

nickelodeon



Play & Learn Thinking Chair



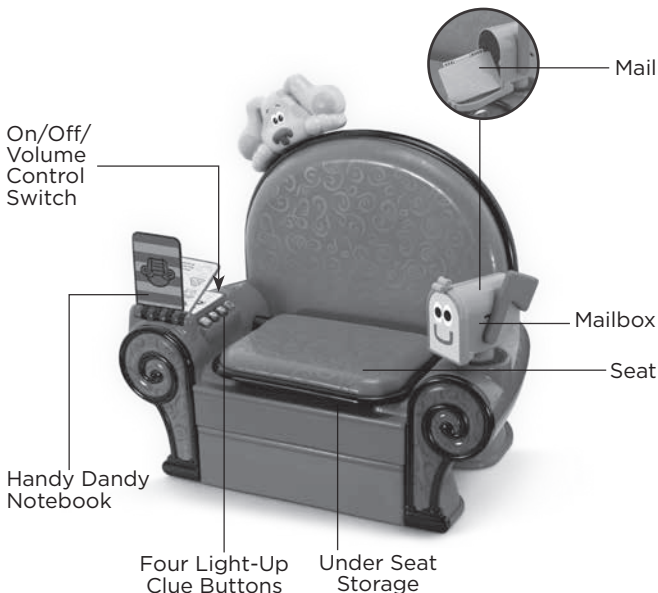
Parents' Guide

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

91-003832-002 US

INTRODUCTION

Thank you for purchasing the **Blue's Clues & You!**™ Play & Learn **Thinking Chair!** Play Blue's Clues with Josh by looking for clues and figuring out what Blue wants in the Handy Dandy Notebook. Check for mail in Mailbox! Get cozy in the Thinking Chair and press the four light-up Handy Dandy Notebook buttons to hear Blue's barks, Josh's voice, fun sounds, songs and more!

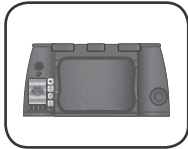


INCLUDED IN THIS PACKAGE

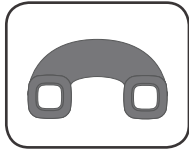
Blue's Clues & You!™ Play & Learn Thinking Chair



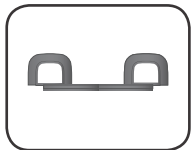
Chair back



Chair base



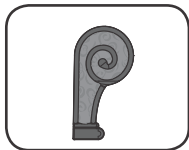
Rear leg



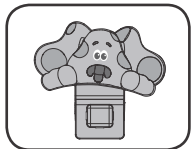
Front leg



Left chair arm cover



Right chair arm cover



Blue



Mailbox



Mailbox door



Letters



Seven screws

- Parents' 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 parents' 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.

**CAUTION:**

This package contains small parts.

Adult assembly required.

For your child's safety, do not let your child play with the toy until it is fully assembled.

If the **Handy Dandy Notebook** becomes damaged, open it and press down on the top to remove.

**ATTENTION :**

Ce jouet contient des petites vis.

Ce jouet doit être assemblé par un adulte

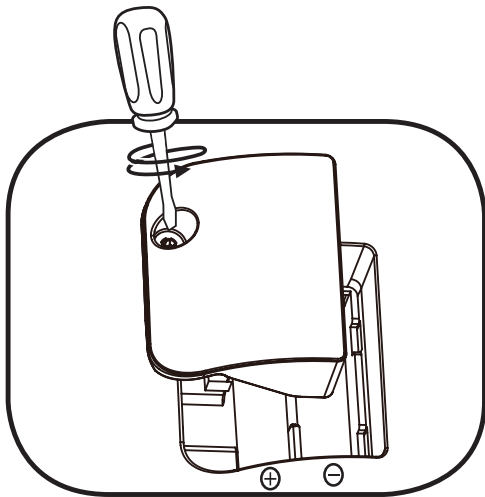
Pour la sécurité de votre enfant, ne pas le laisser jouer avec le jouet tant que ce dernier n'est pas complètement assemblé par un adulte.

