

vtech[®]

Instruction Manual

Push, Gallop & Ride Pony



VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...

vtech Baby

Toys that will stimulate their interest in different textures, sounds and colours

I am...

...responding to colours, sounds and textures

...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

Birth-36 months



Pre-School

Interactive toys to develop their imagination and encourage language development

I want...

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

3-6 years



Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

I need...

...challenging activities that can keep pace with my growing mind

...intelligent technology that adapts to my level of learning

...National Curriculum based content to support what I'm learning at school

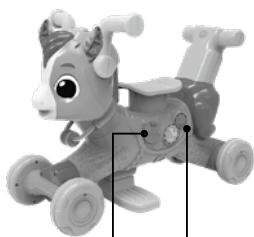
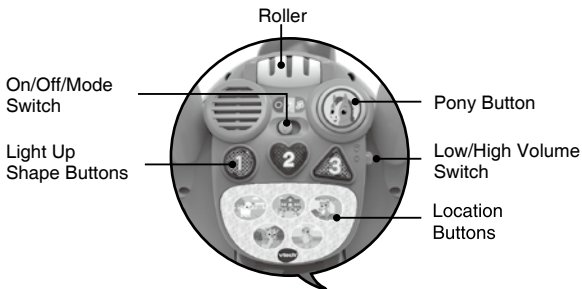
4-10 years



To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Saddle up and go for a ride with the **Push, Gallop & Ride Pony** by **VTech**®! This pony takes children from walking to scooting. Explore imaginary places like the beach, the mountains and beyond with a learning-packed pony for active young minds and bodies.



INCLUDED IN THIS PACKAGE

- Push, Gallop & Ride Pony



- 2 Front wheels



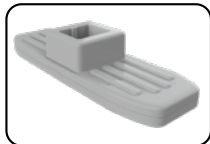
- 2 Handlebars



- 2 Back wheels



- 1 Pedal



- 4 Screws for pedal



- 1 Door



- 1 Label sheet



- Quick Start Guide

WARNING

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

NOTE

Please save this Instruction Manual as it contains important information.



WARNING:

Not to be used by children over 36 months. Insufficient strength. 20 kg max. Not to be used in traffic. Only one child on the seat to play. Regularly check for signs of wear or tear on the snap-in or locking devices. If damaged, do not use until repaired or replaced. Please make sure child has shoes on at all times while using this pony.



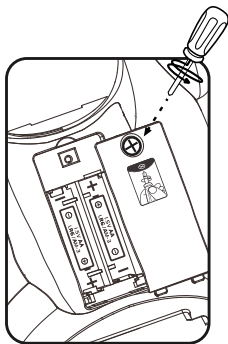
WARNING:

1. Adult supervision is recommended.
2. Use this toy on a flat surface only. Do not use on steps or steep inclines where toy could roll away.
3. Do not use for transportation.
4. This is a toy; do not use as a buggy.
5. This toy should be used in a safe area e.g indoors, in a private garden, on level flat surfaces and away from any hazards such as cars, stairs, water etc.
6. Not for use on pavements or in traffic.
7. The toy should be used with caution since skill is required to avoid falls or collisions causing injury to the user or third parties.

GETTING STARTED

Battery Removal and Installation

1. Make sure the unit is turned **Off**.
2. Find the battery cover located at the front of the seat of the unit, use a screwdriver to loosen the screw and then open the battery cover.
3. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery.
4. Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
5. Replace the battery cover and tighten the screw to secure.



BATTERY WARNING: KEEP OUT OF REACH OF CHILDREN.

Adult assembly required for battery installation.

If the battery compartment does not close securely, stop using the product and keep it away from children.

If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES:

- Remove rechargeable batteries (if removable) from toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

Disposal of batteries and product



The crossed-out wheellie bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.



The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in the Batteries and Accumulators Regulation.



The solid bar indicates that the product was placed on the market after 13th August, 2005.

Help protect the environment by disposing of your product or batteries responsibly.

VTech® cares for the planet.

Care for the environment and give your toy a second life by disposing of it at a small electricals collection point so all its materials can be recycled.

In the UK:

Visit www.recyclenow.com to see a list of collection points near you.

In Australia & New Zealand:

Check with your local council for kerbside collections.

