



# Preschool Game & Go™

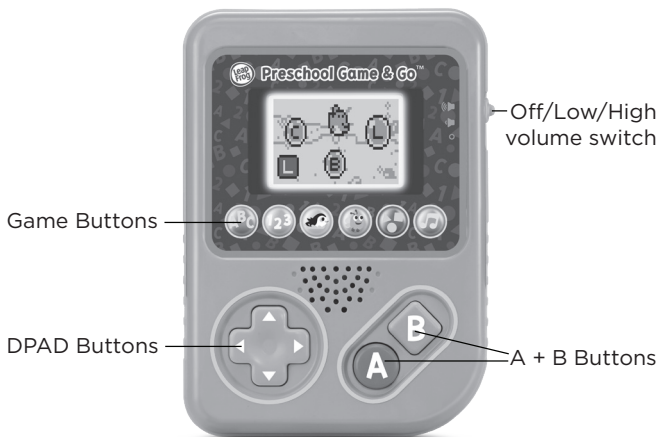


## Instruction Manual

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

# INTRODUCTION

Thank you for purchasing **Preschool Game & Go™**! Level up your little one's preschool skills with 6 classic games exploring letters, numbers, shapes, counting and more. Designed with first time gamers in mind, the Preschool Game & Go features simple controls and endless gaming fun. Plus, customize their gaming experience by putting their name in the game!



# INCLUDED IN THE PACKAGE

- **Preschool Game & Go™**
- 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 :**

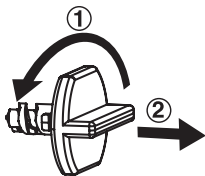
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

## **NOTE :**

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

## **Unlock the Packaging Locks:**

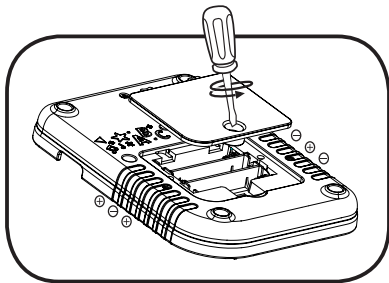
- ① Turn the packaging lock counterclockwise several times.
- ② Pull out and discard the packaging lock.



# GETTING STARTED

## 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 3 new AAA (AM-4/LR03) 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.

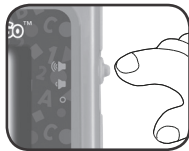
## **RECHARGEABLE BATTERIES:**

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

# PRODUCT FEATURES

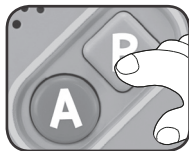
## 1. Off/Low/High Volume Switch

Slide the selector to **Low**  or **High**  to turn the device on and select the desired volume. To turn the unit off, slide the selector to the **Off**  position.



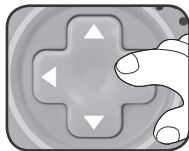
## 2. A + B Buttons

Use these buttons in the games to select, collect, jump, and dance.



## 3. DPAD Button

Use these buttons in the games to move and control characters.









## 4. LCD Game Screen

Watch animations and use the button controls to see characters move on this display screen.






## 5. Game Buttons

Play 6 different learning games!




- **ABC Swim**  - Select a letter to see vocabulary animations and hear letter sounds. Then, swim to collect letter bubbles.
- **Number Treasure**  - Select a number to see object sets and hear them counted aloud. Then, count and collect coins or hearts.
- **Letter Slide**  - Slide as a penguin to collect letters. If the device is personalized with a name, those letters can also be collected.
- **Snack Track**  - Collect snacks to feed a hungry bug until it is full, counting along from 1 to 10.
- **Shape Ape**  - Select a shape to hear about its special features. Then, move the ape to help collect the falling shapes.
- **Learning Songs**  - Control the chicken to dance along to 3 learning songs featuring letters, numbers, and shapes.

## 6. Personalization Menu

Press and hold the ABC  + A  Button simultaneously, then turn on the device. This will activate the Personalization Menu. Use the DPAD  to input your child's name or nickname. There is a maximum of 10 characters allowed.

- Press Up or Down to scroll through letters and symbols.
- Press Left or Right to move along the name menu.
- Press the A button to confirm the name.
- Selecting the Trash icon will clear all entries.

## 7. Screen Contrast Menu

Press and hold the ABC  + B  Button simultaneously, then turn on the device. This will activate the Screen Contrast Menu. Use the DPAD  to adjust the screen's contrast.

- Press the Left DPAD button to make the screen lighter
- Press the Right DPAD button to make the screen darker
- Press the A Button to confirm the brightness setting and close the menu.



## 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. 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: 6212  
Product Name: Preschool Game & Go™  
Responsible Party: LeapFrog Enterprises, Inc.  
Address: 2200 Powell St., 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.



***Visit our website for more  
information about our products,  
downloads, resources and more.***

***leapfrog.com  
leapfrog.ca***

**Read our complete warranty policy online at  
[leapfrog.com/warranty](http://leapfrog.com/warranty)  
[leapfrog.ca/warranty](http://leapfrog.ca/warranty)**

LeapFrog Enterprises, Inc.  
A subsidiary of VTech Holdings Limited.  
TM & © 2025 LeapFrog Enterprises, Inc.  
All rights reserved.  
IM-621200-000  
Version:0