



My First Gamer™



Instruction Manual

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

Ce manuel contient des informations importantes. Veuillez le conserver pour toute référence future.

INTRODUCTION

Thank you for purchasing the **LeapFrog® My First Gamer™**. My First Gamer™ is designed to introduce kids to the fun of educational games. Playful exploration of letters, numbers, shapes, colors, and patterns helps reinforce key concepts through simple controls and joyful challenges.

Low/High
Volume Switch



Back of Device

LCD
Screen

Learning
Buttons

On/Off
Button

Triangle
Button



Arrow
Buttons

Alphabet
Keypad

Mystery Letter
Button

Star
Button

INCLUDED IN THE PACKAGE

- One LeapFrog® My First Gamer™
- One 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.

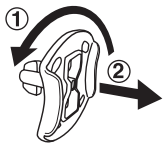
ATTENTION :

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

Activating Normal Play Mode

This product is in **Try-Me Mode** in the packaging. When the packaging is removed, it will be ready for Normal Play!

If the product is still in **Try-Me Mode** after the packaging has been removed:

- If the power is **On**, move the Volume Switch located on the back of the device to Low volume . The program will exit the **Try-Me Mode** and restart the device.
- If the power is **Off**, move the Volume Switch located on the back of the device to Low volume , and press the **On/Off Button** to turn on the device. It will now be in **Normal Play Mode**.

GETTING STARTED



WARNING:

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



ATTENTION :

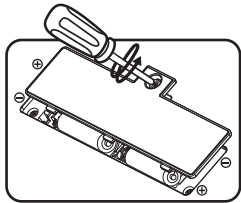
Les piles ou accumulateurs doivent être installés par un adulte.

Tenir les piles ou accumulateurs hors de portée des enfants.

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 4 new 1.5V AA(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.



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:

- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

IMPORTANT : INFORMATIONS CONCERNANT LES PILES

- Mettre en place les piles ou les accumulateurs en respectant les polarités + et -.
- Ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas mélanger différents types de piles : alcalines, zinc-carbone et rechargeables.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en courtcircuit (en reliant directement le + et le -).
- Retirer les piles ou les accumulateurs en cas de non-utilisation prolongée.
- Enlever les piles ou les accumulateurs usagés du jouet.
- Ne les jeter ni au feu ni dans la nature.

PILES RECHARGEABLES :

- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.
- Ne pas tenter de recharger des piles non rechargeables

PRODUCT FEATURES

1. On/Off Button

To turn the unit on, press the **On/Off Button**.

Press the **On/Off Button** again to turn the unit off.

2. Learning Buttons



Press to choose one of 6 skill groups:

Letters, Numbers, Shapes, Music, Colors and Logic.

3. Alphabet Keypad



Press to hear letter names, sounds, and related animations or press during gameplay when prompted.

4. Arrow Buttons

Use the **Arrow Buttons** in the games to control Ziggy and make selections.

5. Star Button

Press to confirm a selection or to make Ziggy jump and dance.

6. Triangle Button

Press to repeat the instructions.

7. Mystery Letter Button

See the **Mystery Letter**, then find and press the matching **Letter Button**.

8. Volume Switch

Slide the switch left  to lower the volume and right  to increase it.

9. AUTOMATIC SHUT-OFF

To preserve battery life, the **LeapFrog® My First Gamer™** will automatically turn off after 45 seconds of inactivity. The unit can be turned on again by pressing the **On/Off Button**. The unit will also automatically turn off when the batteries are very low. A warning will be displayed on the screen as a reminder to change the batteries.

NOTE:

If the unit powers down while playing, please install a new set of batteries.

ACTIVITIES

The **LeapFrog® My First Gamer™** includes the following activities:

LETTER GAMES

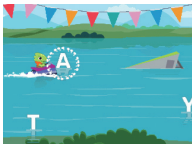
1. Letter Surprise

Press a **Letter Button** on the **Alphabet Keypad** to guess the letter Ziggy is hiding.



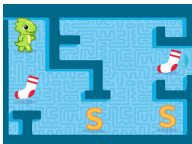
2. Speedboat Racer

Use the **Arrow Buttons** to steer Ziggy's boat as you collect letters in alphabetical order. Avoid obstacles and numbers.