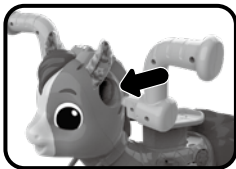
ASSEMBLY INSTRUCTIONS



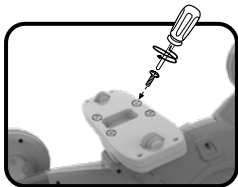
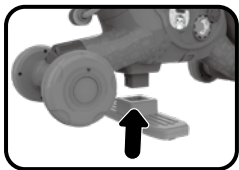
WARNING:

With the **Push, Gallop & Ride Pony**, safety comes first. This package contains small parts. Adult assembly required. For your child's safety, do not let them play with this toy until it is fully assembled.

1. Insert the four wheels into the pony's front and back feet as shown. You will hear the wheels click into place to indicate they are attached securely. Once the wheels have been attached, they cannot be removed.
2. Insert the two handlebars into the sides of the pony's head. You will hear the handlebars click into place to indicate the handlebars are attached securely. Once the handlebars have been attached, they cannot be removed.



3. Flip the pony over and insert the pedal into the column. Use a screwdriver and the four included screws to secure the pedal in place.

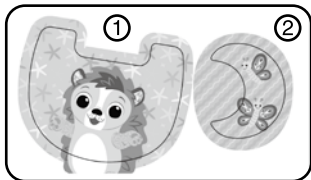


4. Snap the **Door** onto the side of the pony as indicated.





LABEL APPLICATION

Please securely stick the labels to the toy as indicated below:



Seat Lock Instruction

Seat Lock: If the **Seat Lock** is unlocked , use your hand to push down the seat to hold it and then twist the **Seat Lock** 90° clockwise to lock the seat. If the seat is locked , twist the lock 90° anticlockwise to unlock the seat.



Three Ways to Play

Push

Hold the handle and push the pony along. Your child can learn to walk or simply want to take the pony for a spin.



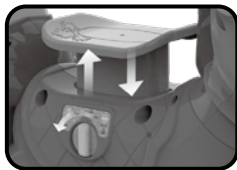
Scoot

This will assist your child as they learn to scoot.



Bounce

Unlocking the seat will enable the bouncing action.



Note: In Push, Scoot and Bounce modes, if the **Seat Lock** is unlocked, the seat will keep bouncing.

PRODUCT FEATURES

1. Low/High Volume Switch

Slide the **Low/High Volume Switch** to change the volume.



2. On/Off/Mode Switch

Slide the **On/Off/Mode Switch** to turn the unit off or to choose Learning mode or Music mode.



3. Light Up Shape Buttons

Press the buttons to learn about colours, shapes and numbers with songs describing the shapes and colours. The light will flash with sounds and music.



4. Location Buttons

Press the five buttons to learn fun facts about imaginary places like the beach and the mountains and to hear sounds and songs about them.



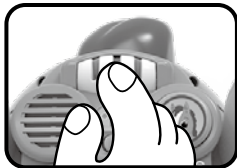
5. Pony Button

Press the button to hear pony facts, pony sounds and fun songs.



6. Roller

Spin the **Roller** to hear fun sounds.



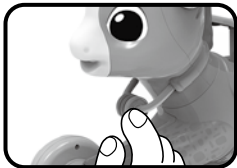
7. Motion Sensor

Moving or riding the pony will trigger the motion sensor to play pony sounds and galloping sound effects. If the motion sensor is not triggered for more than two minutes without pressing any buttons, the unit will shut off automatically.



8. Gears, Peek-a-Boo Door and Clacker Beads

Spin the **Gears** on the side of the pony to practise fine motor skills and observe cause and effect. Lift the saddle **Door**, Peek-a-boo! Do you see the hedgehog? Clack the three beads located in front of the pony to add to the fine motor play.



9. Automatic Shut-Off

To preserve battery life, the **Push, Gallop & Ride Pony** will shut off automatically after several minutes without input. The unit can be turned on again by sliding the **On/Off/Mode Switch** or pressing the **Pony Button**. The unit will also automatically turn off when the batteries are very low.

NOTE

If the unit powers down or if the light fades out during play, please install a new set of batteries.

