

B.

3+

Symphony in B.[®] Interactive Orchestra

FUNCTIONS

1. LIGHT-UP ORCHESTRA PIT

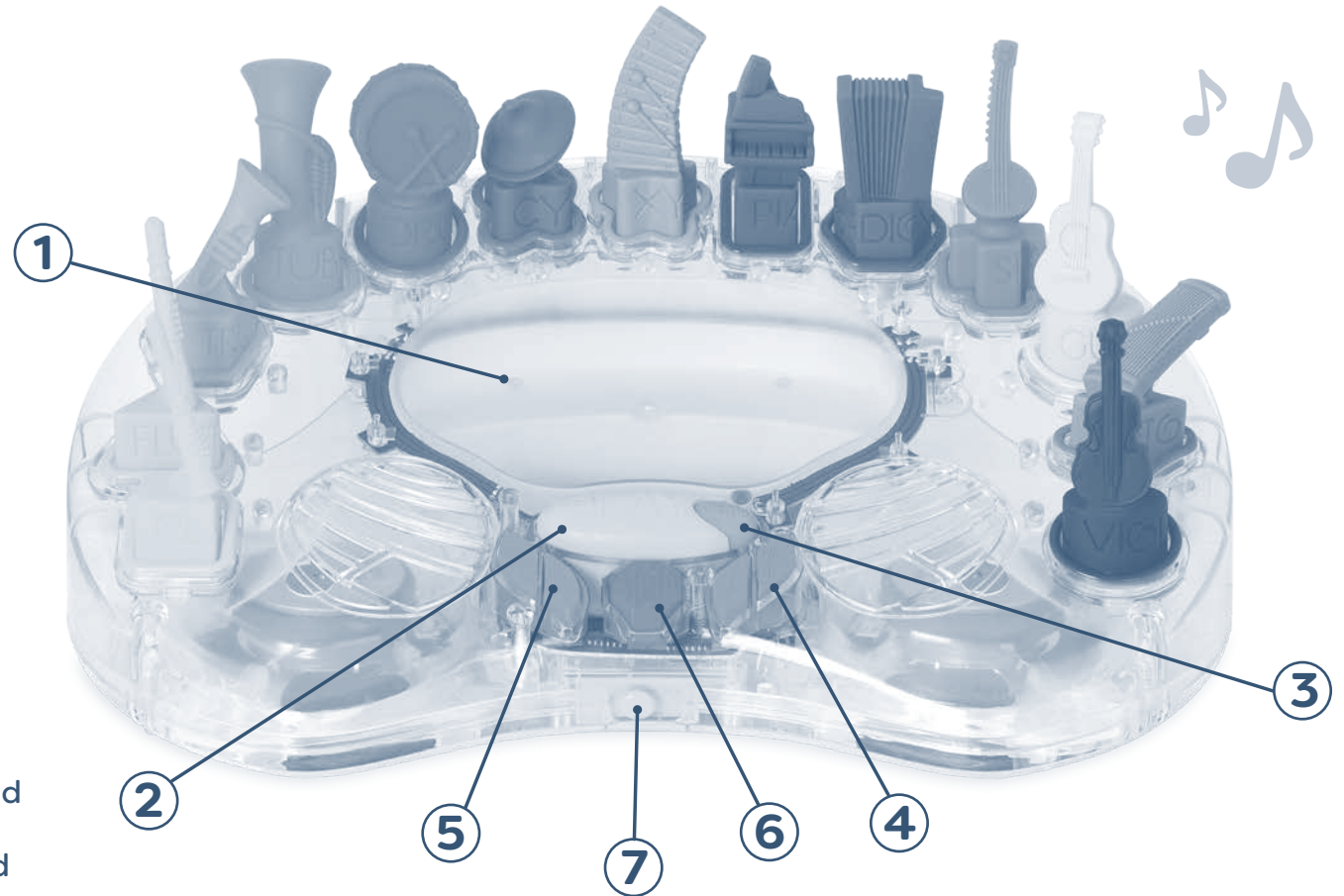
This is where the magic happens! Choose up to 6 instruments to place in the light-up orchestra pit, then press PLAY. If you choose the tuba, drums, sitar, piano, koto, and violin to play Alouette, that's exactly what you'll get. Switch the piano for a trumpet and the sitar for a flute, and the same song will sound totally different! There are 13 instruments, 15 songs, and a million musical combinations.

2. PLAY SONG CONTROL

Press to play the next song. And the next. And the next. Simply toggle from song to song. (Head over to mybtoys.com and download the lyric playbill for the song order!)

3. DEMO

Plays a loop of songs and illustrates the beautiful music you can make with Symphony in B.



4. VOLUME CONTROL

Play fortissimo or pianissimo – the volume is up to you.

