

Instruction Manual

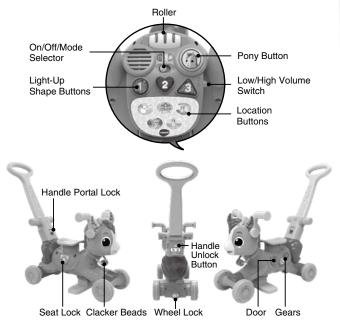
Grow Along Bounce & Go Pony™



INTRODUCTION

Thank you for purchasing the Grow Along Bounce & Go Pony™.

Saddle up and go for a ride! This horsey takes kids from walking to scooting all the way to bouncy-motion galloping. 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

Grow Along Bounce & Go Pony[™]



2 front wheels



• 1 push handle



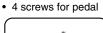
2 back wheels





• 1 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.

ATTENTION

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

NOTE

Il est conseillé de sauvegarder ce manuel d'utilisation car il comporte des informations importantes.

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WARNING:

Not to be used by children over 36 months. Insufficient strength. 42 pounds max. 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. Only to be used under the direct supervision of a competent adult.

▲ ATTENTION :

Ne pas utiliser chez les enfants âgés de plus de 36 mois. Résistance insuffisante. 20 kg max. Le siège ne peut supporter qu'un seul enfant. Vérifier régulièrement les signes d'usure ou de cassure dans les dispositifs de fermeture. Si le jouet est endommagé, ne pas l'utiliser tant qu'il n'est pas réparé ou remplacé. Ne doit être utilisé que sous la surveillance rapprochée d'un adulte.

▲ CAUTION:

Adult assembly required. This package contains small parts. For your child's safety, do not let your child play with the toy until it is fully assembled.

ATTENTION :

Ce jouet contient des petites vis. Il doit être assemblé par un adulte. Pour la sécurité de votre enfant, ne pas le laisser jouer avec tant qu'il n'est pas complètement assemblé par un adulte.

MARNING:

- 1. This toy requires adult supervision at all times.
- 2. Use this toy on a flat surface only. Do not use on steps or steep inclines where toy could roll away.
- 3. Please make sure child has shoes on at all times while using this pony.
- 4. Do not use for transportation.
- 5. This is a toy; do not use as a stroller.

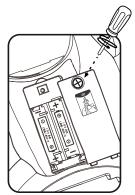
▲ ATTENTION :

- 1. Ne doit être utilisé que sous la surveillance rapprochée d'un adulte.
- 2. Ce jouet doit être utilisé dans un espace sécurisé loin de tout danger potentiel ainsi que sur une surface plate. Ne pas utiliser sur la route ou la voie publique.
- 3. Veillez à ce que votre enfant soit chaussé avant d'utiliser correctement le jouet.
- 4. Ne pas utiliser pour le transport.
- 5. Joey, mon porteur trotti-magique 5 en 1 est un jouet. Ne pas l'utiliser comme poussette.

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. Remove old batteries by pulling up on vone end of each battery.
- 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.



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 the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

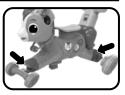
ASSEMBLY INSTRUCTIONS



WARNING:

With the **Grow Along Bounce & Go Pony**[™], safety comes first. Adult assembly required. For your child's safety, do not let them play with this toy until it is fully assembled.

 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.

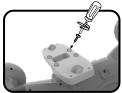


 Insert the two handlebars into the sides of the pony's head. You will hear the handlebars click into place to indicate the handlebars are attached securely. Once the handlebars have been attached, they cannot be removed.

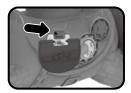


Flip the pony over and insert the pedal into the column. Use a screwdriver and the four included screws to secure the pedal in place.





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



5. For Ride mode with adult assistance, push the lock up to open the insertion portal door (as shown) and insert the push handle into the slot located on the back of the pony. When you hear a click sound, it is secured.

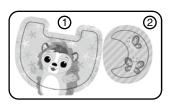


 To remove the push handle, press the button (as shown) and pull up on the push handle. The insertion portal door will close automatically.



