



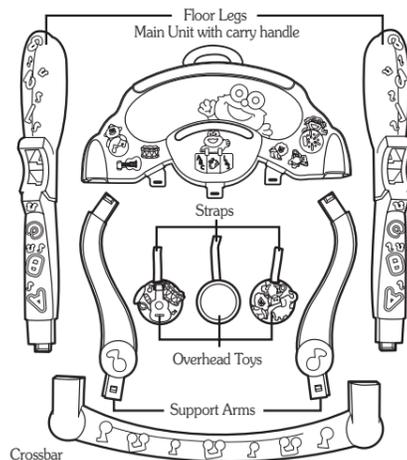
Elmo's Musical Peek-a-Boo Gym

INSTRUCTION SHEET

Please keep these instructions for future reference as they contain important information.

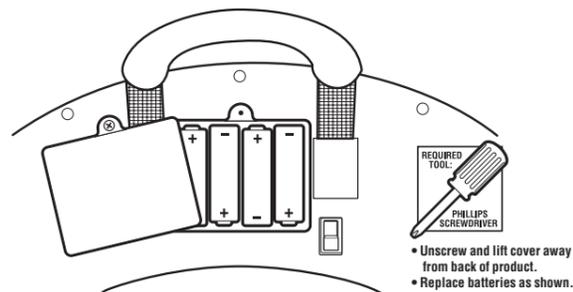
PARTS

- (2) Floor Legs
- (1) Crossbar
- (2) Support Arms
- (1) Main Unit with carry handle
- (3) Straps
- (3) Overhead Toys



BATTERY INSTALLATION

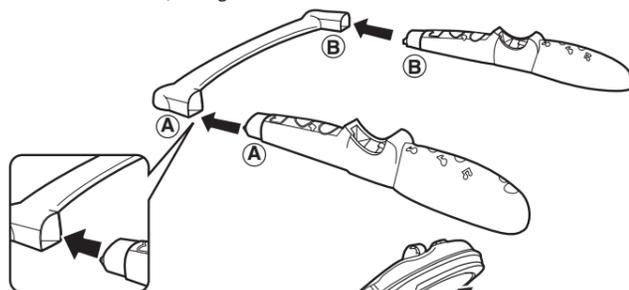
- The battery compartment is located on the back of the main unit.



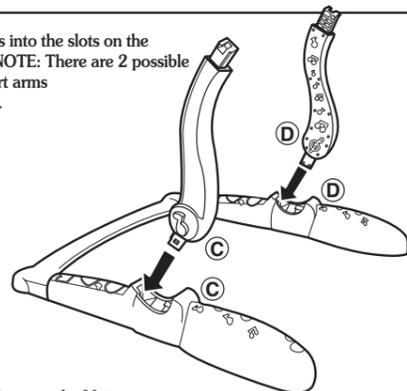
BATTERY INSTALLATION:
Please keep these instructions for future reference as they contain important information. Requires 4 "AA" (LR6) batteries. Batteries included are for demonstration purposes only. For longer life use only alkaline batteries.

ASSEMBLY

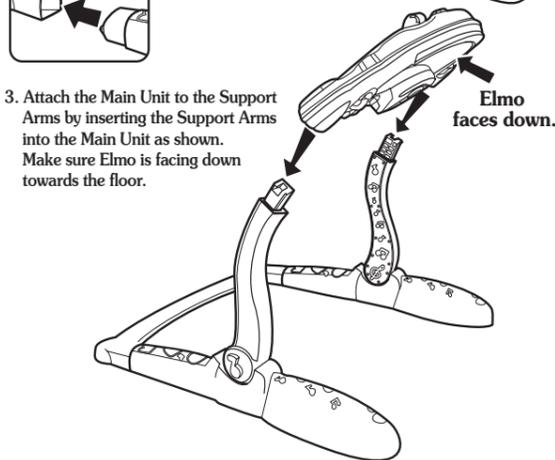
1. Attach the two floor legs to the crossbar as shown. Make sure leg A is attached to side A, and leg B is attached to side B.



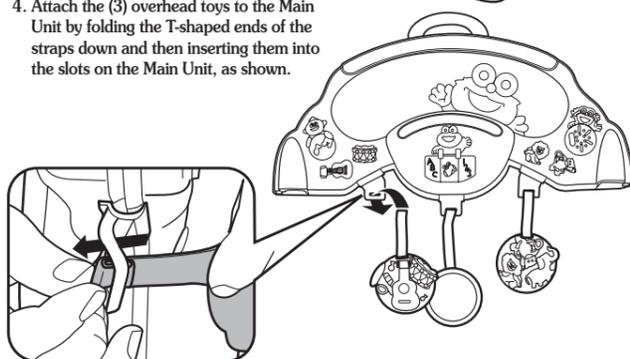
2. Insert the Support Arms into the slots on the Floor Legs as shown. NOTE: There are 2 possible positions for the support arms (see "HOW TO PLAY").



3. Attach the Main Unit to the Support Arms by inserting the Support Arms into the Main Unit as shown. Make sure Elmo is facing down towards the floor.



4. Attach the (3) overhead toys to the Main Unit by folding the T-shaped ends of the straps down and then inserting them into the slots on the Main Unit, as shown.

