

1. TO AVOID BATTERY LEAKAGE

- a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and polarity markings.
- b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- c. Remove exhausted or dead batteries from the product.
- d. Remove batteries if product is not to be played with for a long time.
- e. Do not short-circuit the supply terminals.
- f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
- Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

FCC STATEMENT

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 undesired operation.

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.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: 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.

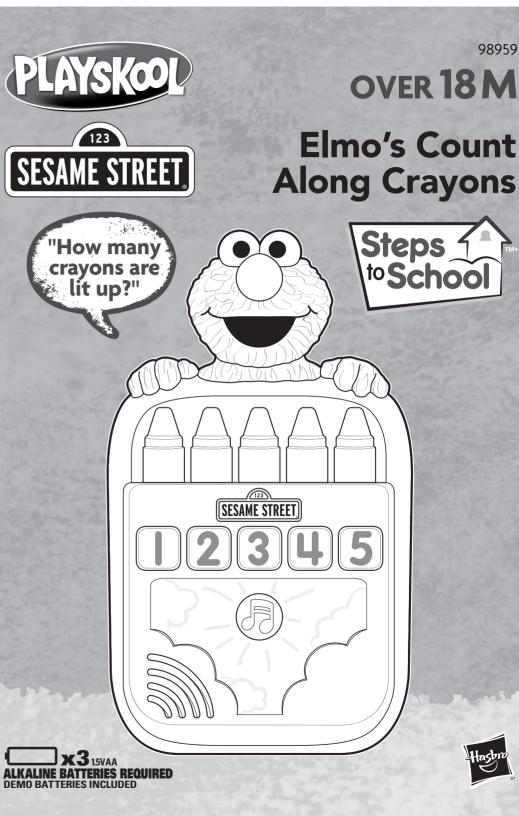
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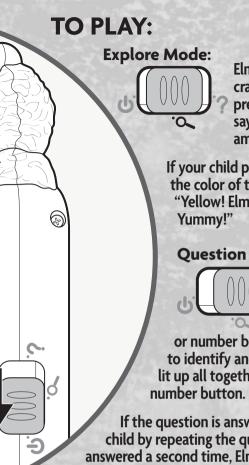
Questions? Call 1-800-327-8264

Product and colors may vary. Retain these instructions for future reference.



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Elmo will ask your child to press any crayon or number button. If your child presses a number button, Elmo will say the number and count the same amount of crayons as they light up.

If your child presses a crayon, Elmo will identify the color of the crayon and say a fun fact like, "Yellow! Elmo loves to eat yellow bananas!

Ouestion Mode:



Elmo will ask your child to identify a color or number ? by having them press the corresponding crayon

or number button. Elmo will also ask your child to identify and count how many crayons are lit up all together by pressing the corresponding

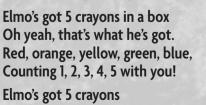
If the question is answered incorrectly, Elmo will help your child by repeating the question. If the question is incorrectly answered a second time, Elmo will identify the correct answer by lighting up that button and saying, "Oops! Here it is!"

After four questions in a row are answered correctly, Elmo will ask more challenging questions.

Music Button:

In any mode, whenever the music note button is pressed, Elmo will sing a song about numbers.

Here are the words to sing along with your child:



Oh, that's what he's got, whoa-oh Elmo's got 5!



Ask your child what her favorite color is and then make a color collage. Cut out pictures and add drawings to a poster board. Help her write the color name along the top and display her artwork for everyone to enjoy.

Together with your child, pick a number of the day and then go on a number hunt. Look for numbers on clocks, street signs and packaging. How many numbers can your child find?



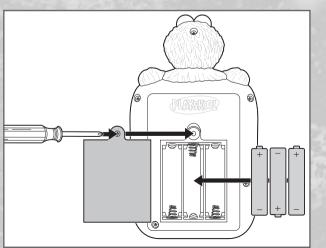
Go on a color hunt with your child as you're driving, walking around the neighborhood or waiting in line! Take turns choosing a color and call it out whenever you see it. How many things can your child find that are that color?

Sleep Mode:

After a short period of inactivity, Elmo will enter sleep mode. Press any button to resume playing.

TO REPLACE BATTERIES:

Replace demo batteries with alkaline batteries. Phillips/cross head screwdriver (not included) needed to insert batteries. Use screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door. Insert 3 x 1.5V fresh "AA" batteries. Alkaline batteries are required. Replace door and tighten screw.



PLAY

TIP