

18M+

Sort and Snap with Elmo

Electronic Learning Game

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver (⊕).
- Insert 2 "AAA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

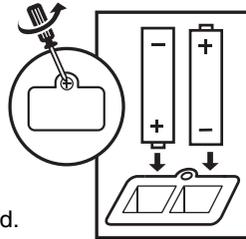


Fig. 1

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 18 months.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- After replacing batteries, slide the ON/OFF switch to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case, reset the game by first sliding the switch to the OFF position, and then sliding it back to the ON position.

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

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 experienced radio/TV technician for help.

Product specifications and colors may vary.

Learn more at www.sesameworkshop.org

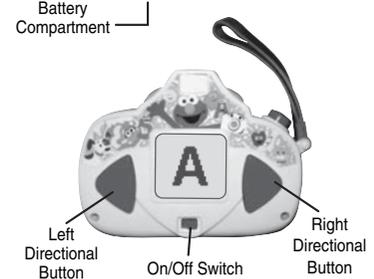
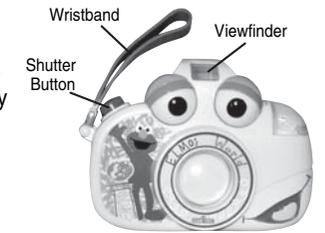
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Game Play

OBJECTIVE

This is a one player game with two modes of play. In the first mode, Elmo asks your child to take pictures of animals, shapes, fruits, or letters. She must "snap" the photo when the image shown onscreen matches the category Elmo asks her to photograph, such as an apple for fruit. After she is finished taking the photos, she can go to the photo album to review them!

In the second mode, your child can look through the camera's viewfinder and pretend to take her own pictures by pressing the shutter button. Elmo will offer words of encouragement and the shutter will make a clicking sound just like a real camera!



HOW TO PLAY

Mode 1

1. Turn the game on by sliding the switch below the screen to the left.
2. The opening screen will show an image of a camera for the game on the left side of the screen and one of a photo album for viewing the photographs taken during the game on the right side of the screen.
3. Press the left directional button to select the camera and start the game.
4. Elmo says, "Let play! Let's take pictures of (fruit)!" Here, Elmo introduces which category—animals, shapes, fruits, or letters—to photograph.
5. Various pictures will cycle onscreen. When the image (ex. apple) appears that matches the category (ex. fruits), press the shutter button to select.
6. If the image selected matches Elmo's category, there is a reward of one point and a fun phrase. Elmo then picks a new category to match.
7. If the image selected does not match the category, a sound effect is heard, one chance is lost, and Elmo asks, "Try again." There are a total of three chances per round.
8. If eight images are correctly matched to their categories, the screen switches to the main menu with the camera and photo album images. Either continue to add to the score by entering the game again or view the pictures previously taken in the photo album.
9. If the photo album is chosen at this time, press the shutter button to return to the game after viewing the snapshots.
10. Once all three chances are lost, the screen shows the child's final score and Elmo says, "Let's play again later." The screen then switches to the main menu with the camera and photo album images.
11. To view the photo album, press the right directional button.
12. Cycle through all of the pictures taken during the game by pressing the left & right directional buttons.
13. To exit the photo album and return to the main menu, press the shutter button.

SCREEN IMAGES	APPLE	BANANAS	CANTALOUPE	CAT	CHERRIES	COW	DOG	DUCK	ELEPHANT
GIRAFFE	GRAPES	LION	MONKEY	MOUSE	PEAR	PIG	PINEAPPLE	STRAWBERRY	WATERMELON
CIRCLE	RHOMBUS	HEXAGON	OCTAGON	PARALLELOGRAM	PENTAGON	RECTANGLE	SQUARE	STAR	TRIANGLE

Mode 2

1. Turn the game off by sliding the switch below the screen to the right.
2. Look through the viewfinder and snap a "pretend picture" by pressing the shutter button.
3. A shutter sound effect will be heard and Elmo will say rewarding and encouraging phrases like "That's a great one!"

Questions? Comments?
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