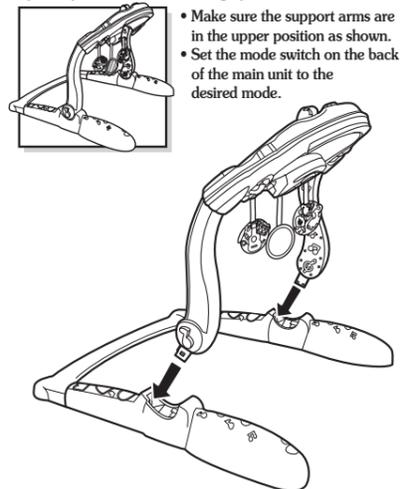


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HOW TO PLAY

There are 3 ways to play with Elmo's Musical Peek-a-Boo Gym:

Overhead Gym Play
For the newborn baby who is not yet ready to crawl or sit up - baby lies on its back looking up.

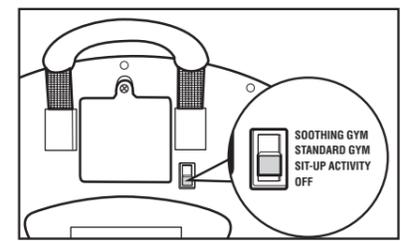


- Make sure the support arms are in the upper position as shown.
- Set the mode switch on the back of the main unit to the desired mode.

There are 2 modes that can be used for Overhead Gym Play:

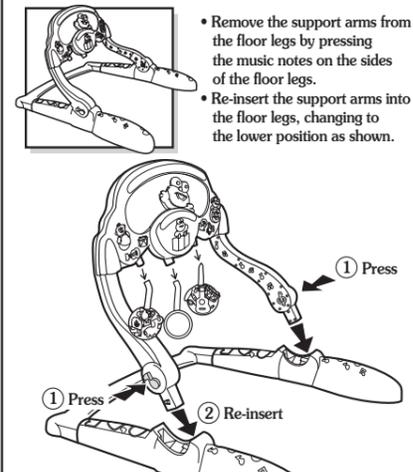
SOOTHING GYM
Soothing music plays continually for 10 minutes as Elmo moves randomly and the lights flash in a pattern. Overhead toys and other switches are not yet activated.

STANDARD GYM
Music, lights, and Elmo are activated when baby bats at any of the three overhead toys. Other switches are not yet activated.



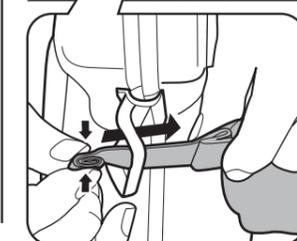
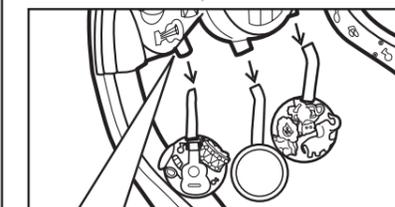
Sit-Up Activity Play

For the baby who is able to sit up - baby sits and plays in front of the toy.



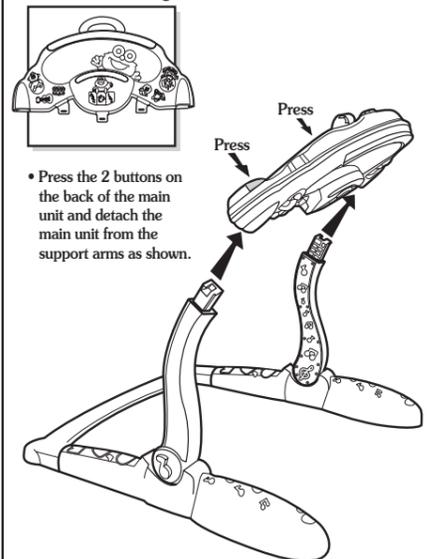
- Remove the support arms from the floor legs by pressing the music notes on the sides of the floor legs.
- Re-insert the support arms into the floor legs, changing to the lower position as shown.

• Remove the overhead toys by folding the T-shaped ends of the straps down and then sliding them back through the slots on the Main Unit, as shown.



• Set the mode switch on the back of the main unit to **SIT-UP ACTIVITY** mode. Baby sits up at the play center and plays with Ernie's roller ball, Zoe's dial, and Cookie's piano keys. Press the center yellow key to make Elmo's face pop out from behind the numbers and play "peek a boo" with the baby!

Take Along Play
For travel fun on the go!



- Press the 2 buttons on the back of the main unit and detach the main unit from the support arms as shown.

- Disassemble the support arms and store the parts safely away.
- Keep the mode switch set to **SIT-UP ACTIVITY**.
- Use the convenient handle for carry around play.

WARNING:
To prevent entanglement injury, NEVER place gym in a crib or playpen. NEVER add strings, ties or other products to this item.

BATTERY SAFETY INFORMATION
In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:
• Non-rechargeable batteries are not to be recharged.
• Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
• Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
• Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
• Do not mix old and new batteries.
• 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 product.
• The supply terminals are not to be short-circuited.
• Dispose of battery(ies) safely.
• Do not dispose of this product in a fire. The batteries inside may explode or leak.

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.
Mattel Inc. 333 Continental Blvd. El Segundo, CA (310) 252-2400
NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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Fisher-Price

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