

**SUPER
SOUNDS™**

PROJECTOR

WITH REMOTE CONTROL



Please keep this instruction sheet for future reference, as it contains important information.

Requires four "AA" (LR6) alkaline batteries (not included) and two (LR44) button cell batteries (included).

Adult assembly is required for battery replacement.

Tool required for battery installation:
Phillips screwdriver (not included).

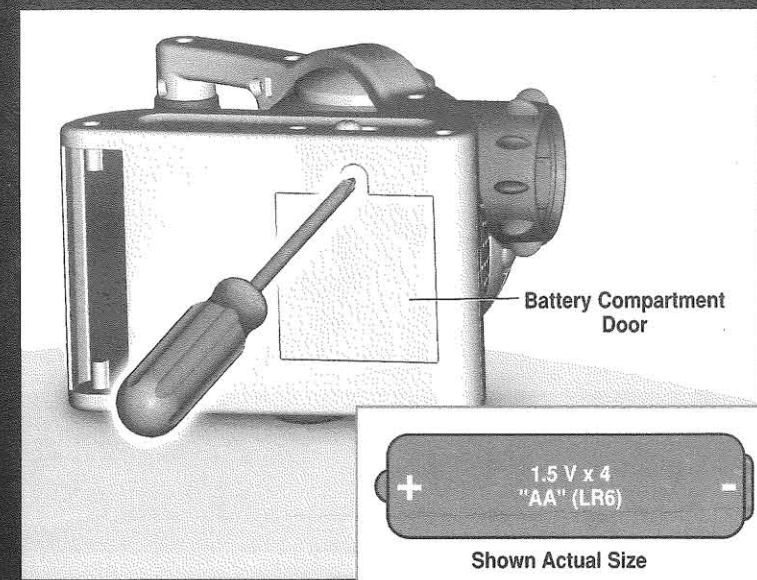
Model J7606

CONSUMER INFORMATION

Visit us on-line at www.fisher-price.com

Call Fisher-Price® Consumer Relations, toll-free at 1-800-432-5437, 9 AM - 7 PM EST Monday through Friday and 11 AM - 7 PM EST Saturday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.


BATTERY INSTALLATION - PROJECTOR



- Locate the battery compartment on the bottom of the projector.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert four "AA" (LR6) **alkaline** batteries, as indicated inside the battery compartment.

*Hint: We recommend using **alkaline** batteries for longer battery life.*

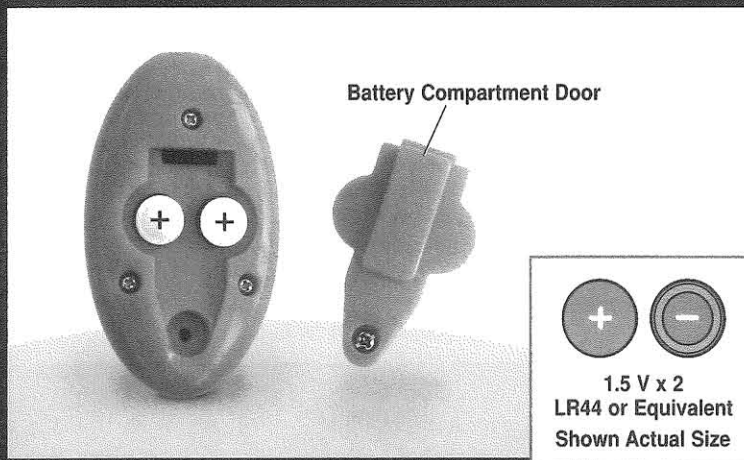
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When sounds or the lights from the projector become faint or stop, it's time for an adult to change the batteries in the projector!

 Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

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BATTERY REPLACEMENT - REMOTE CONTROL



- Locate the battery compartment on the back of the remote control.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert two, new, button cell (LR44) **alkaline** batteries, as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When the remote control does not advance images, it's time for an adult to change the batteries in the remote control!

