




Scout's Get Up & Go Walker™



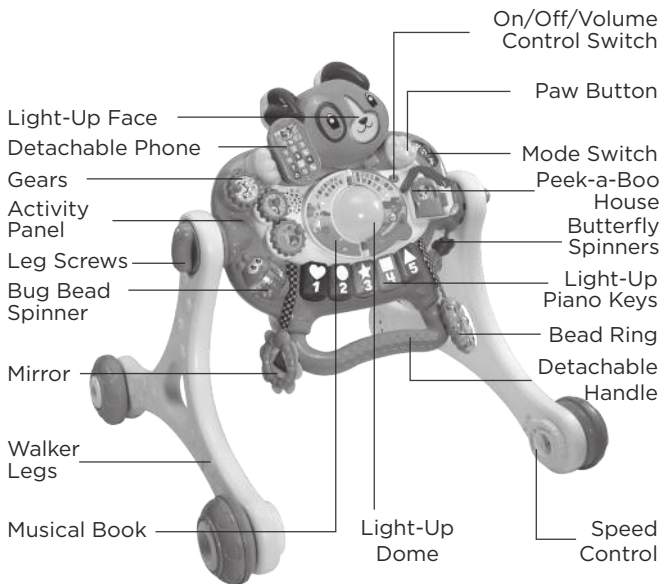
Parent's Guide

This guide contains important information. Please keep it for future reference.

91-003535-008 

INTRODUCTION

Thank you for purchasing **Scout's Get Up & Go Walker™!** Start with an interactive baby gym that includes a dangling teether with beads and a mirror for self discovery. When your child is ready, put the legs on the activity panel to transform it into a walker with speed control wheels.



INCLUDED IN THIS PACKAGE

- One **Scout's Get Up & Go Walker™** activity panel
- One detachable handle
- Two leg screws
- Two walker legs
- One detachable phone
- One parent's guide

WARNING:

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE:

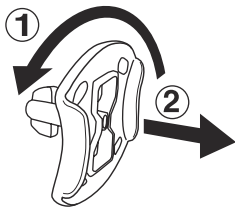
Please keep this parent's guide as it contains important information.

ATTENTION :

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

NOTE :

Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.



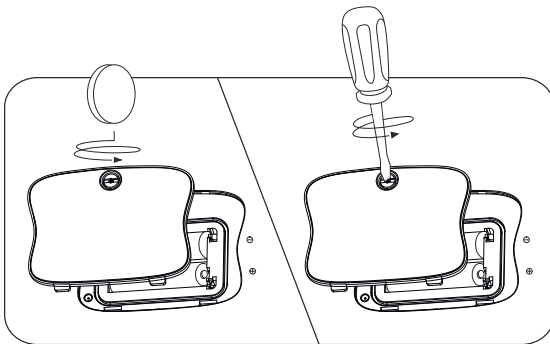
Unlock the packaging locks:

- ① Rotate the packaging locks 90 degrees counterclockwise.
- ② Pull out the packaging locks and discard.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Use a screwdriver to loosen the screw and open the battery cover.
4. Install 2 new AA (AM-3/LR6) batteries into the battery box as illustrated. (The use of new alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover and tighten the screw to secure.



BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

MISE EN GARDE

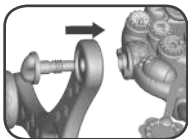
- Utiliser des piles alcalines neuves pour des performances maximales.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mélanger différents types de piles ou d'accumulateurs, ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas utiliser des piles ou des accumulateurs endommagés.
- Mettre en place les piles ou les accumulateurs en respectant les polarités + et -.
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en court-circuit (en reliant directement le + et le -).
- Enlever les piles ou les accumulateurs usagés du jouet.
- Retirer les piles ou les accumulateurs en cas de non-utilisation prolongée.
- Ne les jeter ni au feu ni dans la nature.
- Ne pas tenter de recharger des piles non rechargeables.
- Enlever les accumulateurs du jouet pour les recharger.
- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.

ASSEMBLY

With **Scout's Get Up & Go Walker™** safety comes first. To ensure your child's safety, adult assembly is required.

Use the **Scout's Get Up & Go Walker™** as a gym for infants. Use as a floor toy (without legs) for sitting play or use as a walker only when child is able to stand steadily. As with all toys for this age group, adult supervision is recommended.

1. Attach the **Walker Legs** by inserting the **Leg Screws** into the screw holes.



2. Adjust the desired angle of the **Activity Panel**, then tighten each leg screw until you hear a "click". The click signals when the safety lock has been enabled.

- a. Baby gym



Note: For smaller babies, rotate the panel so it's flat so they can reach all the manipulatives.

