

! 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.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.

Batteries should be replaced by an adult.

! CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. 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.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

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.

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.

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PLAYSKOOL

AGES 3+
09039

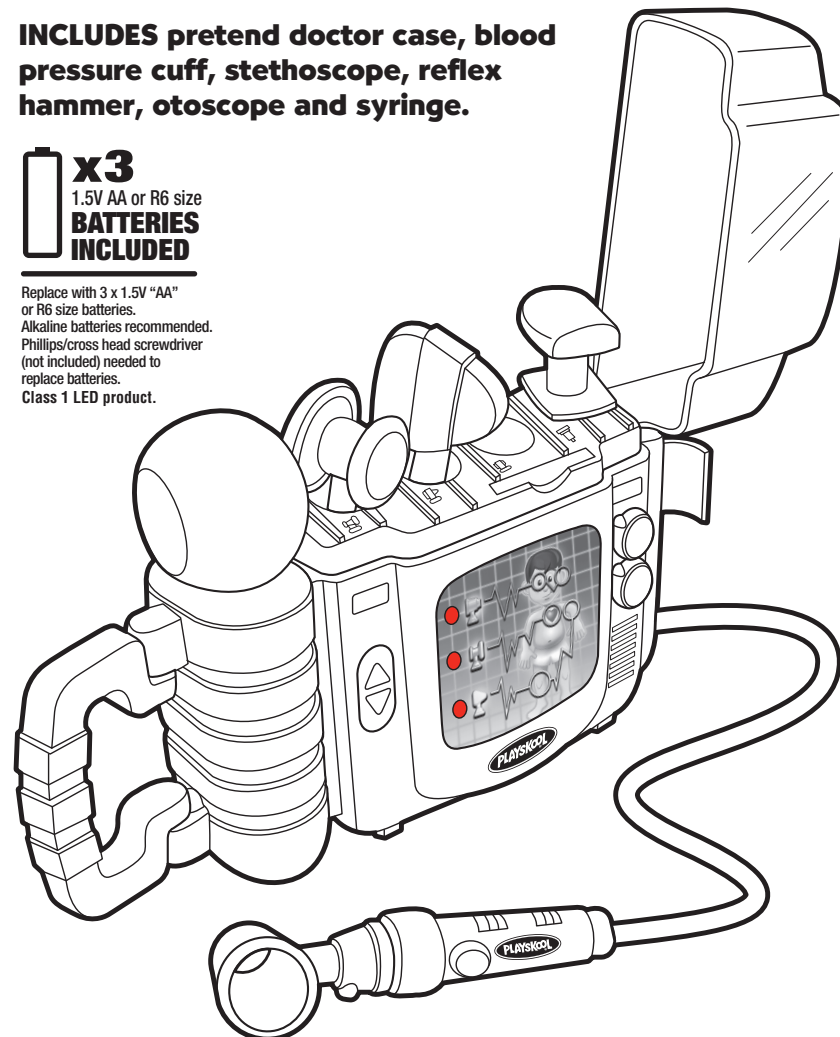


Silly Sounds Checkup™

INCLUDES pretend doctor case, blood pressure cuff, stethoscope, reflex hammer, otoscope and syringe.