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BATTERY SAFETY INFORMATION

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

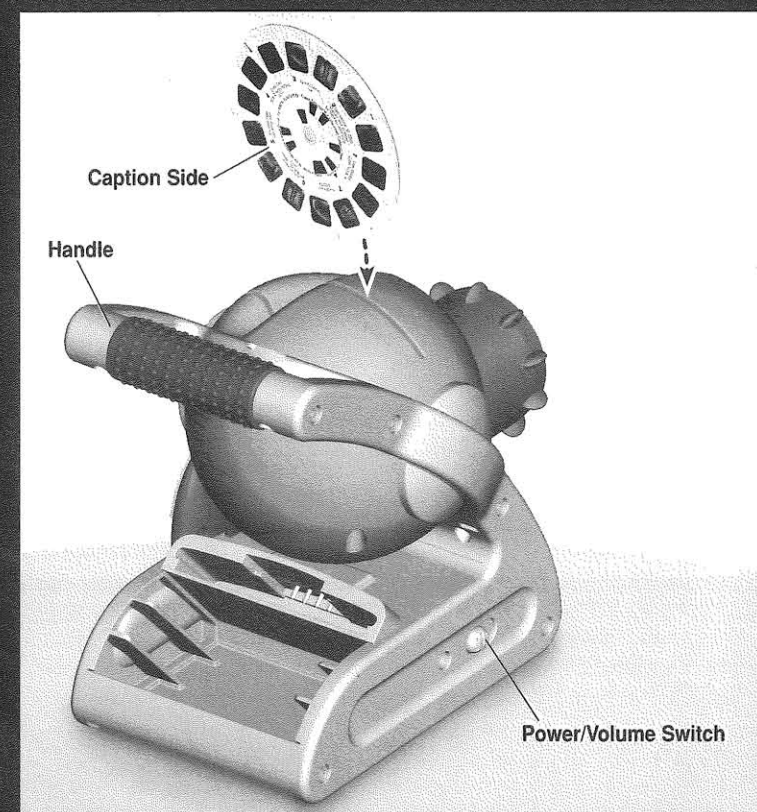
RECYCLING INFORMATION







- If your product contains replaceable button cell batteries, please remove and recycle the battery(ies). If the batteries in your product are not replaceable, please recycle your product.
- Visit your nearest recycling center. For the location of the nearest recycling center, visit us online at www.service.mattel.com.
- If a recycling center is not available in your area, contact us for a pre-paid mailing label. Visit us online at www.service.mattel.com or call us toll-free, 1-800-432-5437.

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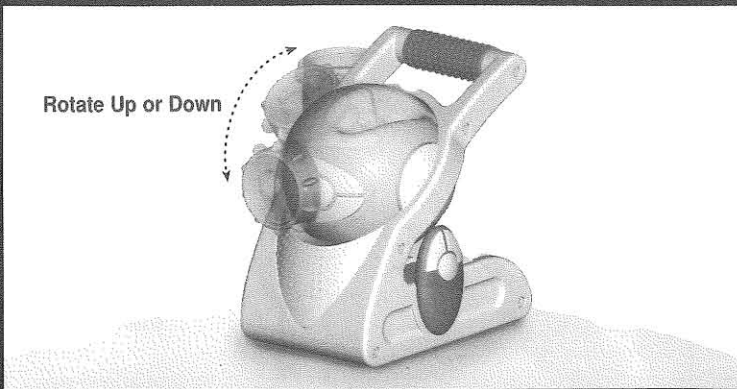
PROJECTOR USE



1. Locate the power/volume switch on the side of the toy and turn the toy on. The switch has four positions; on with low volume ; on with high volume ; on with no sound  and off .
2. Insert a View-Master® Super Sounds™ reel with the **caption side** facing the handle.

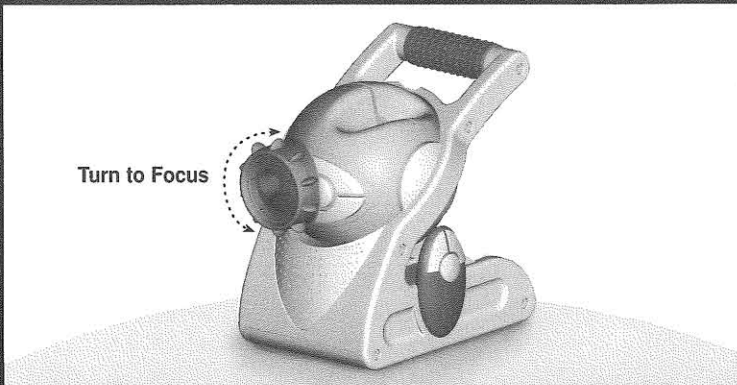
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PROJECTOR USE



3. Grasp the focus ring and rotate to adjust the height of the projected image.

Hint: You can project on walls or ceilings.