5. TEMPO CONTROL

Conduct lento or prestissimo – you control the tempo, too!

6. STOP SONG CONTROL

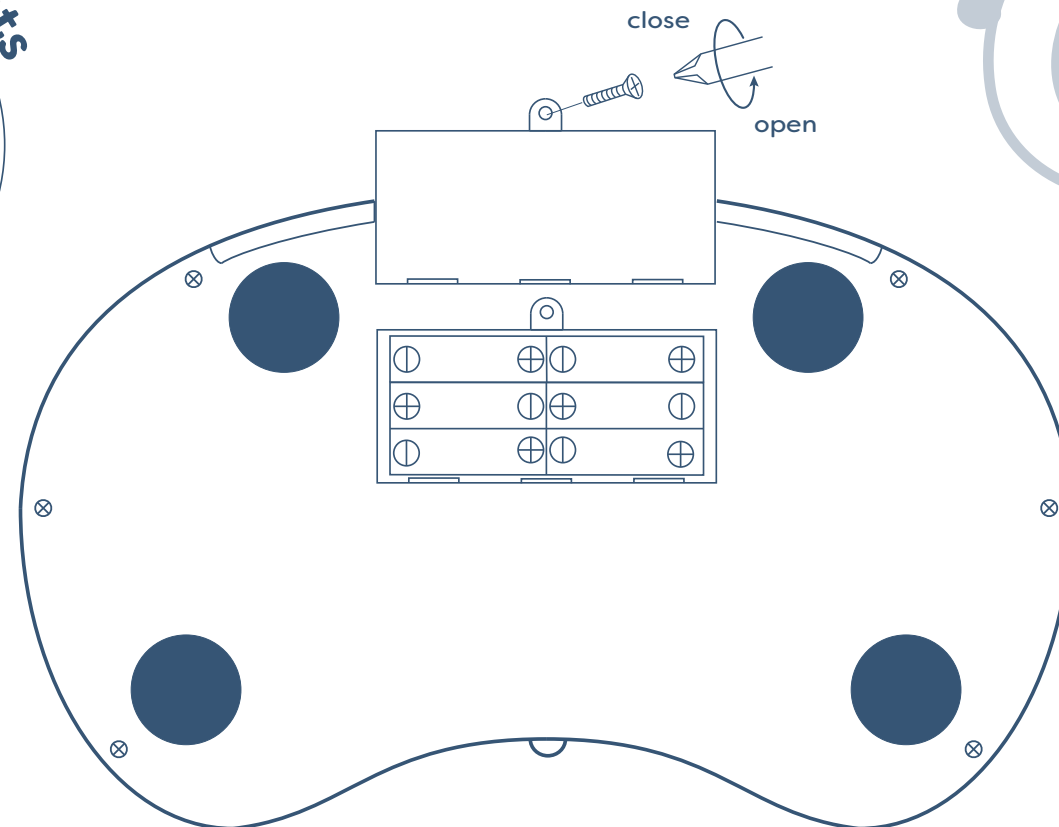
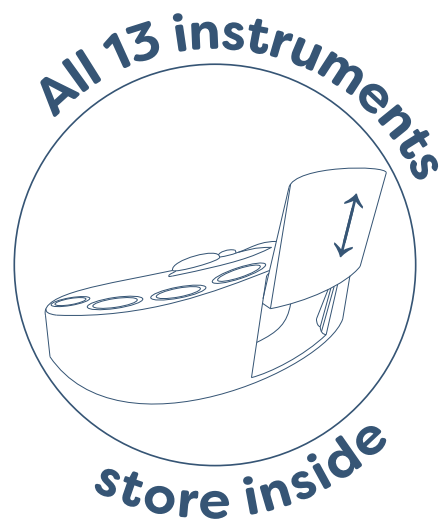
Stop the current song and queue the next. You're the boss here.

7. ON/OFF SWITCH

Slide to turn ON or OFF. If you don't keep playing after a song is over, the symphony automatically goes into sleep mode to save the artistic mind that's wrapped up in the music... and to save the batteries, too.

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Interactive Orchestra



REPLACING BATTERIES

6 X AA (1.5V) BATTERIES INCLUDED

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Dead batteries? Check out earth911.com to quickly find the recycling center nearest you.

B. ADVISED.

Prolonged exposure to sunlight's uv rays could damage the electronic parts of this toy. Until you find "toy sunscreen" right next to the "baby sunscreen," please keep this toy out of the hot sun. Symphonies and orchestras really like indoor concert halls anyway.

TECHNICAL TROUBLE?

All symphonies sometimes need a rest. If yours is acting up or abnormally, shutting it off for 3 seconds to reset electronics should do the trick.

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



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