

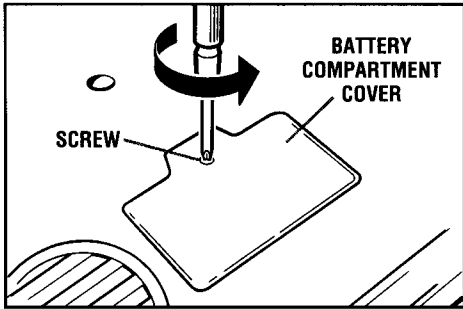


Musical Busy Box[®]

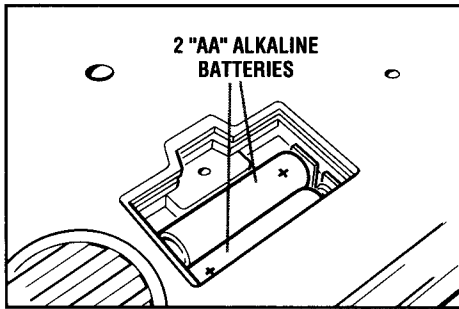
Instructions

Note: The Musical Busy Box comes with 2 "AA" batteries already inserted. When these batteries are exhausted, please replace them with 2 "AA" alkaline batteries. (Eveready[®] alkaline batteries are recommended for longer life.)

TO REPLACE BATTERIES



1. Loosen screw on battery compartment cover, and remove cover.



2. Place 2 "AA" alkaline batteries into compartment, in the direction shown on bottom of compartment. Replace battery compartment cover, and retighten screw.

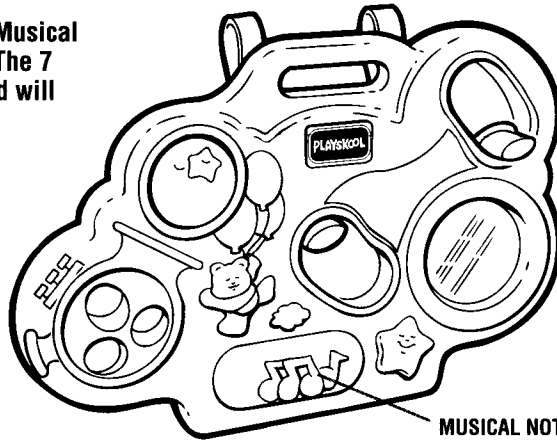
CAUTION:
TO AVOID BATTERY LEAKAGE

- A. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
- B. Never mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
- C. Always remove exhausted or dead batteries from the product.
- D. Remove batteries if product is stored for a long period of time.

PLAY INSTRUCTIONS

Simply press the musical note and Musical Busy Box will play 1 of 7 lullabies. The 7 lullabies are arranged in a cycle and will always play in the same order.

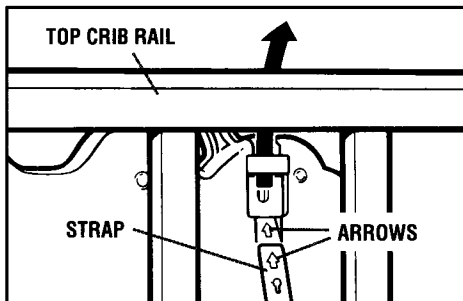
- Songs include:**
- Fascination
 - Brahm's Lullaby
 - Humpty Dumpty
 - Pop Goes The Weasel
 - Beautiful Dreamer
 - Rock-A-Bye Baby
 - Twinkle, Twinkle Little Star



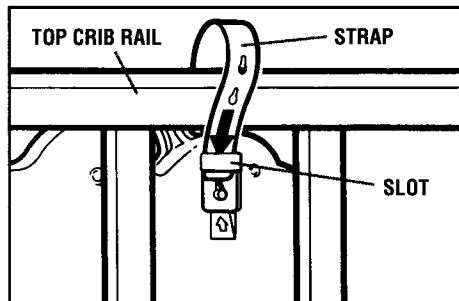
If the musical note is pressed while a song is already playing, that song will immediately stop and the next song will begin.

At the completion of each song, Musical Busy Box will automatically shut off until the musical note is pressed again.

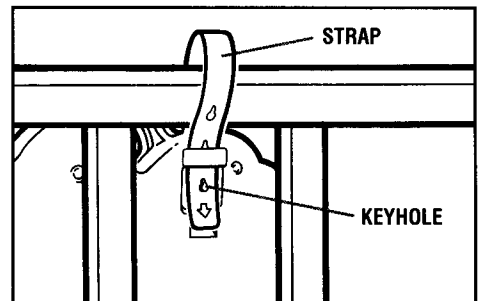
TO ATTACH TOY TO CRIB



1. Position toy inside the crib near the top rail. Line up arrow on strap with arrow on one of the slots on the upper back of toy. Pull strap all the way up until strap end rests in recess.



2. Slide strap through slot, around top crib rail, and back down through the slot until strap is holding top of toy firmly onto rail.



3. Press closest strap keyhole onto raised tab as shown. Repeat process for other strap.

