

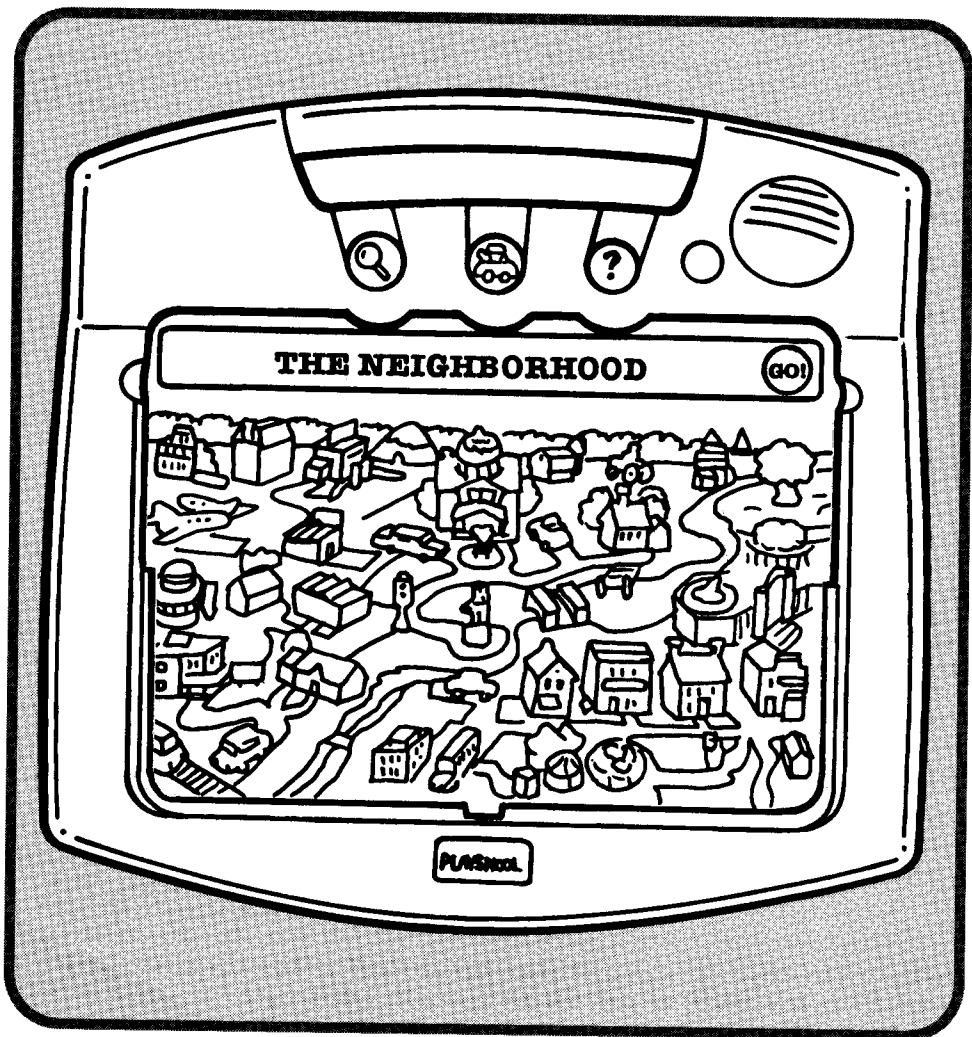


Ages 4 & Up
2098

Explore 'n Play U.S.A.™

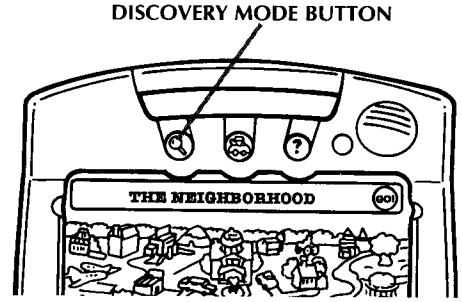
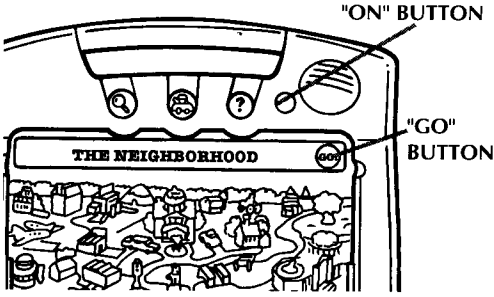
Includes 3 "AA" batteries. Phillips screwdriver (not included) needed to replace batteries.

Thank you for buying this Playskool product! Initially, you will have to supervise your child as he/she plays with Explore 'n Play U.S.A. Read these instructions and take your preschooler through the play pattern until your child is comfortable playing on his/her own. Explore 'n Play U.S.A. features three progressively advanced play modes to grow with your child and provide years of fun learning play!



HOW TO USE EXPLORE 'N PLAY U.S.A.™:

PLAY MODE #1 - DISCOVERY MODE

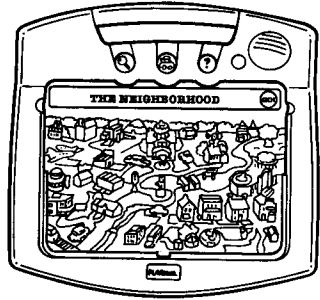
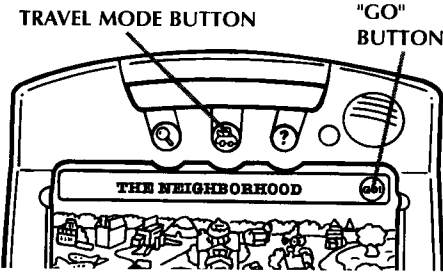


1. Explore 'n Play U.S.A.™ comes with 4 two-sided cards with 8 maps, and there is also a full map of the United States built into the window of the main unit. A good place for your child to start is with the "My Neighborhood" card. Slide the map into the window and press the blue "ON" button. Then, the friendly voice guide will ask you to press the green "GO" button that appears on the activity map.

