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'Let's care for the environment!'

The wheeler bin symbol indicates that the product and its batteries must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item.

Please keep this manual as it contains important information.
 Illustrations are for reference only. Styles may vary from actual contents.

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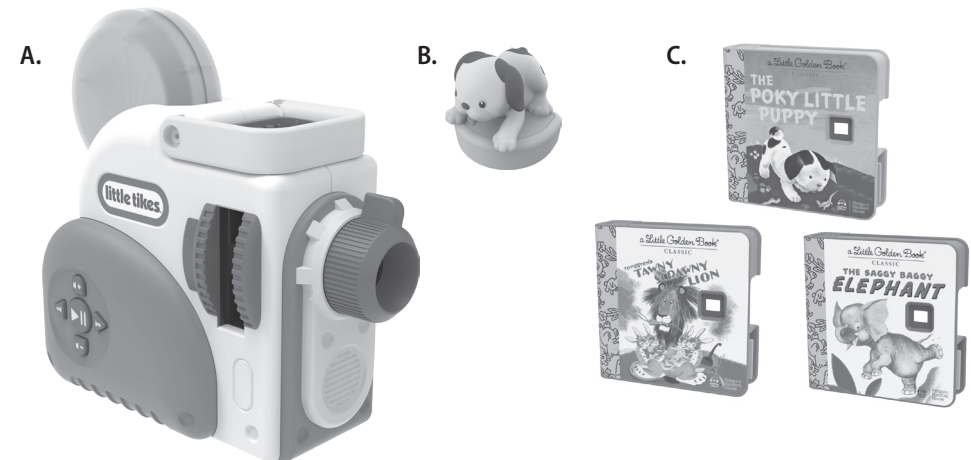
BATTERY INSTALLATION REQUIRED

CONTENTS

A. 1 Story Dream Machine™

B. 1 Plug-in Character

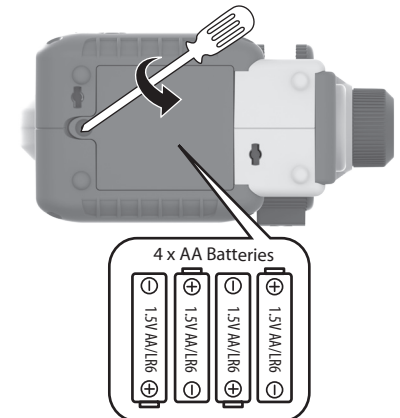
C. 3 Story Cartridges



REPLACING THE BATTERIES

The batteries included are for in-store demonstration. It is recommended that, prior to playing, an adult install fresh alkaline batteries. Here's how:

1. Using a Phillips screwdriver (not included) remove the screw and battery compartment cover from under the Story Dream Machine™.
2. Install four (4) 1.5V AA (LR6) alkaline batteries (not included) making sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
3. Replace the compartment cover and tighten the screw.



BATTERY SAFETY INFORMATION

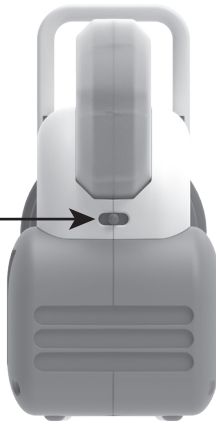
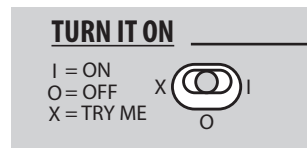
- Use only size "AA" (LR6) alkaline batteries (4 required).
- Charging of rechargeable batteries should only be done under adult supervision.
- Remove rechargeable batteries from the product before recharging.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
- Always remove exhausted or dead batteries from the product.
- Dispose of dead batteries properly: do not burn or bury them.
- Do not attempt to recharge non-rechargeable batteries.
- Avoid short-circuiting battery terminals.
- Remove batteries before placing the unit into storage for a prolonged period of time.

IMPORTANT INFORMATION

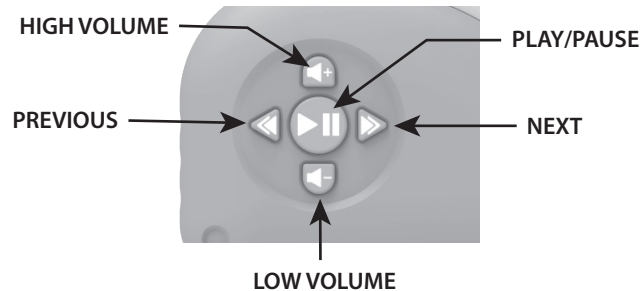
- Story Dream Machine™ is for indoor use only.
- Do not expose the unit to moisture of any kind.
- Wipe the unit with a damp cloth, if needed.
- Never use near steps, pools, hot surfaces, or areas that may be hazardous to a child.
- Do not look directly into the lens light while the unit is on.
- Make sure Story Dream Machine™ is facing perpendicular to a flat white surface for best experience.

