

The World's Most
Intelligent Talking Globe



Dear Parent,

We at LeapFrog know that you are your child's most important teacher. Our goal is to help you build an environment for your child that is rich in experiences—one that encourages discovery and fosters learning success.

We have developed learning toys that are designed to teach fundamental skills such as math, language arts, science and social studies to Grade School students. Our products feature a hands-on, multi-sensory approach to learning. Children can see, hear, touch, and interact with our learning toys. The products are designed to adapt to the skill level of each child, and provide positive feedback that encourages children to explore and learn at their own pace.

LeapFrog® learning toys are designed to grow alongside your child through each stage of development. All are made with the same playful spirit that promotes a lifelong love of learning. For additional information on how to make learning fun and effective, visit our web site (www.leapfrog.com), where you'll find tips from parents and educators. We hope you'll join us there.

Sincerely,

Mike Wood

Mike Wood
President
LeapFrog Enterprises, Inc.

Parent Guide & Instructions

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

More fun learning toys
from LeapFrog!



iQuest™ handheld

**NEW
FOR 2001**



Turbo Twist™ Vocabulator



Turbo Twist™ Fact Blaster



Turbo Twist™ Math

Quantum Leap™
A LEAPFROG BRAND

EXPLORER™
GLOBE

*The World's Most
Intelligent Talking Globe*



www.leapfrog.com

User's Guide

Rotating Globe & Talking Atlas



Headphone Jack

Dial
Choose to learn facts or play Eureka Challenge games.

Geographic Region Buttons

Zoom in on a continent, country or state. Turn the selector dial to learn specific facts within that area.

Retractable Magic Pen

Use the Magic Pen to select a location on the globe. Turn the cord reel dial counter clockwise to tuck the cord into the base of the globe.

Power Button

Volume Control

Game Play Selector Buttons:

- Number of Players
- Skill Level
- Start Eureka Challenge game!

Before You Start

Before you begin your adventure, set the Explorer™ globe's world clock.

1. Press the power button.
2. Turn the dial to "Time" and touch the globe with the Magic Pen.
3. Follow the instructions as the Explorer guides you.
4. First touch your home location on the globe with the magic pen.
5. Set the time using the Compass Rose, located on the globe in the North Atlantic Ocean. To set the hour, use the red arrow. Press the purple arrow when you hear the correct hour.
6. Once you have set the hour, set the minute and day of the week.
7. Press the orange circle to confirm the time settings.

Explore the World Using the Magic Pen

To begin your adventure, press the power button. Choose a fact category to learn different facts about the world or select a Eureka Challenge game to test your knowledge.

Note: Whenever you touch the Explorer globe remember to use the Magic Pen. Never use a regular pen on your Explorer!

Learn Facts About the World!

The Explorer teaches the following facts:

- Location Names
- Population
- High Point
- Music
- Capital
- Area
- Money
- Time

To learn a fact about a specific region, turn the dial to the specific fact you want to learn. Next touch the area you want to learn about with the Magic Pen to hear the fact. To learn additional facts about the same area, turn the dial to another fact.

To zoom in on a particular area press a Geographic Region Button. Using these buttons, you can zoom in on a continent, country, or state and hear the corresponding facts about the selected area.

Comparisons of different areas:

To compare the population and land area of two different places, turn the selector dial to "Comparison" then touch the two locations you want to compare.

To learn the distance between two locations, select "Distance" and touch two points on the globe. The globe will also state the flying time between the selected locations.

While exploring with the Magic Pen, the country or state you select may be too small for the Magic Pen to identify. When this happens, the Explorer will announce a series of possible countries or states and corresponding colors—"El Salvador, touch green, Nicaragua, touch yellow." Turn to the globe's Compass Rose, located in the North Atlantic Ocean and touch the Magic Pen to the part of the Compass Rose (arrow or circle) that is the color of the area you would like to select. The Explorer will say the area's name and the fact you selected.

Take the Eureka Challenge to test your geographic knowledge. You will be asked to locate a series of places around the world within a limited amount of time. Three levels of difficulty make Eureka fun for everyone. Follow these steps to play a game of Eureka:

1. To begin a game of Eureka, turn the dial to a Game Category:
 - States
 - State Capitals
 - Continents
 - Countries
 - Country Capitals
 - Free for all—includes all categories

You will be asked to find various areas corresponding to the category you selected.

