



MAGIC ADVENTURES GLOBE™



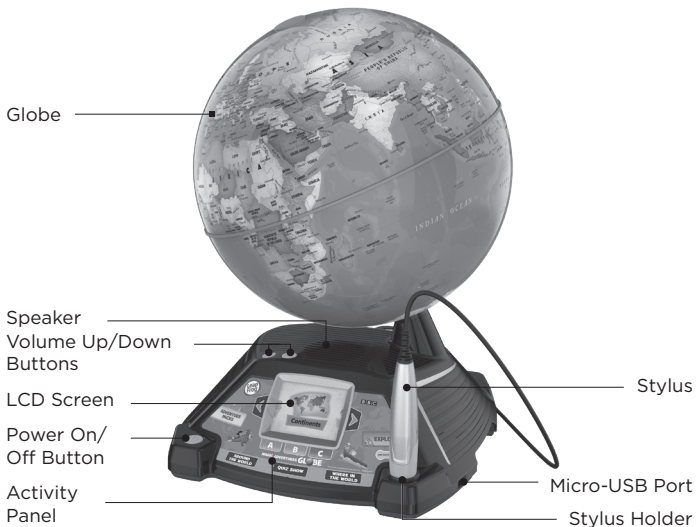
Parent's Guide

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

INTRODUCTION

Thank you for purchasing the **Magic Adventures Globe™!**

Take a spin around the 10" **Globe** and explore geography, science, culture, languages and more through exciting facts, games and live-action BBC video.



INCLUDED IN THIS PACKAGE

- Magic Adventures Globe™
- One micro-USB cable
- 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:

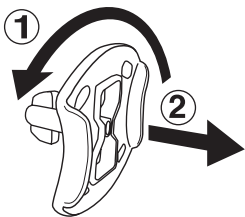
Please keep this parent's guide as it contains important information.

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.



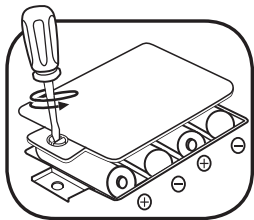
Unlock the packaging locks:

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

GETTING STARTED

BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned **Off**.
2. Locate the battery cover on the bottom of the unit, use a screwdriver to loosen the screw and open the battery cover.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 4 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.

Connecting the Adapter

- Make sure the unit is turned **Off**.
- Connect the adapter to the **Micro-USB Port** of the unit.
- Plug the adapter into a power socket.

Note: The use of an adapter will override the batteries.

AC Adapter Safety

- The toy is not intended for children under 3 years old.
- As with all electrical products, precautions should be used and observed during handling and use to prevent electric shock.
- Do not leave the toy plugged in for extended periods of time.
- As with all electrical products, precautions should be observed during handling to prevent electric shock.
- Connecting an AC adapter to a wall outlet should only be performed by an adult or a supervised child 8+ years of age.
- Never clean a plugged-in toy with liquid.
- Never use more than one adapter.
- The adapter is not a toy.
- If the USB cable is damaged, it cannot be used and must be replaced with a recommended cable.
- Examine the power adapter periodically for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the output cord, pins, housing or other parts). In the event of such conditions, the adapter should not be used until properly repaired or replaced.

AC Adapter Electrical Ratings:

Input: ~ 120VAC, 60Hz (for US); ~ 230VAC, 50Hz (for UK or EU);
~ 240VAC, 50Hz (for AS/NZL)

Output: \equiv DC 5V, 1.5A, 7.5VA or \equiv DC 5V, 1A, 5VA

PRODUCT FEATURES

1. Power On/Off Button

Press and hold the **Power On/Off Button** for a few seconds. The **Globe** will start up and you will hear a welcome message.

2. Stylus

Touch the tip of the **Stylus** to the **Globe** or one of the icons on the **Activity Panel**.

3. Volume Control

Press the - and + **Volume Up/Down Buttons** to adjust the volume.

4. Power Supply

This device requires 4 AA batteries or a 5V 1A micro USB power adapter (not included).