ACTIVITIES

In either mode, bounce on the pony to hear pony and galloping sounds.

1. Learning Mode

Press the **Shape Buttons** to learn about colours, numbers and shapes. Press the five **Location Buttons** to learn facts about the locations and hear related sounds. Press the **Pony Button** to learn facts about the pony and hear pony sounds. Spin the **Roller** to hear fun sounds.

2. Music Mode

Press the **Shape Buttons** to hear songs about colours and shapes. Press the five **Location Buttons** to hear songs about the locations. Press the **Pony Button** to hear songs about the pony. Spin the **Roller** to hear fun sounds.

SONG LYRICS

Song 1

Ohhh I'm the fastest pony, you know I am the best.
I'll take you where you want to go, North, South, East or West.
I run and trot and gallop, leaping through the air.
Climb on my saddle and I will get you there.

Song 2

Yellow circle, just like the sun,
If it's day or if it's night,
Yellow makes it bright,
Yellow circle, yellow circle,
Let's explore yellow,
It brings us lots of light.

Song 3

Let's saddle up and go,
Let's enjoy this bright and sunny day.
We'll see lots of circle shapes,
Wheels, clocks and footballs,
Let's enjoy this yellow sunny day!

Song 4

This red heart, has two points.
Start in the middle, do two half circles,
Then meet again at the bottom.
A heart we drew!

Song 5

My little red heart is a gleaming, gleaming,
My little red heart is a gleaming, gleaming,
Beating in our healthy chests,
Strong hearts are the best!

Song 6

A green triangle has three sides.
When you draw me, use 3 lines.
Some are big and some are small,
Like a pizza slice.

Song 7

Together we will go far far away,
Explore new horizons.
We will see many places and things that have triangles!
Pyramids, traffic cones, sailboats, and mountains.
We will travel from day to night!

Song 8

Let's go to the farm today,
To visit all our friends.
Donkeys, cows and ducks, and with any luck,
We will find a dog, a rabbit and some chickens.

Song 9

Got my saddle ready,
Ready for a day at the farm.
We will help the farmer herd the sheep,
And harvest corn.

Song 10

Gallop, gallop, gallop to school,
Gently down the path.
Merrily, merrily, merrily, merrily,
Off to school we go.

Song 11

Walk, walk, walking to school,
Walk, walk, walking to school.
We'll learn maths, science, music and art,
All great stuff!

Song 12

Let's ride to the park to-day,
I know where we can find some hay.
We will sing some silly songs,
Play some games and trot along,
Hop on and I'll show you the way!

Song 13

Walking, trotting, galloping,
All through the park.

We'll see swings, kids playing and having so much fun.
From dawn to dusk we will play, yay!

Song 14

I ran over the mountain,
I ran over the mountain,
I ran over the mountain,
To explore the great outdoors.
To explore the great outdoors.

Song 15

The shoes on my hooves go clippety, clop, clippety, clop,
clippety, clop, clippety, clop,
clippety, clop, clippety, clop.
The shoes on my hooves go clippety, clop, clippety, clop.
Going up the mountain.

Song 16

Hop on, let's go,
Riding to the beach.
Fun and sun are there for us.
We will splash and play!

Song 17

Here we go splashy splash.
Here we go splashy splat.
Here we go splashy splosh.
All while we play at the beach.

Song 18

Did you ever see a pony, a pony, a pony?
Did you ever see a pony, so fast and so strong?

Song 19

Put my saddle on and we are off,
We will ride, run and play.
Clipping, clopping down the path,
Let's go ride today.

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 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 stand for a few minutes, then replace the batteries.
4. Turn the unit **On**. The unit should now be ready to use again.
5. If the unit still does not work, install a new set of batteries.

CONSUMER SERVICES

Creating and developing VTech® products is accompanied by a responsibility that we at VTech® 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 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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Website: www.vtech.co.uk/support

Australian Customers:

Phone: 1800 862 155

Website: support.vtech.com.au

NZ Customers:

Phone: 0800 400 785

Website: support.vtech.com.au

PRODUCT WARRANTY/ CONSUMER GUARANTEES

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Australian Customers:

VTECH ELECTRONICS (AUSTRALIA) PTY LIMITED –
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