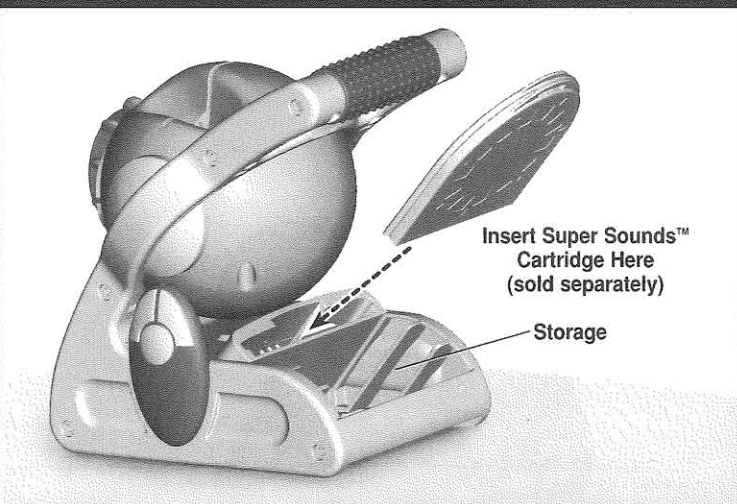
4. Turn the focus ring until the image is sharp.

PRINTED IN CHINA

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PROJECTOR USE WITH SUPER SOUNDS™ REEL AND AUDIO CARTRIDGE (SOLD SEPARATELY)



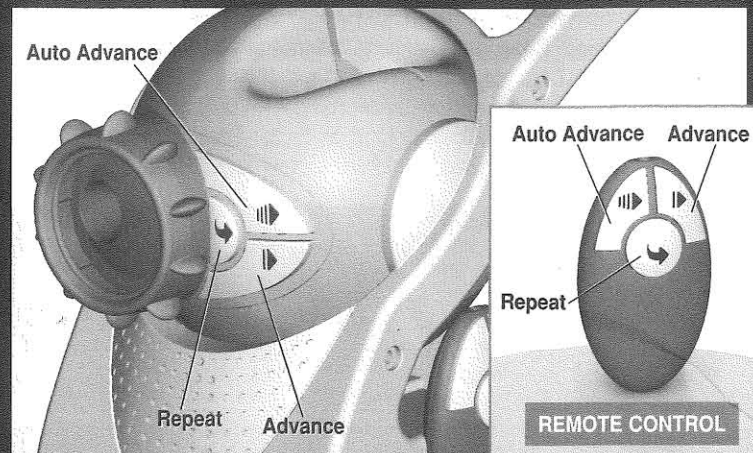
9. Insert the matching Super Sounds™ 3D audio cartridge into the upper slot under the handle.

Hint: Lower slots are for storage of extra cartridges.

10. Adjust focus and image height.

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PROJECTOR USE WITH SAMPLE REEL (INCLUDED)



5. Press the advance button on either the projector or remote control to move to the next image. Hear sound effects, character voices and music!

6. Press the repeat button on either the projector or remote control to hear the sounds again.

7. Press the auto advance button on either the projector or remote control to automatically view all seven images, one-by-one.

