

# Preschool Came & Co™



#### **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 heaps of gaming fun. Plus, your child can customise 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.

#### Removing the Packaging Locks:

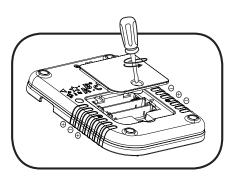
- ① Turn the packaging lock anticlockwise several times.
- ② Pull out and discard the packaging lock.



# **GETTING STARTED**

### **Battery Removal and Installation**

- 1. Make sure the unit is turned OFF.
- Locate the battery cover on the back of the unit. Use a screwdriver to loosen the screw and then open the battery cover.
- 3. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery.
- 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.)
- Replace the battery cover and tighten the screw to secure.



# **⚠ WARNING:**

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

#### **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.

## Disposal of batteries and product



The crossed-out wheelie bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.

The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in the Batteries and Accumulators Regulation.



The solid bar indicates that the product was placed on the market after 13th August, 2005.

Please dispose of your product and batteries responsibly.

In the UK, give this toy a second life by disposing of it at a small electricals collection point\* so all of its materials can be recycled.

Learn more at:

www.leapfrog.co.uk/recycle www.leapfrog.com.au/recycle

\* Visit www.recyclenow.com to see a list of collection points near you.

# **PRODUCT FEATURES**

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slide the switch to the **Off** o position.



#### 2. a + b Buttons

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



#### 3. D-pad

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 (b)c Select a letter to see vocabulary animations and hear letter sounds. Then, swim to collect letter bubbles.
- Number Treasure 2 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 personalised with a name, those letters can also be collected.
- Shape Catch Select a shape to hear about its special features. Then, move the cat to help collect the falling shapes.
- Learning Songs a Control the chicken to dance along to 3 learning songs featuring letters, numbers, and shapes.

#### 6. Personalisation Menu

Press and hold the abc b + a Button simultaneously, then turn on the device. This will activate the Personalisation Menu. Use the D-pad 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 Bin icon will clear all entries.

#### 7. Screen Contrast Menu

- Press Left on the **D-pad** to make the screen lighter.
- Press Right on the **D-pad** to make the screen darker.
- Press the **a Button** to confirm the brightness setting and close the menu.

# **CARE & MAINTENANCE**

- Keep the unit clean by wiping it with a slightly damp cloth.
- 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. Try to change the batteries for new ones if the toy is not working properly.

# **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.
- 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 play with again.
- If the unit still does not work, install a brand 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.

# **CONSUMER SERVICES**

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Website: support.leapfrog.com.au

# PRODUCT WARRANTY/ CONSUMER GUARANTEES

#### **UK Customers:**

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

#### Australian Customers:

VTECH ELECTRONICS (AUSTRALIA) PTY LIMITED - CONSUMER GUARANTEES

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