BEFORE YOU START

- Before playing, move the switch from the TRY ME (X) position to the ON (I) position.
- When turned ON, it will play the start up sounds and a lightshow.



- When the story cartridge slot is empty, use the buttons to move through the sounds and volume.
- When playing a story, use the buttons to move through the story and raise or lower the story volume.



FCC COMPLIANCE

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 than that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

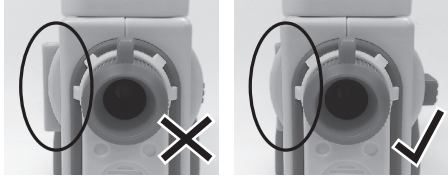
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Caution: Modifications not authorized by the manufacturer may void user's authority to operate this device.
CAN ICES-3 (B)/NMB-3(B).

LIMITED WARRANTY

The Little Tikes Company makes fun, high quality toys. We warrant to the original purchaser that this product is free of defects in materials or workmanship for one year * from the date of purchase (dated sales receipt is required for proof of purchase). At the sole election of The Little Tikes Company, the only remedies available under this warranty will be the replacement of the defective part or replacement of the product. This warranty is valid only if the product has been assembled and maintained per the instructions. This warranty does not cover abuse, accident, cosmetic issues such as fading or scratches from normal wear, or any other cause not arising from defects in material and workmanship. *The warranty period is three (3) months for daycare or commercial purchasers. U.S.A and Canada: For warranty service or replacement part information, please visit our website at www.littletikes.com, call 1-800-321-0183 or write to: Consumer Service, The Little Tikes Company, 2180 Barlow Road, Hudson OH 44236, U.S.A. Some replacement parts may be available for purchase after warranty expires—contact us for details. Outside U.S.A and Canada: Contact place of purchase for warranty service. This warranty gives you specific legal rights, and you may also have other rights, which vary from country/state to country/state. Some countries/states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

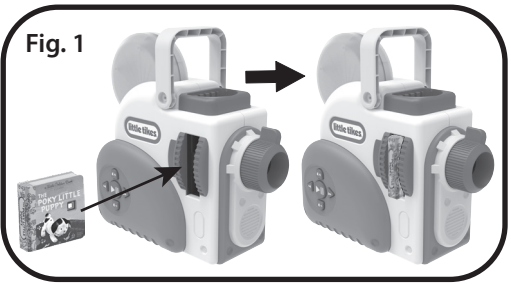
TROUBLE SHOOTING

Story and/or audio doesn't play once a story cartridge is inserted.	Remove story cartridge and reinsert into the Story Dream Machine™ making sure it is inserted all the way into the slot. 
The images are "clear at the edge but not in the center" OR "clear at the center but not at the edge."	Adjust the image clarity by turning the lens RIGHT or LEFT until you get a 70%-80% clear image at the edge and center. Reference Fig. 5 on page 3.
One or more images are not clear while the story is playing.	Press the PLAY/PAUSE button. Then, adjust the image clarity by turning the lens RIGHT or LEFT until you get a 70%-80% clear image at the edge and center. Reference Fig. 5 on page 3.

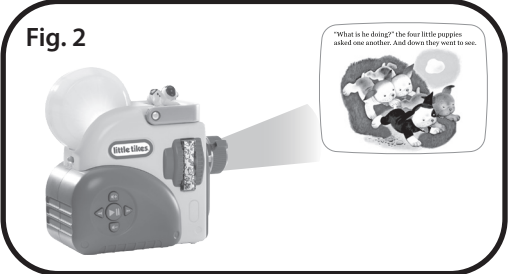
STORY TIME!

It is recommended to set the Story Dream Machine™ 2 to 6 feet from a wall for a better experience.

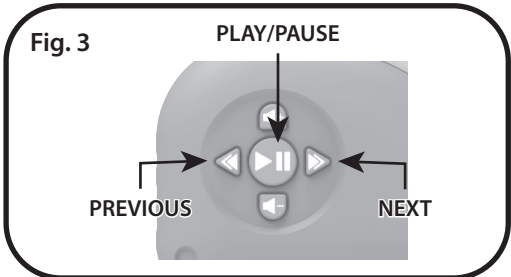
1. Choose a story cartridge and insert it into the slot on the side of the machine.
NOTE: Ensure the book cover art is facing the lens when inserting. [Fig. 1]



2. Once the story cartridge is inserted, the Story Dream Machine™ will search for the first slide. NOTE: The machine will play a sound when it finds slide 1. [Fig. 2]

