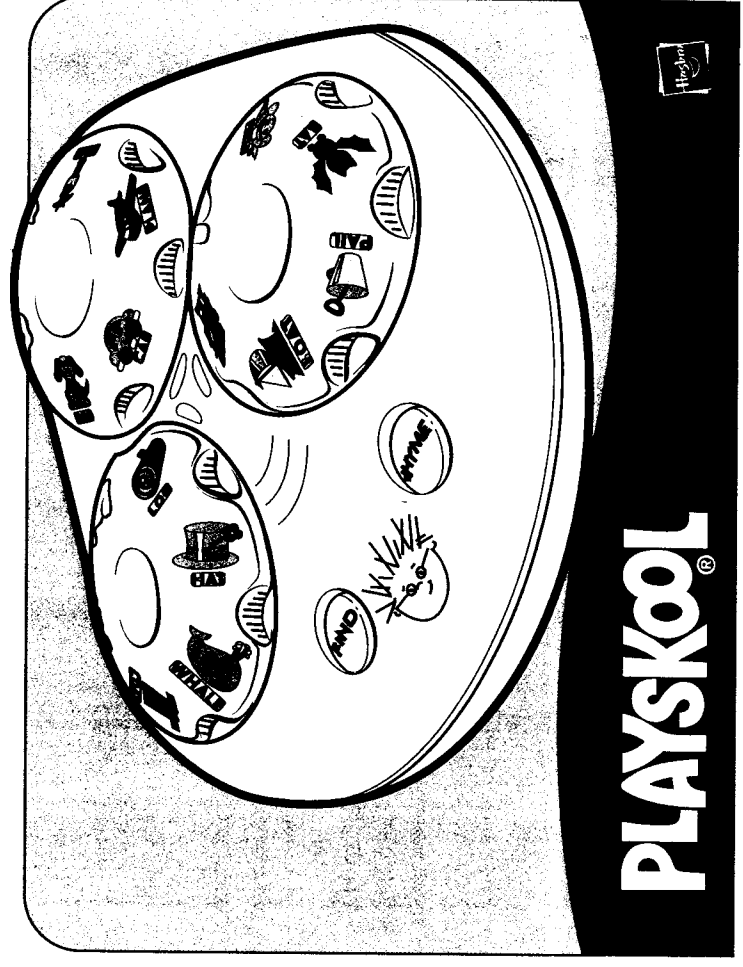


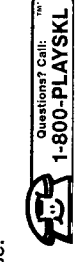
baby shakespeare™ find and rhyme™**

Thank you for choosing this unique Baby Einstein/Playskool learning toy! Together, you and your child can explore the magic of language using colorful pictures, electronic speech, lights and sounds!

Includes 3 "AA" batteries. Phillips screwdriver (not included) needed to replace batteries.



PLAYSKOOL®



Questions? Call:
1-800-PLAYSKL

FCC STATEMENT

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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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

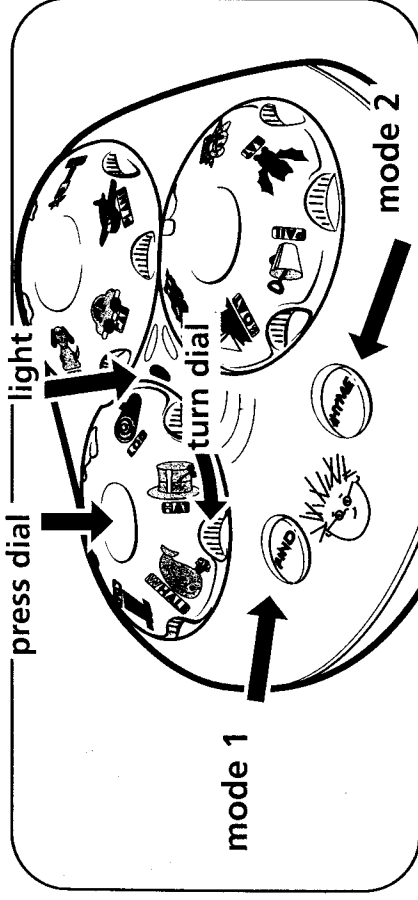
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Mac is a registered trademark of Apple Computer, Inc. QuickTime and the QuickTime logo are trademarks used under license. *®, ™ & © 2001 Hasbro, Inc. All Rights Reserved.

5840 P/N 6069970000

Play features

Baby Shakespeare™ Find and Rhyme™* has 2 modes of play:



Mode 1 – Object Identification

In this mode, children learn to recognize letters and familiar objects through colorful pictures.

1. Press the purple-colored FIND button to activate the Object Identification mode.
2. To select an object, turn a dial and align the object with the light, then press the center of the dial. Your child will hear the name of the object and the letter it begins with. Repeat to identify other objects.

If there is no activity for 5 to 10 seconds, the toy will shut off. Press any of the three dials to reactivate the toy.

Mode 2 – Creating Rhymes

In this mode, children are taught language development through rhymes – when children find the rhyming objects, they're rewarded with a poem and celebration sounds.

1. Press the teal-colored RHYME button to activate the Creating Rhymes mode.
2. To begin the rhyming fun, select an object, turn a dial to align the object with the light, then press the center of the dial. Your child will hear the name of the object, then the name of a second object that rhymes with the first.
3. Select the second object that is named. (The light will flash next to the dial the object is on.) If the choice is correct, both objects will be named, and your child will be prompted to find a third object that rhymes with the first two.
4. Select the third object correctly to hear the three words repeated in a poem. If there is no activity for 5 to 10 seconds, the toy will shut off. Press any of the three dials to reactivate the toy.

Note for steps 3 or 4: If the wrong object is selected, but the correct dial was pressed, the incorrect object will be named, then the child will be prompted to select the correct object. If the wrong dial is pressed, there will be no response from the toy for approximately 5 seconds, then the correct object will be named again. If the wrong dial is pressed again, or no dial is pressed, the toy will sign off after approximately 5 seconds.

CD operation

To use as a CD-ROM

Insert in the CD drive of your PC or Mac. Launch the file named *Shakespr*. Do not transfer software files to your hard drive.

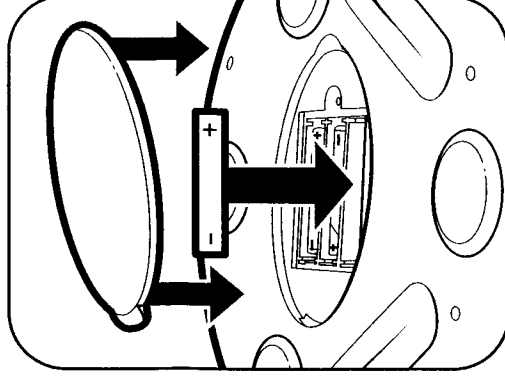
Note: QuickTime™ is required to view video clips. QuickTime™ can be downloaded to your computer using the CD and the Internet.

To use as an audio CD

Use this disk in any CD player. A directory of the music tracks can be viewed or printed using your PC or Mac.

To replace batteries

Use a Phillips screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door. Insert 3 fresh "AA" alkaline batteries. Replace door and tighten screw.



CAUTION:

TO AVOID BATTERY LEAKAGE

- 1) Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
- 2) Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
- 3) Always remove weak or dead batteries from the product.