2. Select the number of players (1 to 4) by pressing the player button.
3. Select the challenge level (Tourist, Frequent Flier, Globe Trotter) by pressing the level button until you hear the desired level.
4. Press the start button.

Return to Explore Mode

When you are finished playing Eureka, you can return to exploring the globe by turning the dial to a fact.

Volume Control

Two buttons on the base allow you to adjust the audio volume.

Automatic Shut-off

When you are finished playing with your Explorer™, press the power button. The Explorer will turn off automatically if it hasn't been used for a few minutes.

Headphone Jack

For quiet play, plug your personal headphones (not included) into the headphone jack located on the side of the Explorer globe's base. Consult the headphone manufacturer's operating instructions.

Warning: Headphone wires can be dangerous to small children. Headphones should only be used under adult supervision.

A/C Adapter

The Explorer™ has an adapter socket on its back panel. Suitable A/C adapters (Part #19-010) are available in specialty stores.
Warning: Do not use with any other A/C adapter.
An A/C adapter should only be used under adult supervision.

To use the Explorer with an A/C adapter:

- Make sure the Explorer is turned OFF.
- Use only a 6-volt DC 500mA \oplus \ominus A/C adapter.
- Plug the adapter jack into the DC 6V socket on the back of the Explorer.
- Securely plug the adapter into a wall outlet.
- We recommend that you install batteries even if you plan to use an adapter. Batteries ensure that the preferences you set (Time, Day) are maintained even when the Explorer is unplugged.

Care and Maintenance

Keep the Explorer away from food and beverages. To clean the globe, use a slightly damp cloth (cold water) and mild soap. Air dry only. Never submerge the Explorer in water. Remove batteries for prolonged storage. Avoid extreme temperatures.

Battery Information:

Batteries included are for in-store demonstration purposes only. Replace with new batteries to improve performance.

Battery Safety:

Batteries are small objects. Adults must replace the batteries. Follow the polarity (+/-) diagram in the battery compartment. Promptly remove dead batteries from the toy. Only batteries of the same or equivalent type as recommended are to be used. DO NOT incinerate used batteries. Dispose of used batteries properly. DO NOT dispose of batteries in fire, as batteries may explode or leak. DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard). DO NOT use rechargeable batteries. DO NOT recharge non-rechargeable batteries. DO NOT short-circuit the supply terminals.

Battery Installation:

1. Requires 4“C” (called LR6 in some countries) alkaline batteries.
2. When the batteries run low on power, the Explorer's speech may become garbled or it may repeat itself. Replace the batteries at this time.
3. Open the battery door with a screwdriver.
4. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
5. Replace battery door securely.

Trouble-shooting

Symptom:	Try This:
Explorer does not turn on or does not respond.	Remove batteries and put them back in. Make sure battery cover is correctly secured Clean battery contacts with rubbing alcohol Install new batteries
Explorer makes strange sounds or behaves erratically.	Install new batteries
Explorer makes improper responses.	Check batteries

Consumer Service contact:

email: support@leapfrog.com

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Friday, 9:00 AM to 5:00 PM, Pacific Time

For additional help, please visit our Consumer Support Web site at <http://www.leapfrog.com/support>.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note:

This device complies with Part 15 of the FCC rules.

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 to radio communications. Because this toy generates, uses, and can radiate radio frequency energy, there can be no guarantee that interference will not occur. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful:

- Reorient or relocate the receiving antenna
- Increase the separation between the toy and the radio or the TV
- Consult the dealer or an experienced TV-radio technician for help

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of three months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping pre-paid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer.

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U.S. Patent Numbers 5,686,705 and 5,866,458. Patents Pending.

MADE IN CHINA

Visit our fun-filled web site at www.leapfrog.com

For ages 8 and up.

For more information about LeapFrog products contact:

U.S. office:

6401 Hollis Street
Suite 150
Emeryville, CA 94608
Phone: (800) 701-LEAP (5327)

UK office:

LeapFrog Toys (UK) Limited
First Floor, Unit 1
Concord Business Centre
Concord Road
London W30TR
Phone: 0800 169 5435
EIRE: 00 44 1702 200244