Si le carnet intégré dans le fauteuil venait à s'abîmer, ouvrir la couverture et appuyer vers le bas pour l'enlever.

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 box.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (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 (+ and -).
- 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.



WARNING / ATTENTION:

Adult assembly required for battery installation.
Keep batteries out of reach of children.

Les piles ou accumulateurs doivent être installés par un adulte.

Tenir les piles ou accumulateurs hors de portée des enfants.

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 the ***Blue's Clues & You!***™ Play & Learn Thinking **Chair**, safety comes first. To ensure your child's safety, adult assembly is required.

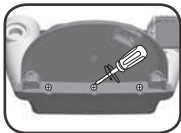
ADULT ASSEMBLY REQUIRED:

Tool needed: Philips head screwdriver (not included)

1. Insert the **Chair Back** into the top of the **Chair Base**.



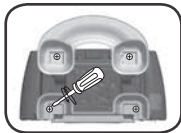
2. Insert **Three Screws** into the back of the **Chair Base** as shown and tighten with a Philips head screwdriver. Do not over-tighten.



3. Insert the **Front Leg** and **Rear Leg** into the bottom of the **Chair Base**.



4. Carefully turn the chair over and insert and tighten the remaining **Four Screws** into each bottom section of the **Front Leg** and **Rear Leg** as shown. Do not over-tighten.



5. Insert both the **Left** and **Right Chair Arm Covers** onto the front of the chair.



6. If **Blue** is not already installed into the **Chair Back**, you may place **Blue** into the peg at the **Chair Back** now.



7. If the **Mailbox Door** is not already installed into **Mailbox**, you may attach the **Mailbox Door** to the front of **Mailbox** now.



8. Insert **Mailbox** into the **Chair Arm**.



NOTE:

This item is weight rated to hold up to 110 lbs./50 kg.

PRODUCT FEATURES

1. On/Off/Volume Control Switch

Slide the **On/Off/Volume Control Switch** to the **Low**  or **High**  position. To turn the unit **Off**, slide the **On/Off/Volume Control Switch** to the **Off**  position.



2. Handy Dandy Notebook & Clue Buttons

Open the **Handy Dandy Notebook** to hear what Blue wants. Press the four **Light-Up Clue Buttons** next to the **Handy Dandy Notebook** to play a Blue's Clues game. Then, team up with Josh to figure out what Blue wants, just like on the show! When the **Handy Dandy Notebook** is closed, press the clue buttons to hear songs and music.



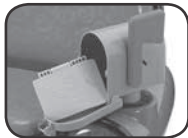
3. Seat

The **Seat** sensor switch engages when a child sits or stands up from the chair for more learning fun and phrases from Josh. Flip the **Seat** up for **Under Seat Storage**.



4. Mailbox and Letter

Open up **Mailbox** to check for **Mail!** Inside is a letter to Blue from Magenta!



5. Automatic Shut-Off

To preserve battery life, *the Blue's Clues & You!*™ Play & Learn Thinking Chair will automatically shut off after approximately 50 seconds without input. The unit can be turned on again by pressing the **Four Light-Up Clue Buttons** or opening the **Handy Dandy Notebook**.

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep it out of direct sunlight and away from direct heat sources.
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 a hard surface and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, 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 use again.
5. If the unit still does not work, install a new set of 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**, to 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.

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.

CAUTION:

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

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.

Supplier's Declaration of Conformity
47 CFR § 2.1077 Compliance Information

Trade Name:	LeapFrog®
Model:	6104
Product Name:	<i>Blue's Clues & You!</i> ™ Play & Learn Thinking Chair
Responsible Party:	LeapFrog Enterprises, Inc.
Address:	6401 Hollis Street, Suite 100, Emeryville, CA 94608
Website:	leapfrog.com

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.

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

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

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