



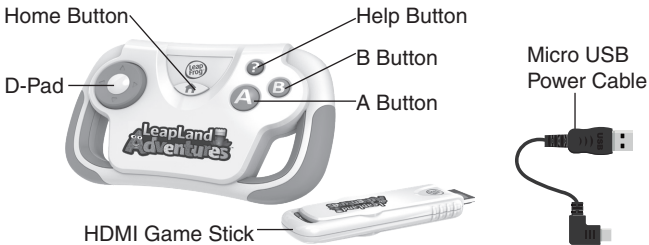
Instruction Manual

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

91-003970-000 (US)

INTRODUCTION

Thank you for purchasing the **LeapLand Adventures™** learning video game! Hunt for the four missing keys to unlock Clever Castle and learn about letters, shapes, numbers and colors along the way.



INCLUDED IN THE PACKAGE

- 1 wireless controller
- 1 HDMI game stick
- 1 micro USB power cable
- Quick Start 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 save this Instruction Manual as it contains important information.

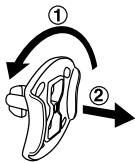
ATTENTION

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

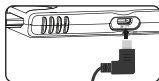


- ① Rotate the packaging locks 90 degrees counterclockwise.
- ② Pull out the packaging locks and discard.

GETTING STARTED

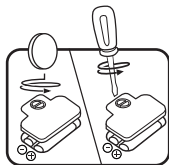
INITIAL SETUP

1. Plug the USB B Connector end of the **Micro USB Power Cable** into the USB B port on the **HDMI Game Stick**.
2. Plug the **HDMI Game Stick** into an HDMI port on your television.
3. Plug the USB A Connector end of the **Micro USB Power Cable** into a USB port on your television or other qualified DC 5V adapter with output no less than 500mA.



BATTERY REMOVAL AND INSTALLATION

1. Find the battery cover located on the back of the **Wireless Controller**, use a coin or screwdriver to loosen the screw and then open the battery cover.
2. Remove old batteries by pulling up on one end of each battery.
3. Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box.
4. Replace the battery cover and tighten the screw to secure.





WARNING:

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



ATTENTION :

Les piles ou accumulateurs doivent être installés par un adulte.
Tenir les piles ou accumulateurs hors de portée des enfants.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES

- Remove rechargeable batteries from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

NOTE

If the **Wireless Controller** powers down or if the light fades out during play, please install a new set of batteries.

PRODUCT FEATURES

1. D-Pad

Press the **D-Pad** on the **Wireless Controller** to select an item on the Menu screen. While playing the game, press the **D-Pad** left and right to move the character around the screen. Press down on the **D-Pad** to make the character crouch and press left or right on the **D-Pad** to make the character walk while crouching.

2. Home Button

Press the **Home Button** on the **Wireless Controller** to quit a level, quit the game, or return to the previous Menu screen.

3. Help Button

Press the **Help Button** on the **Wireless Controller** to hear hints and tips on how to play the game or navigate the Menu screen.

4. A Button

- Press the **A Button** on the **Wireless Controller** to select the highlighted objects on the Menu screen.
- Press the **A Button** to make the character jump.
- Press the **A Button** a second time while the character is in the air to make the character double-jump.
- Press the **A Button** repeatedly to get the character out of a bubble trap.
- When two treasure chests appear on the screen, press the **A Button** to select the treasure chest on the left.

5. B Button

- Press the **B Button** on the **Wireless Controller** to return to the previous Menu screen, or to change the playable character while on the Map Menu screen.
- If a **B Button** icon appears above a Curricular Character's head, press the **B Button** to interact with that character.
- When two treasure chests appear on the screen, press the **B Button** to select the treasure chest on the right.

6. Menu Screens

The following Menu screens appear in the game.

Save Selection Screen

- Create or delete a saved profile on the Save Selection screen.
- To recover a saved file that has been accidentally deleted, highlight a New save slot and press the following buttons on the **Wireless Controller**: Home + Home + Help + Help + B + B + Help + Home + B. This will recover the deleted file.
- To unlock all the castle rewards in the



game, highlight an existing saved profile and press the following buttons on the **Wireless Controller**: Home + Home + Help + Help + B + B + Help + Home + B.

Map Menu Screen

- Access the different areas of the game from the Map Menu screen.
- The player will need to find at least one key before the castle area can be accessed.
- To change the playable character, press the **B Button**.
- To exit the game, press the **Home Button**.
- View castle rewards on the Map Menu screen after every Gem Festival.

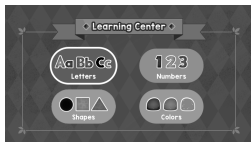


Learning Center

- Access the learning curriculum content from the Learning Center.

Level Select Screen

- Use the arrow buttons on the **D-Pad** to highlight an unlocked level.
- Press the **A Button** to select a highlighted level.
- Levels can only be unlocked once a previous level has been successfully completed.