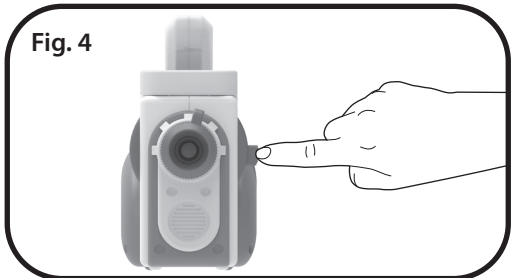


3. Press the PLAY/PAUSE button to play the story and audio. [Fig. 3]
 - The story will automatically move through the slides.
 - Press the NEXT button to skip to the next page or PREVIOUS button to return to the previous page.



4. When the story ends, the STORY ENDING sound will play and the story will pause.

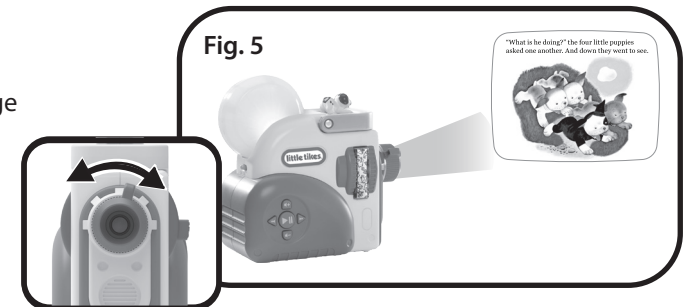
5. Play the story again by pressing the PLAY button. [Fig. 3]
 - If there is no activity after 5 minutes: the machine will go into LOW POWER MODE.



6. To remove the story cartridge, press the eject button [Fig. 4] on the side of the machine and the cartridge will pop out.

FOCUSING THE LENS

Adjust the clarity of the image by turning the lens RIGHT or LEFT until you get a clear image. [Fig. 5]



CHARACTER PLUG-IN

Place a character on the top of the Story Dream Machine™. [Fig. 6]

- Depending on the character, the film reel will play one of many light shows and colors.
- NOTE: You do not need the character to play and listen to stories.**
- Press down on the film reel to turn the light show ON and OFF [Fig. 7]

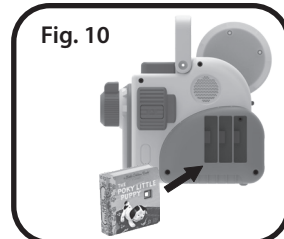
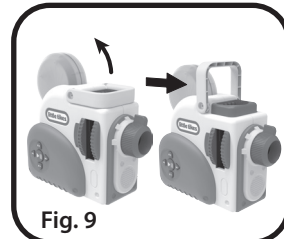
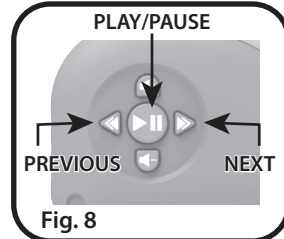
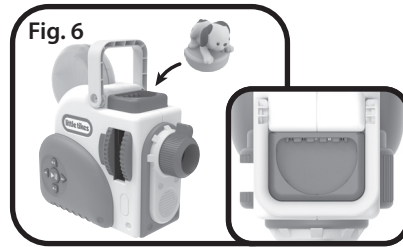
NIGHTLIGHT & WHITE NOISE MACHINE

When there is no story cartridge inserted, the white noise machine and nightlight mode are accessible.

- Turn the nightlight ON and OFF by pressing down on the film reel. [Fig. 7]
- Turn the white noise machine ON and OFF by pressing the PLAY/PAUSE button.
- Press the NEXT or PREVIOUS buttons to cycle through the different white noise machine sounds. [Fig. 8]
 - Projector
 - Ocean
 - Brook
 - Cricket
 - Music Box

CARRYING & STORAGE

- Pull the handle up to carry the Story Dream Machine™. [Fig. 9]
- Store 3 story cartridges in the slots on the side of the Story Dream Machine™. [Fig. 10]
- Use the packaging as a case to store and carry the Story Dream Machine™. [Fig. 11]



SLEEP MODE

When the Story Dream Machine™ is not active it will automatically go into LOW POWER MODE.

Story Dream Machine™ status	Time until LOW POWER MODE
When both the nightlight and sounds are off	approximately 30 seconds
If no audio is playing	approximately 5 minutes
Nightlight or sounds are ON	approximately 10 minutes

LOW BATTERY

When turned ON the nightlight will display a pulse of red light indicating the battery is low, replace the battery as shown on page 1.

NOTE: Turn the power switch to OFF when not in use to preserve the battery.

