

Trouble Shooting

If the Alphaphonics™ Campervan does not turn on...	Check that the batteries are installed correctly, or install new batteries.
If the volume is too low...	Install new batteries
The sounds are abnormally quick or slow...	Install new batteries
If there is a continuous buzzing sound...	Install new batteries
If the light of the toy becomes dim...	Install new batteries

Important Information

Care instructions

- Keep the Alphaphonics™ Campervan clean by wiping it with a slightly damp cloth.
- Keep the Alphaphonics™ Campervan out of direct sunlight and away from any direct heat source.
- Do not expose the Campervan to moisture or water.

This product complies with the essential requirements of the European Toy Safety Directive.



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For more fun learning toys go to www.trendsuk.co.uk

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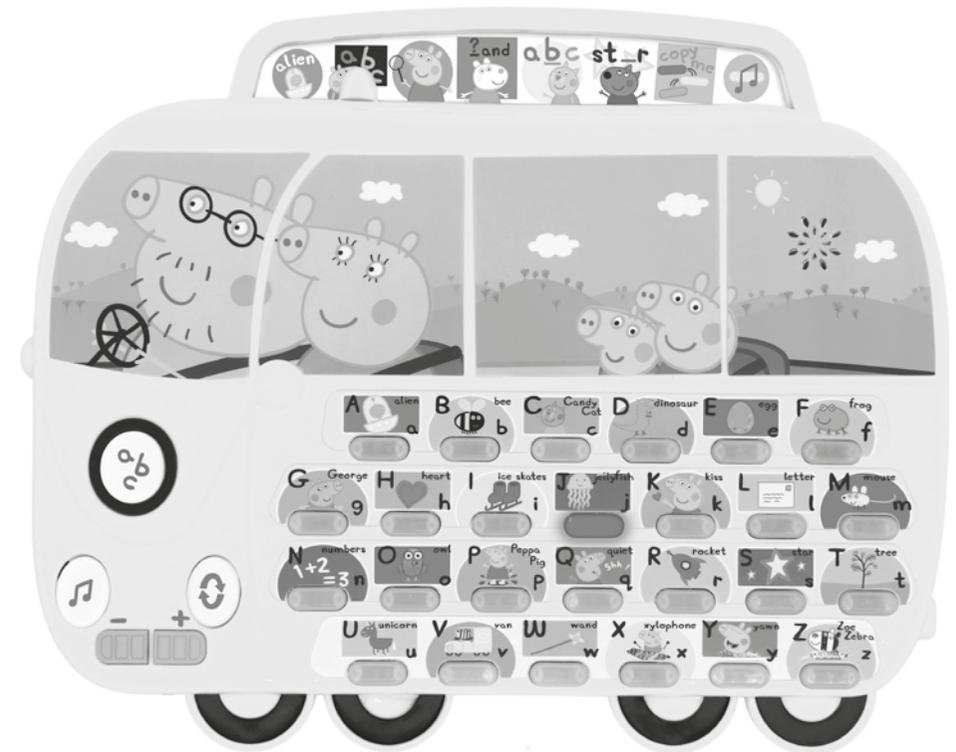
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Peppa Pig™



Peppa's Alphaphonics™ Campervan Instruction Manual

Content:
Campervan



How to play

Press any button to switch on the Campervan. Slide the selector in the campervan roof from side to side to choose the activity.



Press the repeat button (2 curved arrows) to hear any question repeated.



Press the button with musical notes on to hear some fun music.



Press the "ABC" button to hear the alphabet played.



Press a letter button to hear the sound and word in the picture.



Press a letter button to hear the phonetic letter sound and its name.



Peppa will ask you to find a character or object. Don't worry if you don't find it the first time. You will have 3 attempts; the first time you get it wrong, it will give you a hint by lighting 5 possible correct buttons. Get it wrong again and it will light 3 possible correct answers. If after 3 attempts you have not found the character or the object, Peppa will tell you the answer and show you the correct button.



Peppa will ask you to find the first letter of a word. Don't worry if you don't find it the first time. You will have 3 attempts; the first time you get it wrong, it will give you a hint by lighting 5 possible correct buttons. Get it wrong again and it will light 3 possible correct answers. If after 3 attempts you have not found the letter, Peppa will tell you the answer and show you the correct button.



Peppa will ask you to find a letter. Don't worry if you don't find it the first time. You will have 3 attempts; the first time you get it wrong, it will give you a hint by lighting 5 possible correct buttons. Get it wrong again and it will light 3 possible correct answers. If after 3 attempts you have not found the letter, Peppa will tell you and show you the correct button.



Peppa will ask you to spell one of the words in the pictures. If you make a mistake, the Campervan will encourage you to try again. If after 3 attempts, you still can't find the correct letter, it will give you a hint.



Peppa will ask you to "copy me". Try to press the sequence of buttons as they light up to get five in a row to complete the game!



Choose a button and have fun listening to the sound it makes.



Use the - and + buttons on the front of the campervan to decrease or increase the volume of the sound.

AUTOMATIC SHUT OFF In order to save the battery life, the Alphaphonics™ Campervan switches OFF if left idle for about two minutes.
To re-activate the Campervan, just press any button.

How to change batteries

1. This product requires 3 x AAA (LR03) 1.5V batteries.
2. The batteries supplied with the product are for store demonstration purposes only and we recommend that they are replaced after purchase.
3. Use a suitable screwdriver to remove the battery cover located on the rear of the Campervan.
4. Remove the old batteries. Insert 3 x AAA batteries, ensuring the + and - terminals match the markings on the inside of the compartment.
5. Fit the battery compartment cover and tighten the screw to secure (but do not over-tighten).

Important battery information

Batteries must be inserted or removed by an adult.

Do not mix battery types (for example, alkaline and zinc carbon), or old and new batteries.

Do not attempt to recharge non-rechargeable batteries, as they may leak or explode.

Batteries must be inserted with the correct polarity.

Do not short circuit the supply terminals.

Remove exhausted batteries from the toy.

Remove rechargeable batteries from the toy before charging.

Rechargeable batteries must be charged by an adult.

Use only the recommended battery type or their equivalent.

Do not dispose of batteries in fire, as they may leak or explode.

Remove batteries from the toy if it is not being used for an extended period of time.



The purpose of the crossed-out wheeled bin symbol is to remind us that most electrical product and batteries contain trace elements which could be harmful to our environment and therefore our health.

We must all be careful to dispose of them responsibly in a specifically designated way – either using a collection scheme or into the correctly labelled civic amenity (NOT into general waste) – this will help your local authority to arrange to recycle or dispose of them in the appropriate manner.