5. Automatic Shut Off

To preserve battery life, the **Magic Adventures Globe™** will automatically shut off after approximately five minutes without input. The unit can be turned on again by pressing the **Power On/Off Button**.

NOTE:

This product is in Try-Me mode in the packaging. After opening the package, power on the unit and use the **Stylus** to touch the **Globe** or icons on the **Activity Panel**.

ACTIVITIES

1. Explore Mode

In Explore mode, you can select any of the following 11 categories by tapping the **Navigation Arrows** using the **Stylus**:

- **Continents**
- **Countries**
- **Animals**
- **Geology**
- **Landmarks**
- **Capitals**
- **Languages**
- **Flags**
- **Currency**
- **Size**
- **Mix-It-Up**



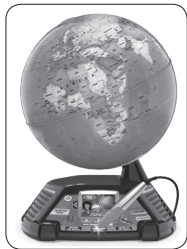
After making a selection, use the **Stylus** to tap the **Globe** and explore the world, learning about your chosen category.

2. Game Modes

Launch any of the three game modes by tapping their icon on the **Activity Panel** and follow the instructions presented by your hosts, Reggie and Sarah.

Games include:

- **Around the World in 20 Days**
- **Amazing World Quiz Show**
- **Where in the World?**



ADVENTURE PACKS (sold separately)

You can download additional content to your **Magic Adventures Globe™** to expand the categories and games. New subjects include: Dinosaurs and Prehistoric Beasts, Ancient Civilizations, People and Inventions, and World Cultures.

Connect the **Magic Adventures Globe™** to your computer with the included USB cable.

Install the LeapFrog® Connect application from **leapfrog.com/connect** on your computer.*

Follow the instructions on screen to create or sign into a LeapFrog® Parent Account and register your **Magic Adventures Globe™**. Select App Center to find, purchase and install Adventure Packs. Disconnect the system and your child is ready to play.

* System requirements can be found at

<https://www.leapfrog.com/system-requirements>.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While the **Magic Adventures Globe™** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on an LCD screen at close range for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

OTHER NOTES:

Static electricity may cause the **Magic Adventures Globe™** to malfunction. In cases where **Magic Adventures Globe™** is malfunctioning due to static electricity, reset the **Globe** by pressing and holding the **Power On/Off Button** for about 10 seconds until the **LCD Screen** turns off, then wait for a while before restarting the unit. Or, if the static electricity malfunction occurred during the downloading process, disconnect the **USB Cable**, delete the corrupted file, then reset the **Globe** as described above. Then, reconnect the **USB Cable** and restart the download process.

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 source.
3. Remove the batteries if the unit will not be in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.
5. NEVER try to dismantle the unit.

Using the Stylus

- Do not use the **Stylus** if it is broken.
- Do not look directly into the **Stylus** light.
- Put the **Stylus** back in the **Stylus Holder** when not in use.

Cleaning the LCD Screen

- Slightly dampen a soft, lint-free cloth with water and wipe the screen to loosen dirt.
- Using a clean and dry cloth, wipe the screen dry. Repeat these two steps as needed.

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 should now be ready to use again.
5. If the unit still does not work, replace with an entire set of new batteries.

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.

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

DISCLAIMER AND LIMITATION OF LIABILITY

LeapFrog and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. LeapFrog and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. LeapFrog and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

Supplier's Declaration of Conformity

Trade Name: LeapFrog®
Model: 80-605400
Product name: Magic Adventures Globe™
Responsible Party: LeapFrog Enterprises, Inc.
Address: 6401 Hollis Street, Suite 100,
Emeryville, CA 94608
Website: leapfrog.com

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 UNDESIRE OPERATION.

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

USB Cable: The USB cable provided with this product complies with FCC and other regulatory emission limits. If using a USB cable other than the one provided, please note that in order not to exceed FCC and other regulatory emissions limits, a shielded cable must be used.





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information about our products,
downloads, resources and more.*

leapfrog.com

leapfrog.ca

*Read our complete warranty and
legal policies online at
leapfrog.com/legal*