(NOTE: Always wait until the voice guide has finished talking before pressing another button.)

2. Then, press the button for the first play mode, the Discovery Mode (the button with the "magnifying glass" icon). Now, press any of the objects on the map: for each object you press, you'll hear a sound effect or voice message that identifies that object. On the "My Neighborhood" map, you can press anything - the farm, the pet shop, the train - and hear sounds that help your child make an association with things from your own neighborhood!

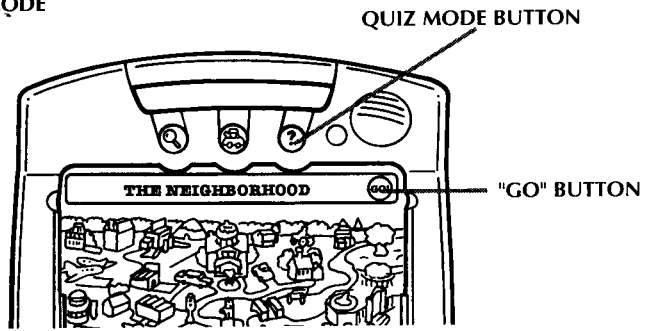
PLAY MODE #2 - TRAVEL MODE



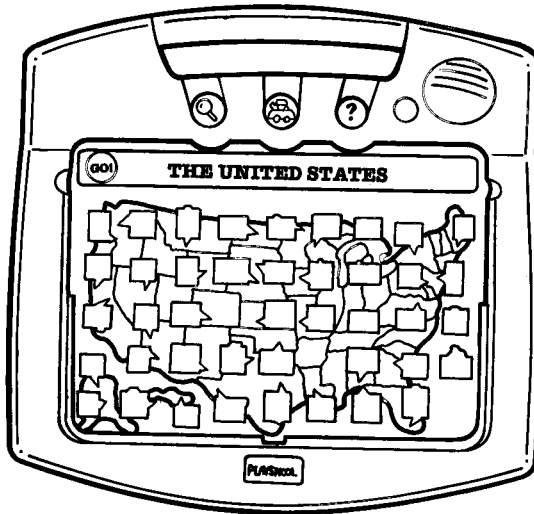
3. The second play mode, the Travel Mode, is activated by pressing the button with the "red car" icon. In this mode, a good place to start is with the map of the entire United States that's built into the main unit. Press the green "GO" button on the map, then press the Travel Mode button.

4. The voice guide will ask you to touch any picture to start your trip, and then identify that picture. Then, the guide will ask you to press one of the pictures nearby. For instance, if you start by touching the Liberty Bell in Pennsylvania, the guide may ask you to go to the Statue of Liberty in New York, or the Kentucky Derby, or one of the other nearby icons (as you go along, the guide may also, at any point, ask you to find the gas station or restaurant). In this way, you can work your way around the entire map, learning about each location on the way!

(NOTE: You have three tries to press the correct picture; if after the third attempt, the correct picture has not been pressed, the guide will start again at the beginning of the play pattern and say "Let's take a trip!")



5. The third mode, the Quiz Mode, is the most advanced of the three. It will ask questions that test your knowledge of the previous two modes. To get started, choose a map, press the green "GO" button on the map, then activate the Quiz Mode by pressing the button with the "?" icon.



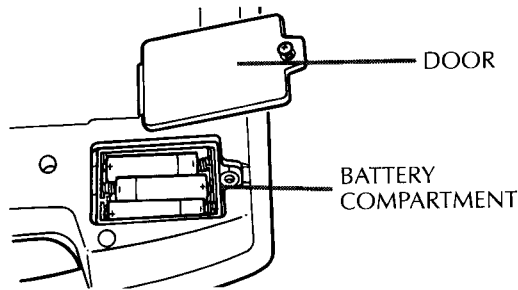
6. On the map of the United States, for example, the voice guide may ask you to find and press any of the icons on the entire map - Mount Rushmore, Niagara Falls, the Golden Gate Bridge, etc. The guide will give you three tries at finding the correct icon; if, after the third attempt, the correct answer has not been pressed, the guide will start over and say "Let's play a game!"

AUTOMATIC SHUT-OFF:

To conserve battery life, Explore 'n Play U.S.A.™ is equipped with an automatic shut-off feature. If no button or icon is pressed for 1 to 2 minutes, the electronic unit will automatically turn off, and you will have to press the blue "ON" button to turn it back on. (When it shuts off, the guide will say "See you later!" or "See you later, alligator!")

MAP STORAGE:

When playtime is over, all 4 of the two-sided map cards fit into the front window for storage. **However, when your child is playing, no more than 1 map should be inside the window;** having 2 or more maps inside the window will make it difficult to activate the sound spots on the touch pad below.



REPLACING THE BATTERIES:

1. Explore 'n Play U.S.A.™ comes equipped with 3 "AA" batteries. The battery compartment is located in the back, in the top left corner. When the batteries are exhausted, use a Phillips screwdriver to loosen (but not remove) the screw that secures the battery compartment door, and remove door.

2. Insert 3 "AA" batteries (alkaline recommended) into the compartment, following direction indicators inside compartment. Replace door and re-fasten with the screwdriver.

CAUTION: TO AVOID BATTERY LEAKAGE:

1. Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
3. Always remove exhausted or dead batteries from the product.
4. Remove batteries if product is stored for a long period of time.

FCC STATEMENT

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause interference to television or radio reception. It 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. However, there is no guarantee that interference will not occur in a particular installation. If this toy 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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Questions? Call: **1-800-PLAYSKL™**