- b. Activity panel



Note: When the legs are removed, please keep the legs and leg screws away from children.

c. Easel



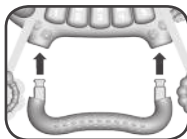
d. Walker



3. To loosen the screws, press and hold the safety buttons on the bottom side of the **Activity Panel** to disengage the safety locks. Then turn the **Leg Screws** counterclockwise. To fully disengage the safety locks, you may need to rotate the screw clockwise and then, after it disengages, counterclockwise.



4. Attach the **Handle** by pressing it firmly into the **Activity Panel**.



5. Insert the **Detachable Phone** into Scout's left paw. To prevent the **Detachable Phone** from accidentally falling, do not insert it when configured as a baby gym.



 **CAUTION:**
ADULT ASSEMBLY REQUIRED

 **ATTENTION:**
Ce jouet doit être assemblé par un adulte

PRODUCT FEATURES

1. On/Off/Volume Control Switch

To turn the unit **ON**, slide the **Off/Low/High Volume Switch** to the **Low Volume** (🐰) or the **High Volume** (🐰) position. To turn the unit **OFF**, slide the **Off/Low/High Volume Switch** to the **OFF** (🐢) position.



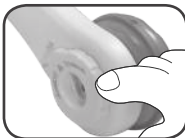
2. Mode Switch

Slide the **Mode Switch** to choose Music, Play and Learn or Let's Get Moving modes.



3. Speed Control

Turn to the rabbit icon (🐰) to allow the wheels to turn at a regular rate. Turn to the turtle icon (🐢) to allow the wheels to turn at a slower rate.



4. Paw Button

Press the **Paw Button** to hear playful phrases.



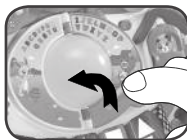
5. Peek-a-Boo House

Open and close the door to hear fun phrases.



6. Musical Book

Turn the page back and forth to alternate between letter, shape and color songs.



7. Butterfly Spinners

Spin the colorful butterflies.



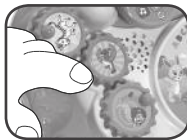
8. Detachable Phone

Pick up or hang up for fun role-play phone sounds.



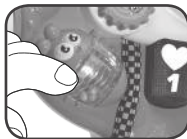
9. Gears

Spin for fun gear play.



10. Bug Bead Spinner

Spin to hear fun music.



11. Mirror

Look into the **Mirror** to learn self-recognition.



12. Bead Ring

Shake for rattling fun.



13. Light-Up Piano Keys

Press for fun number, shape and musical sounds and phrases.



ACTIVITIES

1. Music

Press buttons and open and close items to hear delightful music and educational songs.



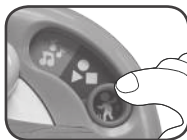
2. Play and Learn

Press buttons and open and close items to hear fun shape and color phrases.



3. Let's Get Moving

Press buttons and open and close items to hear phrases that encourage kids to be active.



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 any direct heat sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the program/activity stops working, please follow these steps:

1. 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 back **ON**. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new batteries.

Environmental phenomena.

The unit may malfunction if subjected to radio-frequency interference. It should revert to normal operation when the interference stops. If not, it may become necessary to turn the power **OFF** and back **ON**, or remove and reinstall the batteries. In the unlikely event of an electrostatic discharge, the unit may malfunction and lose memory, requiring the user to reset the device by removing and reinstalling the batteries.

Impact de l'environnement.

Une défaillance de fonctionnement de l'appareil peut survenir s'il est sujet à des interférences avec les fréquences radioélectriques. Le fonctionnement normal de l'appareil devrait reprendre avec l'arrêt des interférences. Si ce n'est pas le cas, il peut s'avérer nécessaire d'éteindre et rallumer l'appareil ou de retirer et réinstaller les piles. Dans l'éventualité peu probable d'une décharge électrostatique, un mauvais fonctionnement et une perte de mémoire de l'appareil peuvent se produire. L'utilisateur doit alors retirer et réinstaller les piles pour réinitialiser l'appareil.

Supplier's Declaration of Conformity

Trade Name:	LeapFrog®
Model:	6042
Product name:	Scout's Get Up & Go Walker™
Responsible Party:	LeapFrog Enterprises, Inc.
Address:	6401 Hollis Street, Suite 100, Emeryville, CA 94608
Website:	leapfrog.com

IMPORTANT NOTE:

If the problem persists, please call our Consumer Services Department at **1-800-701-5327** in the U.S. or email support@leapfrog.com. Creating and developing LeapFrog® 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 you might have. A service representative will be happy to help you.

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.

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 UNDESIRABLE OPERATION.

CAN ICES-3 (B)/NMB-3(B)

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

CLASS 1
LED PRODUCT

***Read our complete warranty policy online
at leapfrog.com/warranty***

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