



# Learn Through Music

## INSTRUCTION SHEET

Please keep these instructions for future reference as they contain important information.

Thank you for purchasing the **Learn Through Music** system. The **Learn Through Music** interactive early learning system helps teach preschoolers fundamental lessons through the magic of music. The rhythm, rhyme and repetition of musical sounds and lyrics are time-honored and time-tested tools that capture children's attention and imagination and help them to absorb and remember basic concepts.

Because music engages a child's entire self - mind, body and soul - putting lessons to music makes it fun and easy for children to retain new information.

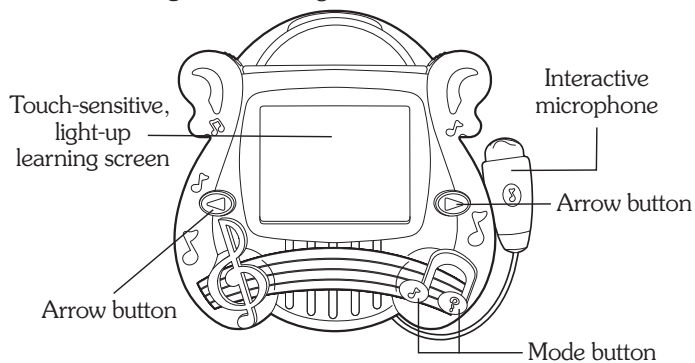
Each **Learn Through Music** cartridge features:

- Specific, age-appropriate learning lessons
- A wide range of lyrical & rhythmic activities
- A variety of visual & audio content
- Diverse curriculums based on beloved characters

### WHAT'S INCLUDED

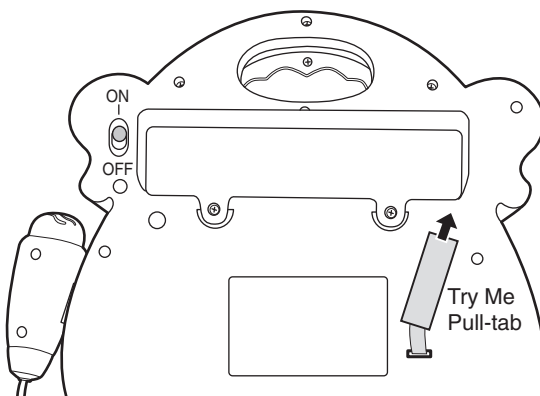
Your **Learn Through Music** system consists of two main components:

1. The main learning unit, which includes:
  - Touch-sensitive, light-up learning screen
  - 2 arrow buttons
  - 2 mode buttons (music note and question mark)
  - Interactive microphone
2. 1 **Learn Through Music** cartridge



### BEFORE YOU BEGIN

- Please remove and discard the "Try Me" pull-tab from the back of the main learning unit.
- Be sure the **ON/OFF** switch is in the **ON** position. The **ON/OFF** switch is also located on the back of the main learning unit.



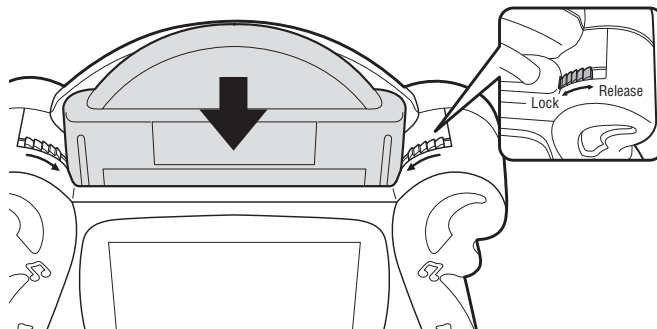
### HOW TO PLAY

- Insert the cartridge into the main unit as shown. Be sure you hear the cartridge "click" into place before you begin play.
- Press any button or touch the screen to begin play.
- The **Dora's Farm Adventures™** cartridge consists of 15 different play-screens.
- Each play-screen has two modes of play:
  - Music/Identify Mode** - press the **MUSIC NOTE** button to replay the music that you hear when you first arrive at each play-screen.
  - Question Mode** - press the **QUESTION MARK** button to hear and repeat questions.
- Press the arrow buttons to advance to the next screen or rewind to the previous screen.
- At any time you can press the button on the microphone to sing along!
- To remove or replace the learning cartridge, simply push the two slide buttons located on the sides of the cartridge outward to release the cartridge.

