

9-36 mos.



Steady Steps® Sound'n Light Walker

INSTRUCTIONS

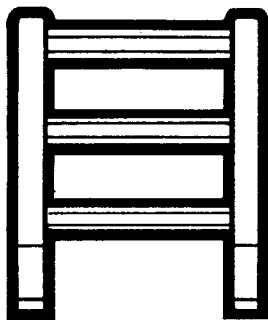
ADULT ASSEMBLY REQUIRED.

WHAT'S NEEDED: PHILLIPS® SCREWDRIVER, 2 "AA" BATTERIES (ALKALINE RECOMMENDED FOR LONGER LIFE AND BETTER PERFORMANCE)

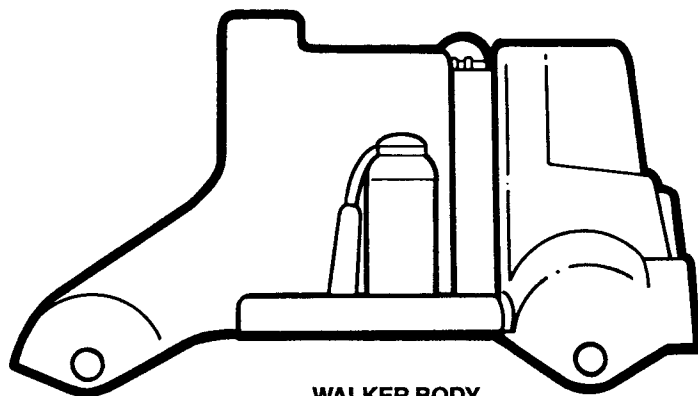
SAFETY NOTES:

- If child cannot walk independently, do not leave him/her unattended when playing with walker.
- Do not use as a ride-on or ride-in toy.
- Make sure screws are securely attached. When attaching screws, make sure they are inserted straight – not on an angle. Screws are attached correctly if the heads of the screws lie flat against the assembly pieces after the screws have been completely inserted. Do not overtighten screws.

PARTS



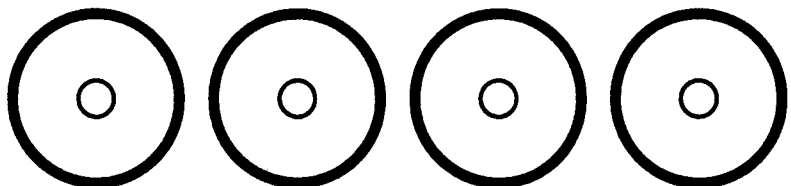
HANDLEBAR



WALKER BODY



BATTERY
COMPARTMENT DOOR
(TAPED TO MODULE)



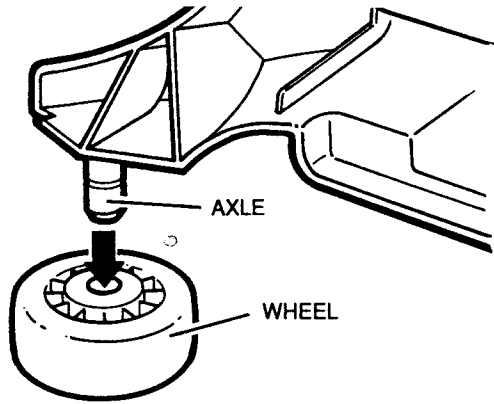
WHEELS (4)