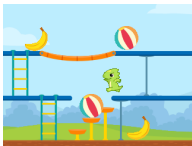
3. Amazing Letters

Use the **Arrow Buttons** to help Ziggy navigate the maze, collecting letters and related objects along the way.



4. Letter Playground

Collect letters and objects as you run through the playground with Ziggy. Use the **Arrow Buttons** to move and the **Star Button** to jump. At the end, review the letters you collected by finding them on the **Alphabet Keypad**.



NUMBER GAMES

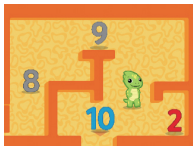
1. Bird Feeder

Help Ziggy feed the birds. Use the **Arrow Buttons** to choose a bird, then press the **Star Button** to feed it. Feed each bird the number of berries shown on its chest.



2. Amazing Numbers

Help Ziggy get out of the maze by using the **Arrow Buttons** to collect numbers in the correct order. Avoid numbers that are not in sequence.



3. Number Match

Play cards with Ziggy! Use the **Arrow Buttons** to choose a card, then press the **Star Button** to turn it over. Find two cards with the same number of items to make a match.



SHAPE GAMES

1. Shape Snacks

Pick the matching fruit shapes to make a snack for Ziggy! Use the **Arrow Buttons** to choose a fruit shape and press the **Star Button** to put it on the stick.



2. Shape Match

Play cards with Ziggy! Use the **Arrow Buttons** to choose a card, then press the **Star Button** to turn it over. Find two cards with the same shape to make a match.



3. Go-Kart Racer

Collect the correct shapes as you race to the finish line with Ziggy! Avoid obstacles and other shapes by using the **Arrow Buttons**.



COLOR GAMES

1. Rainbow Garden

Match the color of the water to the color of the flower to make it grow. Use the **Arrow Buttons** to move the hose from side to side.



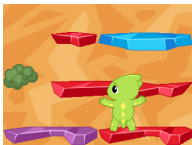
2. Gumballs Galore

Catch all the gumballs! Then, choose 2 gumballs for Ziggy to chew. What color will they make? Use the **Arrow Buttons** to choose, and the **Star Button** to confirm. Watch as Ziggy blows a bubble to mix the colors.



3. Color Climber

Help Ziggy climb to the top by following the correct color path. Use the **Arrow Buttons** to move side to side and press the **Up Arrow** or **Star Button** to climb up.



MUSIC GAMES

1. Dance Moves

Make Ziggy dance! When the Arrow Icons turn green, press the matching **Arrow Button**.



2. Dance Party

It's time to freestyle! Explore pressing the **Star Button**, **Triangle Button**, **Arrow Buttons**, and **Letter Buttons** to see Ziggy dance!



3. Jam Session

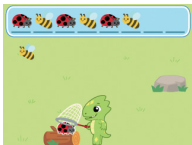
Use the **Arrow Buttons** to choose an instrument, then press the **Star Button** to watch Ziggy play it.



LOGIC GAMES

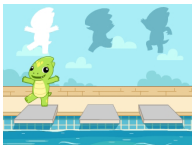
1. Critter Collector

Help Ziggy collect the critters to complete the pattern. Press the **Arrow Buttons** to move and the **Star Button** to collect the critters.



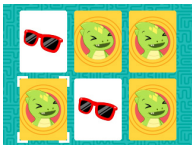
2. Strike A Pose

Use the **Arrow Buttons** to move Ziggy to the diving board with the matching pose. Press the **Star Button** to confirm. If it's a match, he does the dive. If not, he bellyflops!



3. Picture Match

Play cards with Ziggy! Use the **Arrow Buttons** to choose a card, then press the **Star Button** to turn it over. Find two cards with the same picture to make a match.



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. Do not insert sharp objects into the speaker holes.

TROUBLESHOOTING

If for some reason the program/activity stops working or the unit can't be turned on again, then 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 back ON. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new batteries.

Environmental Phenomena

Static electricity may cause the unit to malfunction. In cases where unit is malfunctioning due to static electricity, reset the system by pressing and holding the On/Off Button for 50 seconds. 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.

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:	6236
Product Name:	My First Gamer™
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.

CAN ICES(B)/NMB(B)



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