ladybug

Sweet little bug, beautiful ladybug

So nice to see you here. Hello, ladybug!

### Song 4: Hello

We're all friends, monkey, hippopotamus, meerkats and ladybug too

And we've all come, from across this great big world, to say hello to you. Hello!

### **Song 5: Pop Go the Meerkats**

Round and 'round the mulberry bush

The monkey chased the meerkats.

The monkey thought 'twas all in fun

Pop! Go the meerkats. Pop pop pop pop go the meerkats.

### **Rewarding Song 1: Fun Fun Fun**

Playing with you is so much fun.

For the animals and everyone. Fun fun fun.

### **Rewarding Song 2: Hooray**

Hey! The animals say hooray.

They love when you come to play.

### **Rewarding Song 3: Yip Yippie**

Yip, yippee yahoo.

The animals like what you can do.

## **MELODY LIST**

1. A-Tisket, A-Tasket
2. Alphabet song
3. Big Rock Candy Mountain
4. BINGO
5. Camptown Races
6. Hey Diddle Diddle
7. Muffin Man
8. Oats, Peas, Beans and Barley Grow
9. Pease Porridge Hot
10. Ring Around the Rosy



# CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the metal parts on the purple Smart Pole clean by wiping them.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

# TROUBLESHOOTING

If for some reason the program/activity stops working or malfunctions while playing, please follow these steps:

1. Turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit back **ON**. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, or by going to our website at [vtechkids.com](http://vtechkids.com) and filling out our Contact Us form located under the Customer Support link. A service representative will be happy to help you.

**IMPORTANT NOTE:**

Creating and developing **VTech**<sup>®</sup> products is accompanied by a responsibility that we at **VTech**<sup>®</sup> 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 call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, or by going to our website at [vtechkids.com](http://vtechkids.com) and filling out our Contact Us form located under the Customer Support link with any problems and/or suggestions that 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.

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**

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information about our products,  
downloads, resources and more.**

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Read our complete warranty policy online at  
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