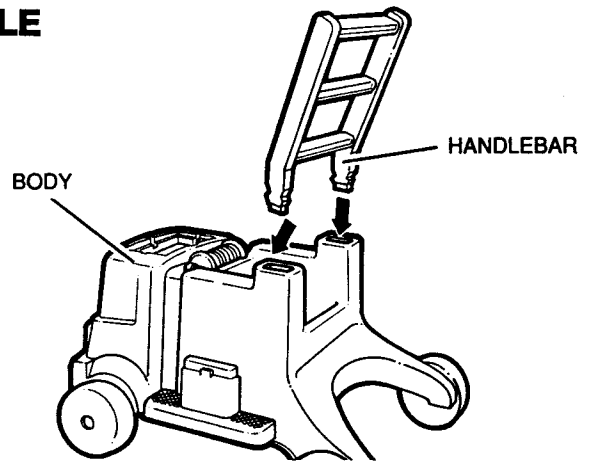
MODULE

NOT SHOWN: SCREWS (4)
LABEL SHEET

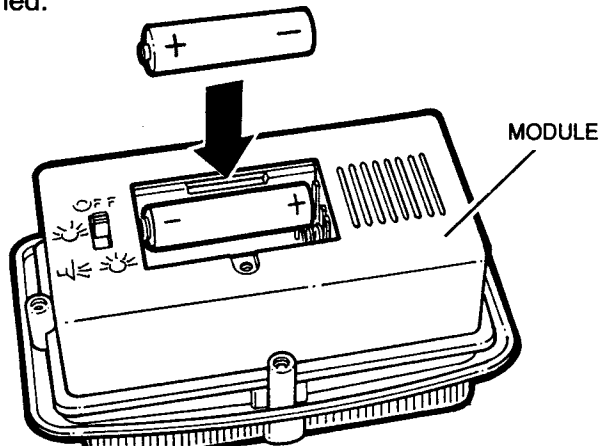
TO ASSEMBLE



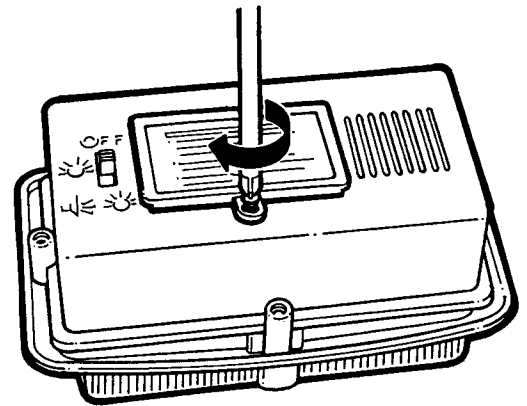
1. Place wheel on a flat surface with the Playskool logo facing down. Snap one of the axles into wheel. Repeat for remaining three wheels and axles. Note: Do not remove wheels because they cannot be reattached.



2. Press handlebar into holes in walker body until both sides snap firmly into place. If installed correctly, handlebar should angle toward rear of walker.

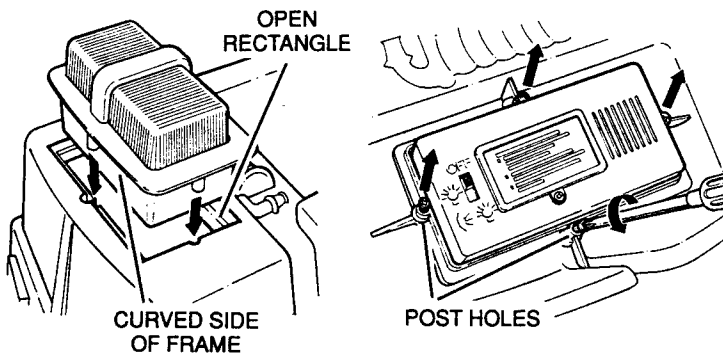


3. Unwrap cardboard from module, and remove polybagged battery compartment door from module. Place 2 "AA" batteries into compartment as indicated by the symbols engraved in the compartment. Fit tongue on door into slot on battery compartment, then place cover over compartment and tighten screw as shown.

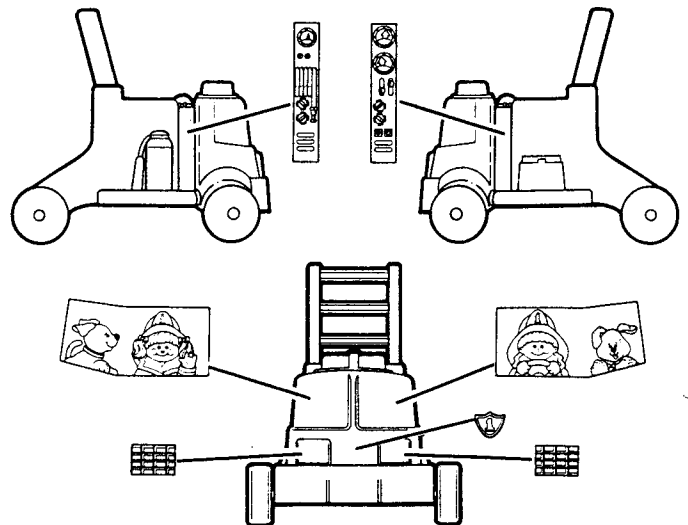


CAUTION: TO AVOID BATTERY LEAKAGE

- 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.



4. Place module into open rectangle in walker so that the curved side of frame faces the front of walker as shown. Hold onto module and turn walker upside down. Tighten screws into 4 post holes to secure module to walker.



5. Peel and apply labels as shown.

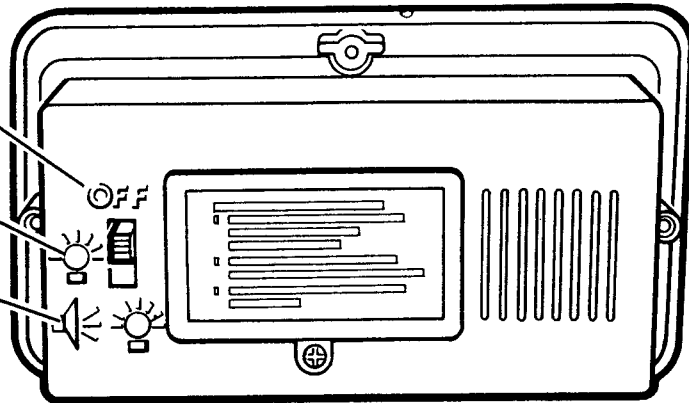
TO OPERATE

The walker's lights and siren are motion activated: To make one or both come on, the child must move or stir the walker.

The module switch, located underneath the walker, controls the operation of the lights and siren. It has three settings: off, lights only, and lights and sound.