LABEL APPLICATION

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





Seat, Wheels and Push Handle Portal Lock Instructions

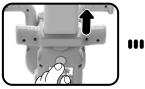
Seat Lock: If the Seat Lock is unlocked \bigcirc , use your hand to push down the seat to hold it and then twist the Seat Lock 90° clockwise to lock the seat. If the seat is locked \bigcirc , twist the lock 90° counterclockwise to unlock the seat.



Wheel Lock: If the wheels are locked \bigcirc , twist the lock 90° clockwise to unlock the wheels. Your child can then ride or move the pony backward and forward. If the wheels are unlocked \bigcirc , twist the lock 90° counterclockwise to lock the wheels to keep the pony from moving backwards.



Handle Unlock Button: Press the button to pull out the push handle. The insertion portal door will close automatically.





Handle Portal Lock: Push down the front lock to open the insertion portal door (as shown) and insert the push handle into the slot. When you hear a click sound, it is secured.



Four Ways to Play

Push (12+ months)

Lock the seat, remove the push handle (if inserted) and unlock the back wheels (see Lock Instructions above). This will assist your child as they learn to walk or simply want to take the pony for a spin.





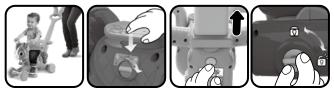




Ride (18+ months)

Lock the seat, insert the push handle and unlock the back wheels (see Lock Instructions above) to give your child a ride on the pony.

Caution: Push slowly so your child can maintain their balance. This toy should only be pushed by an adult. Be sure that the child is holding onto the handlebars and that their feet are on the pedals.



Scoot (24+ months)

Lock the seat, remove the push handle (if inserted) and unlock the back wheels (see Lock Instructions above).



Bounce (27+ months)

Unlock the seat, remove the push handle and lock the back wheels (see Lock Instructions above). Bouncing on the seat propels the pony forward.



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

PRODUCT FEATURES

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



2. On/Off/Mode Selector

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



3. Light-Up Shape Buttons

Press the buttons to learn about colors, shapes and numbers with songs describing the shapes and colors. 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 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 practice 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 **Grow Along Bounce & Go Pony**[™] will shut off automatically after several minutes without input. The unit can be turned on again by sliding the **On/Off/Mode Selector** 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 colors, 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 colors 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. Climb into my saddle and I will get you there.

Song 2

So round and yellow, it looks just like the sun. Rather mellow and it's used so many times, A circle is a ball, a donut or a dot. A big round scoop of ice cream, I really like a lot.

Song 3

Let's saddle up and go. Let's enjoy this yellow sunny day. We'll see lots of things shaped as circles, Wheels, clocks and soccer balls. Let's enjoy this yellow sunny day.

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, a-gleaming, My little red heart is a-gleaming, a-gleaming, Eating veggies and daily exercise, Is heart power for me.

Song 6

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

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 night to day.

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.

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 math, 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 slides, kids playing and having so much fun. From dawn to dusk we will play.

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 clink, clink. The shoes on my hooves, go clink, clink, clink, 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.

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.
- 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.

IMPORTANT NOTE:

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** and filling out our **Contact Us** form located under the **Customer Support** link. Creating and developing **VTech®** products is accompanied by a responsibility that we 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 contact us with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Supplier's Declaration of Conformity 47 CFR § 2.1077 Compliance Information

Trade Name:	VTech®
Model:	5191
Product Name	Grow Along Bounce & Go Pony™
Responsible Party:	VTech Electronics North America, LLC
Address:	1156 W. Shure Drive, Suite 200 Arlington Heights,IL 60004
Website:	vtechkids.com

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 UNDESIRED OPERATION. CAN ICES-003(B)/NMB-003(B)

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.

Visit our website for more information about our products, downloads, resources and more.

vtechkids.com vtechkids.ca

Read our complete warranty policy online at vtechkids.com/warranty vtechkids.ca/warranty



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