x3
1.5V AA or R6 size
BATTERIES INCLUDED

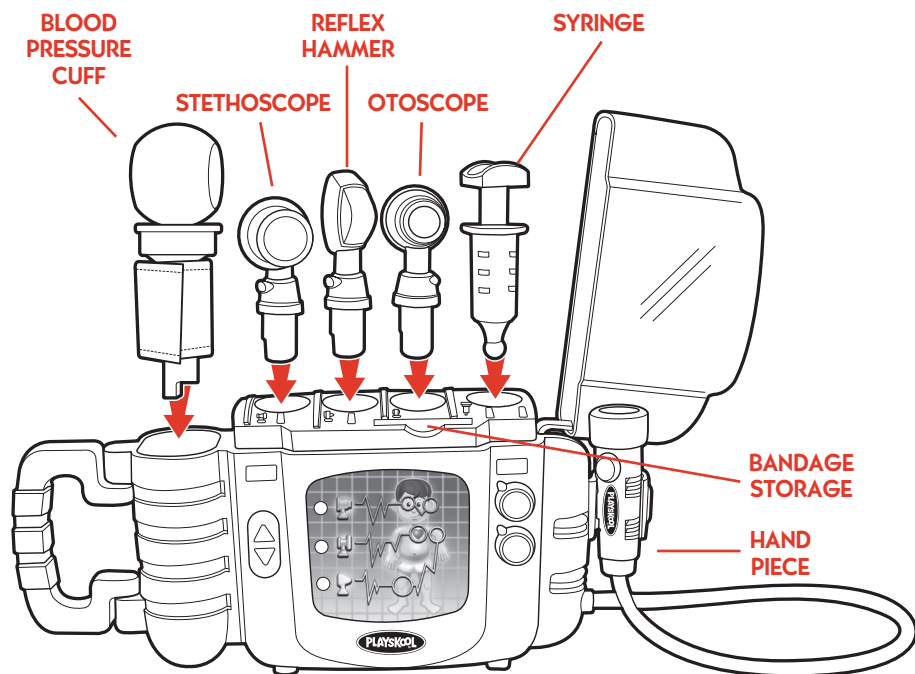
Replace with 3 x 1.5V "AA" or R6 size batteries.
Alkaline batteries recommended.
Phillips/cross head screwdriver (not included) needed to replace batteries.
Class 1 LED product.



Thank you for choosing this PLAYSKOOL toy!

With the SILLY SOUNDS CHECKUP medical kit, kids have an interactive outlet for creative doctor play!

DOCTOR TOOLS

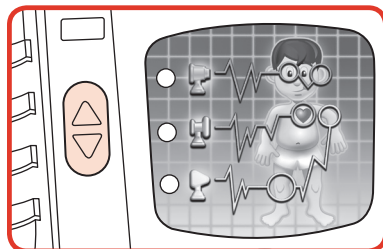


The tools fit in the doctor case for easy storage and portability. For best fit in the doctor case, the recommended spot for each tool is noted above (also, see icons on the toy).

NOTE: Fabric should be snugly wrapped around blood pressure cuff before it will fit into its storage spot.

TO BEGIN

Open the lid and remove and discard the plastic blister inside. Press the oval button on the front of the doctor case to turn the toy on and activate lights and sounds. Each time you turn the toy on, you'll hear, "Ready for a checkup?"



PLAY FEATURES

There are two ways to play:

1. You can press the oval button and follow the lights and sayings to select the matching tools;
2. You can select tools at random, fit them into the hand piece, and the toy will beep, then realign the sayings and lights to match your chosen tool.

Once you place a tool in the hand piece, press the button on the hand piece to hear the silly sounds.

NOTE: There's only one way to fit the tool into the hand piece. It should lightly snap into place, and you will hear a clicking sound effect.

Pressing the oval button on the front of the doctor case allows you to cycle through questions and expressions and prompts you to select a tool.

For example, when you press the oval button you may hear, "Was that the patient's heart?" The light that corresponds with the character's heart on the toy will illuminate.

In this example, if you're following the prompts, you can flip open the lid on the doctor case to select the stethoscope tool.

With a tool in the hand piece, now you're ready to examine the patient!

NOTE: The syringe tool is designed for free-form play; it doesn't plug into the hand piece.

NOTE: The blood pressure cuff is designed to fit around the wrist of a child or adult. It will not fit around an adult's upper arm.

If, after several seconds, you do not press any buttons on the toy, the SILLY SOUNDS CHECKUP doctor kit will call back to you. Again, if you do not press any buttons, the toy will shut off.

TO REPLACE BATTERIES

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Remove door. Remove and discard old batteries. Insert 3 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace door and tighten screw.