**NOTE: If there is no cartridge inserted into the main unit you can still play:**

- Press the music button to hear songs.
- Press the screen to step through the songs note by note.
- Press the **QUESTION MARK** button to play follow the lights.

Look for other cartridges also available for use with the **Learn Through Music** system.



## THE STORY

Dora & Boots are going to the farm to visit the farm animals & give them ribbons!

When they arrive at the farm, they find an open gate and all of the farm animals are missing. Dora and Boots embark on an adventure to find all of the animals that have gone missing. With the help of their trusty friend, Map, Dora and Boots follow the landmarks until they find all six farm animals!

Along the way you will learn:

- Animal identification
- Bilingual skills
- Animal sounds
- Object recognition
- Color identification

The object of the game is to Help Dora find all the animals that have strayed from their pen and bring them back to the farmyard.

But as always, you have to watch out for Swiper as they go! At any time during the game, if you see Swiper's light flashing, press on him or else he's going to swipe the ribbons!

**Frame 1** Dora & Boots plan to go to the farm to visit the farm animals & give them ribbons. Introduces the 6 farm animals.

**Frame 2** Dora and Boots arrive at the farm only to find an open gate and the farm animals missing. Introduces Swiper into the game play.

**Frame 3** Map identifies the landmarks where Dora and Boots will find the missing farm animals.

**Frame 4** The first Landmark Frame where the first missing farm animal is found hiding behind one of 6 haystacks.

**Frame 5** Dora and Boots must get across the mud to get to the next Landmark.

**Frame 6** The second Landmark Frame where the second missing farm animal is found hiding behind one of 6 cornstalks.

**Frame 7** Dora and Boots must find all the flowers of 6 different colors.

**Frame 8** The third Landmark Frame where Dora and Boots find the third missing farm animal hiding behind one of 6 apple trees.

**Frame 9** Dora and Boots must help the baby birds find their nests.

**Frame 10** Boots celebrates making the baby birds happy by doing his Monkey Dance.

**Frame 11** The fourth Landmark Frame where Dora and Boots find the fourth missing farm animal hiding in one of 6 vegetable patches.

**Frame 12** The fifth Landmark Frame where Dora and Boots find the fifth missing farm animal.

**Frame 13** Dora and Boots must find a way to cross the pond to get to the next landmark.

**Frame 14** The sixth and final Landmark Frame where Dora and Boots find the sixth and last missing farm animal.

**Frame 15** A celebration for finding all the missing farm animals!

## TO PLAY AGAIN

To play again, press the right arrow button while on the 15th screen and the cartridge will rewind back to the beginning. Then press the screen or any button to start a new game.

Each time you play the animals will be hidden in different locations.

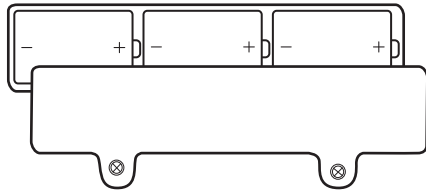
If you rewind to the first screen at any time during play, the game will reset.

Look for other cartridges also available for use with the **Learn Through Music** system:

## TOY SLEEP MODE

- If the toy is not played with for more than 10 seconds it will prompt the child to continue playing.
- If after another 10 seconds the child does not play with the toy, it will automatically shut-off to preserve battery life.
- Press any button or touch the screen to resume play.

## BATTERY REPLACEMENT



- Unscrew and lift cover away from back of product.
- Replace batteries as shown.

### Battery Safety Information

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). 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 (product). Dispose of batteries safely. Do not dispose of batteries in a fire. The batteries 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 (product) before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

**Batteries included are for demonstration purposes only. For longer life use only alkaline batteries. Requires 3 "C" (LR14) batteries.**



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