7. In-Game Items

The following in-game items appear throughout the game.

Gems

- Players can collect Gems in every level.
- Players can also find Gems in treasure chests.
- When all of the levels in an area are completed, stars are rewarded to the player for the total number of Gems that they have collected.
- The game can be completed multiple times using a saved profile.
- Each completion will present the player with different Gems to collect.





Cleverberries

- Players can collect Cleverberries in every level.
- Players can also find Cleverberries in treasure chests.
- Cleverberries give the playable character one heart of health.



8. In-Game Obstacles

The following are some of the in-game obstacles that players will encounter. These in-game obstacles remove one heart of health if the playable character touches them.

Thorns	
Flytrap	
Spiked Flower	
Cactus	
Spiked Cactus	
Electric Box	
Large Floating Bubble	
Wooden Log	
Garbage Can	
Thorned Tumbleweed	
Fire Plant Projectiles	

9. In-Game Characters

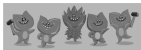
The following are some of the in-game characters that players will interact with.

Curricular Characters



- The Curricular Characters teach fun facts about themselves.
- The Letter Curricular Characters can be found in the Letterland area of the Map Menu screen, or in the Learning Center.
- The Number Curricular Characters can be found in the Numberville area of the Map Menu screen, or in the Learning Center.
- The Shape Curricular Characters can be found in the Shapetown area of the Map Menu screen, or in the Learning Center.
- The Color Curricular Characters can be found in the Color Springs area of the Map Menu screen, or in the Learning Center.

Pixies



- The Pixies are silly and mischievous, and they do their best to prevent the player from finding the keys to Clever Castle.
- Some of the Pixies will remove one heart of health if the playable character touches them.
- The Pixies appear in many different shapes and colors; some fly, some swim, and some pop up from underground.

10. Automatic Shut-Off

To preserve battery life, the **Wireless Controller** will automatically go into sleep mode after approximately 1 minute without input. The unit can be turned on again by pressing the **D-Pad**, **Home Button**, **A Button** or **B Button**.

11. Screen Saver Mode

LeapLand Adventures™ will automatically save and quit the current game, then go into Screen Saver mode after approximately 20 minutes without input. To exit Screen Saver mode, press the **D-Pad**, **Home Button**, **A Button** or **B Button** on the **Wireless Controller**.

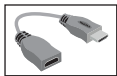
CARE & MAINTENANCE

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 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. Always keep the **Wireless Controller** and **HDMI Game Stick** away from water.
6. Examine the **Micro USB Power Cable** regularly, checking for damage to the cable, plug and other parts. Do not use the **Micro USB Power Cable** if there is any damage.

TROUBLESHOOTING

If you are unable to insert the **HDMI Game Stick** directly into the HDMI port on your television due to clearance issues, a third party HDMI extension cable may be a good solution. A short HDMI extension cable as shown below can be purchased from major electronics retailers.



If for some reason the unit stops working or malfunctions, please follow these steps:

HDMI Game Stick

1. Interrupt the power supply by unplugging the USB A Connector end of the **Micro USB Power Cable** from the USB port on your television or other qualified DC 5V adapter with output no less than 500mA.
2. Unplug the **HDMI Game Stick** from the HDMI port on your television.
3. Wait for 10 Seconds, then plug the **HDMI Game Stick** into the HDMI port on your television.
4. Plug the USB A Connector end of the **Micro USB Power Cable** into the USB port on your television or other qualified DC 5V adapter with output no less than 500mA. The unit will now be ready to play again.

Wireless Controller

1. Interrupt the power supply by removing the batteries.
2. Let the unit stand for 10 seconds, then replace the batteries.
3. The unit will now be ready to play again.
4. If the unit still does not work, replace with an entire set of new batteries.

OTHER NOTES

Static electricity may cause the **HDMI Game Stick** to malfunction. In cases where the **HDMI Game Stick** is malfunctioning due to static electricity, disconnect the **Micro USB Power Cable**, wait for 10 seconds, then reconnect the **Micro USB Power Cable** to reboot the **HDMI Game Stick**.

FCC Compliance Statement

After completing the steps in the **Initial Setup** section, power on the television. FCC e-labeling will be shown on the television for the U.S. version of **LeapLand Adventures™**.

This screen confirms that this product complies with FCC regulations.

IMPORTANT NOTE:

If the problem persists, please call our **Consumer Services Department** at **1-800-701-5327** in the U.S. and Canada, 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.

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

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: LeapFrog®
Model: 6132
Product Name: LeapLand Adventures™
Responsible Party: LeapFrog Enterprises, Inc.
Address: 2200 Powell Street, Suite 500,
Emeryville, California 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 UNDESIRE OPERATION.

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :

- 1) L'appareil ne doit pas produire de brouillage.
- 2) L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

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

HDMI®

HIGH-DEFINITION MULTIMEDIA INTERFACE

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