

nickelodeon.



Play & Learn Maracas



Parents' Guide

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

91-003973-000 (US)

INTRODUCTION

Thank you for purchasing the *Blue's Clues & You!*[™] Play & Learn Maracas. One maraca includes colorful shaker beads. The other features a light-up dome that changes colors and plays maraca sound effects. This musical toy featuring Blue and Magenta includes three play modes that introduce colors, numbers and music. Little ones can add rattling sounds to the songs that play, count from 1 to 10 with every shake and press the six light-up buttons to hear color and instrument names.



INCLUDED IN THIS PACKAGE

- *Blue's Clues & You!*TM Play & Learn Maracas
- Parents' guide

WARNING

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords 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

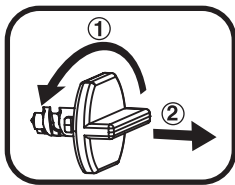
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d'emballage. Ils ne font pas partie du jouet.

NOTE

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

Unlock the Packaging Locks

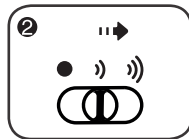
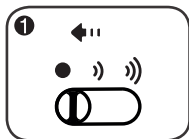
- ① Rotate the packaging lock counterclockwise several times.
- ② Pull out the packaging lock and discard.



ACTIVATE NORMAL PLAY MODE

This product is in Try-Me mode in the packaging. To activate normal play mode, please complete the following steps:

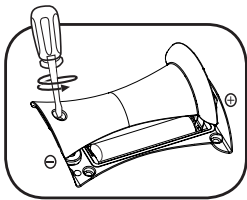
1. Slide the **Off/Low/High Volume Switch** to the **Off** ● position.
2. Slide the **Off/Low/High Volume Switch** to the **Low** or **High Volume** »/») position to activate normal play mode.



INSTRUCTIONS

Battery Removal and Installation

1. Make sure the unit is turned **Off**.
2. Find the battery cover located on the back of the unit, use a screwdriver to loosen the screw and then open the battery cover.
3. Remove old battery by pulling up on one end of the battery.
4. Install 1 new AA (AM-3/LR6) battery following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
5. Replace the battery cover and tighten the screw to secure.



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.



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.

PRODUCT FEATURES

1. Off/Low/High Volume 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. Jam/Solo Switch

Slide the **Jam/Solo Switch** to choose playing with background music or playing solo.



3. Mode Switch

Move the **Mode Switch** to any position to play one of three modes: Colors mode, Numbers mode or Music mode.



4. Color-Changing Dome

As you shake or press any of the **Light-Up Instrument/Color Buttons** on the electronic maraca, the dome changes colors.



5. Six Light-Up Instrument/Color Buttons

Press any of the six **Light-Up Instrument/Color Buttons** to hear instrument names and sounds, color names or tunes.



ACTIVITIES

1. Colors Mode

On the electronic maraca, listen to a song about colors then shake the maraca to change the colors in the **Color-Changing Dome** and add maraca sounds. Press any of the six **Light-Up Instrument/Color Buttons** to hear color names and watch the **Color-Changing Dome** change into the chosen color. Add extra rhythm by shaking the maraca with shaker beads.

2. Numbers Mode

On the electronic maraca, listen to a song about numbers then shake the maraca to count along from 1 to 10 while changing the colors in the **Color-Changing Dome**. Press any of the six **Light-Up Instrument/Color Buttons** to hear instrument sounds and 1 to 10. Add extra rhythm by shaking the maraca with shaker beads.

3. Music Mode

On the electronic maraca, listen to a song about music then shake the maraca to add maraca sounds to the tunes while changing the colors in the **Color-Changing Dome**. Press any of the six **Light-Up Instrument/Color Buttons** to hear instrument sounds. Add extra rhythm by shaking the maraca with shaker beads.

4. Jam/Solo Play

Slide the **Jam/Solo Switch** to play with or without background music.

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 and 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.

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 **On**. The unit should now be ready to use again.
5. If the unit still does not work, install a new set of batteries.

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.

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.

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: 6133
Product Name: *Blue's Clues & You!*™
Play & Learn Maracas
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
UNDESIRE OPERATION.

CAN ICES-003 (B)/NMB-003(B)



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

leapfrog.com
leapfrog.ca

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

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