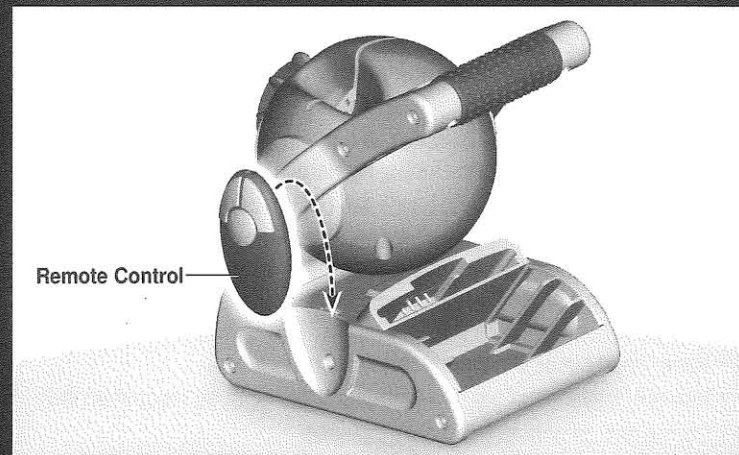
Notes:

- The sample reel (included) does not require an audio cartridge for sounds. Other Super Sounds™ Reels (sold separately) require an Audio Cartridge. See pages 9 - 10 for instructions.
- If your child is not actively playing with the projector, it goes to sleep and the light turns off. To "wake up" the projector, slide the power/volume switch to off then on again.

Hint: This projector can be used with any View-Master® reels to see images only. Sound effects, character voices and music are only activated when used with Super Sounds™ reels (sold separately).

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FUN TIPS



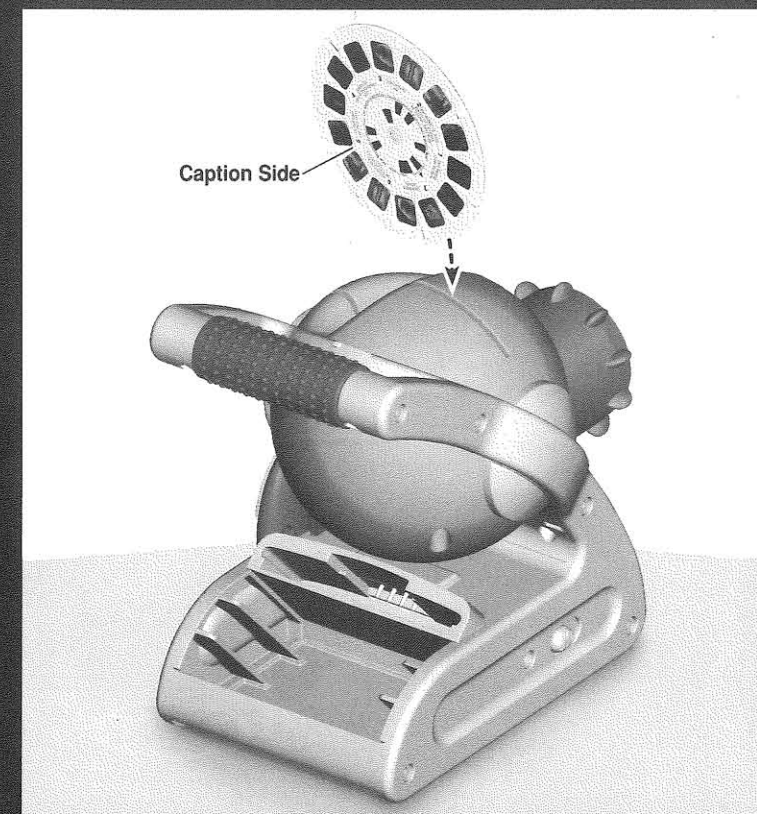
- For the steadiest picture show, place the projector on a hard, flat surface.
- Make sure the room is completely dark for the best possible image.
- Store the remote control on the side of the projector.

CARE

- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable parts. Do not take this toy apart.

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PROJECTOR USE WITH SUPER SOUNDS™ REEL AND AUDIO CARTRIDGE (SOLD SEPARATELY)



8. Insert a View-Master® Super Sounds™ reel with the caption side facing the handle.

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FCC STATEMENT (UNITED STATES ONLY)

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

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

For countries outside the United States:

CANADA: Questions? 1-800-432-5437. Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2; www.service.mattel.com.

GREAT BRITAIN: Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB. Helpline: 01628 500303. www.service.mattel.com/uk.

AUSTRALIA: Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

NEW ZEALAND: 16-18 William Pickering Drive, Albany 1331, Auckland.

ASIA: Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

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