



TOUCH & LEARN WORLD MAP™



Instruction Manual

This manual contains important information. Please save it for future reference.

INTRODUCTION

Thank you for purchasing the **Touch & Learn World Map™!** Learn about the world's countries, natural wonders, landmarks, animals and more with this colorful and interactive world map.

Explore Button — World Racer Button
Off/Low/High Volume Selector — Animal Quest Button
Landmark Expedition Button



INCLUDED IN THE PACKAGE

- Touch & Learn World Map™
- Quick Start 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 save this Instruction Manual as it contains important information.

ATTENTION

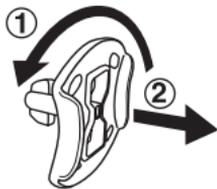
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

NOTE

Il est conseillé de sauvegarder ce manuel d'instructions car il comporte des informations importantes.

Unlock the Packaging Locks

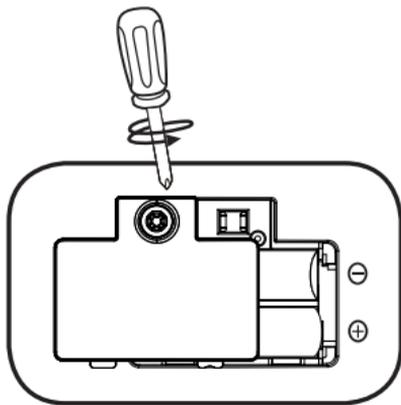
- ① Rotate the packaging locks 90 degrees counterclockwise.
- ② Pull out the packaging locks and discard.



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 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. (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.



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

NOTE

This product is in Try-Me mode in the packaging. After opening the package, slide the Off/Low/High Volume Selector to the Off position, then slide the Off/Low/High Volume Selector to the On position. If the unit powers down while playing, please install a new set of batteries.

PRODUCT FEATURES

1. Off/Low/High Volume Selector

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



2. Interactive Touch Points

There are 200 interactive touch points throughout the map. Find the words and images with white borders, then touch them to explore. Hear names and fun facts about continents, oceans, countries, animals, natural wonders, landmarks and more. Touch the compass rose and legend to learn about map elements.



3. Explore Button

While in this mode, press any of the interactive touch points on the map to explore different parts of the world.



4. World Racer Button

In this game mode, players listen for the name of a country, then press the correct country name touch point on the map. Players have 60 seconds to locate as many correct answers as they can.



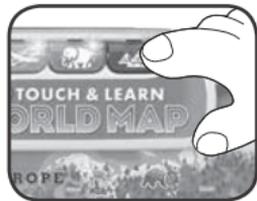
5. Animal Quest Button

In this game mode, players listen to a fun fact about an animal, then press the correct animal touch point on the map. Players are asked to find 5 different animals per game.



6. Landmark Expedition Button

In this game mode, players listen to a fun fact about a landmark or natural wonder, then press the correct landmark or natural wonder touch point on the map. Players are asked to find 5 different landmarks or natural wonders per game.



7. Automatic Shut-Off

To preserve battery life, the **Touch & Learn World Map™** will automatically go into sleep mode after approximately 80 seconds without input. To turn the unit on again, press any button.

NOTE

The **Touch & Learn World Map™** can be used on a table, on the floor or on the wall. For best results, however, we recommend hanging the map on the wall. Leaning on the map while it's on the floor or table may trigger touch point responses accidentally.

Mount the map to the wall using the keyhole hanger on the back of the product. **Do not place nails or tacks through the map itself.**

WARNING

Do not fold or bend map; this could damage the electronic components in the map and prevent it from working properly.

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.

TROUBLESHOOTING

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

1. Please 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, 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**, 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.

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: 6157
Product Name: Touch & Learn World Map™
Responsible Party: LeapFrog Enterprises, Inc.
Address: 2200 Powell Street, Suite 500
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.



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downloads, resources and more.**

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leapfrog.ca

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

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