


## FCC STATEMENT

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

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

At Playskool, we want to do all we can to help ensure that children thrive developmentally. That's why we have partnered with the National Campaign for Hearing Health to provide you with this Hearing Checklist for babies.

Your Baby's Hearing Checklist		
Provided by National Campaign for Hearing Health 1050 17th Street NW, Suite 701 Washington, DC 20036		
		
Talk to your doctor if you answer NO to any of these questions:		
YES	NO	Birth to 3 Months
<input type="checkbox"/>	<input type="checkbox"/>	Reacts to loud sounds
<input type="checkbox"/>	<input type="checkbox"/>	Is soothed by your voice
<input type="checkbox"/>	<input type="checkbox"/>	Turns head to you when you speak
<input type="checkbox"/>	<input type="checkbox"/>	Seems to know your voice and quiets down if crying
YES	NO	3 to 6 Months
<input type="checkbox"/>	<input type="checkbox"/>	Looks upward or turns toward a new sound
<input type="checkbox"/>	<input type="checkbox"/>	Responds to "no" and changes in tone of voice
<input type="checkbox"/>	<input type="checkbox"/>	Enjoys rattles and other toys that make sounds
<input type="checkbox"/>	<input type="checkbox"/>	Becomes scared by a loud voice
The National Campaign for Hearing Health is sponsored by the Deafness Research Foundation. It is a public outreach, professional education and government relations initiative whose goal is to educate the public about hearing health.		
Call the National Campaign for Hearing Health at 1.800.535.3323 or visit <a href="http://www.hearinghealth.net">www.hearinghealth.net</a> for more information.		
Based on NIDCD/NIH infant hearing checklist.		



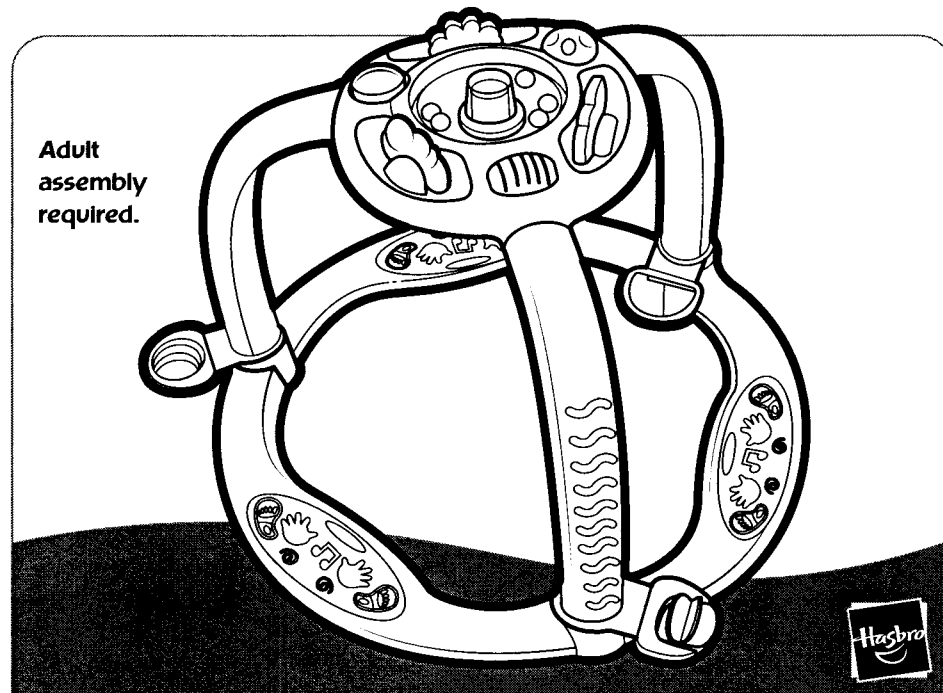
OVER 6 months  
6952

# Magic Start Crawl 'n Stand™

Thank you for choosing this Playskool® product!

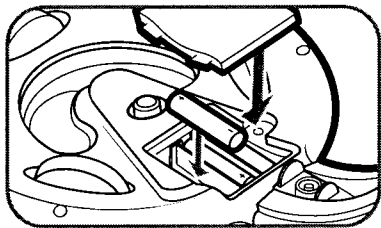
Requires 3 "AA" alkaline batteries (not included). Phillips screwdriver (not included) required for assembly and battery replacement.

Includes electronic unit, 3 base sections, 3 arch sections, 3 base connectors, 3 arch connectors, 3 activity pieces.



## To Insert Batteries

Use a Phillips screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door. Insert 3 "AA" alkaline batteries. Replace door and tighten screw.



## ⚠ CAUTION: TO AVOID BATTERY LEAKAGE

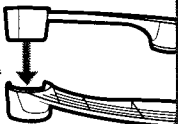
- 1) Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
- 2) Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
- 3) Always remove weak or dead batteries from the product.

## To Assemble

### Step 1

Fit 3 base sections together.

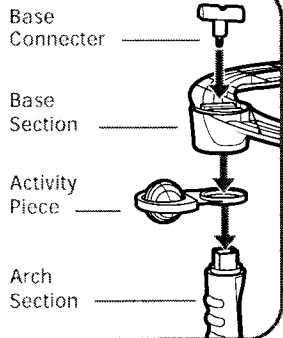
Base Sections



### Step 2

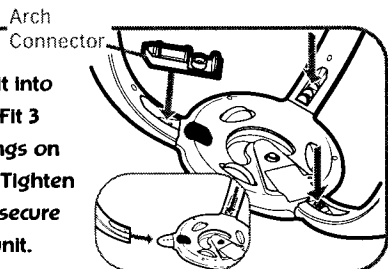
Fit posts on arch sections through rings on activity pieces and into recesses on base.

Fit 3 base connectors into openings where underside of base sections meet. With a Phillips screwdriver, tighten screw into each connector to secure base and arch sections.



### Step 3

Insert tabs on electronic unit into openings on arch sections. Fit 3 arch connectors into openings on underside of arch sections. Tighten screw in each connector to secure arch sections to electronic unit.



Note: Be sure all screws are tight, and all parts are securely fastened before using toy.

Flip the unit over...now it's time to play!

## Playtime

The Magic Start Crawl 'n Stand™ musical toy encourages crawling babies to pull up and stand!

For your convenience, the switch on the underside of the electronic unit has 2 different options for play.

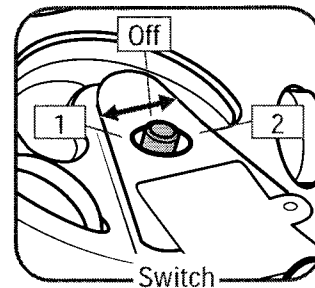
### With switch set to "1"...

- Babies crawl inside the ring and grab or bump the frame to activate music, sounds, lights and spinning balls that they can look up at from below! They can also play with activities at the base!
- To get a closer look at the lights and motion, babies can pull up on the arches to get into standing position. Now they can look at the fun features from above, and enjoy hands-on activities, too! Note: The toy will go into "sleep" mode after approximately 15 minutes of inactivity. To reactivate the toy, simply move one of the light-up characters on the electronic unit.

### With Switch set to "2"...

- Babies activate music, sounds, lights and spinning balls by moving the light-up characters on the electronic unit.

Note: Touching or bumping the frame will not activate the toy on this setting.



## AFTER PLAY

- To prevent accidental activation, slide the switch to the "Off" position (square).