- The up position *prevents* the lights from flashing and siren from sounding.
- The center position *enables* the lights to come on (if walker is moved) but *prevents* the siren from sounding.
- The down position *enables* both the lights and siren to come on if the walker is moved.

Remember: Turning the switch to either enabling position will *not* activate the lights and sounds – only the motion caused by moving the walker will activate them.



WHEN TO REPLACE BATTERIES

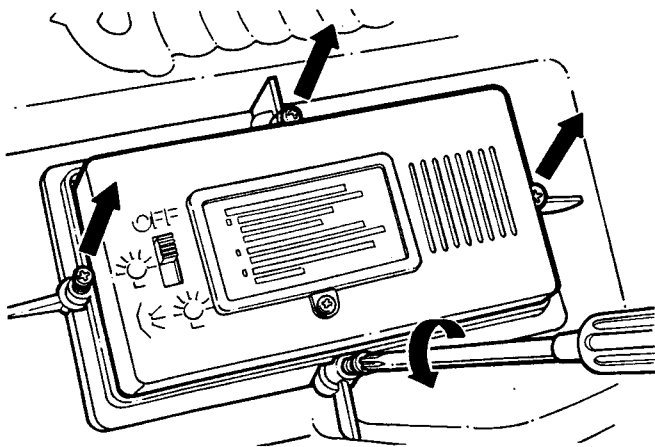
Batteries are weak and need replacing when the lights dim, siren gets fainter or lights and siren fail to work.

TO REPLACE LIGHT BULBS

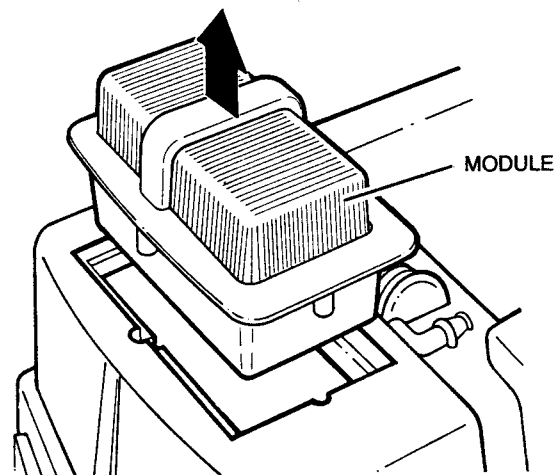
The light bulbs in the Steady Steps Sound 'n Light Walker are special, long-life bulbs that should not burn out. If, however, one needs to be replaced, please write to us directly at Playskool with a request for two type T-1 3/4, 2.5-volt screw base bulbs. Enclose \$1.00 to cover the cost of the bulbs, postage and handling charges, and we will gladly furnish the replacement bulbs.

Mailing address:

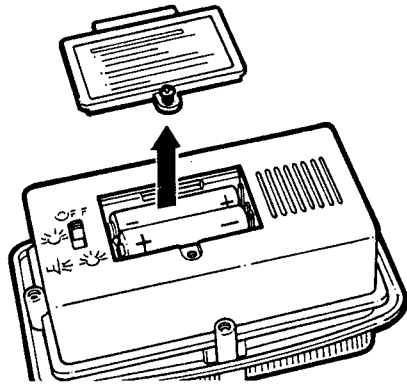
Playskool Consumer Service Department
P.O. Box 200
Pawtucket, Rhode Island 02862-0200



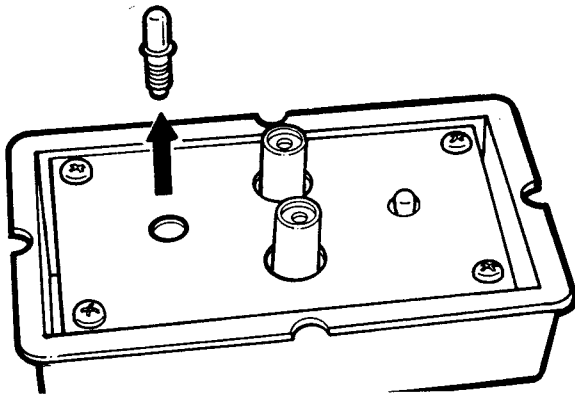
1. To replace bulb, turn walker upside down and remove 4 screws from post holes as shown.



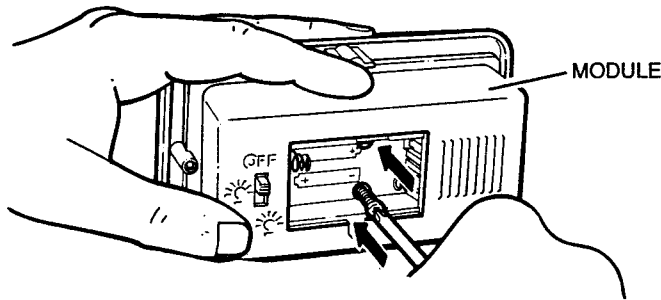
2. Turn walker right side up and remove module.



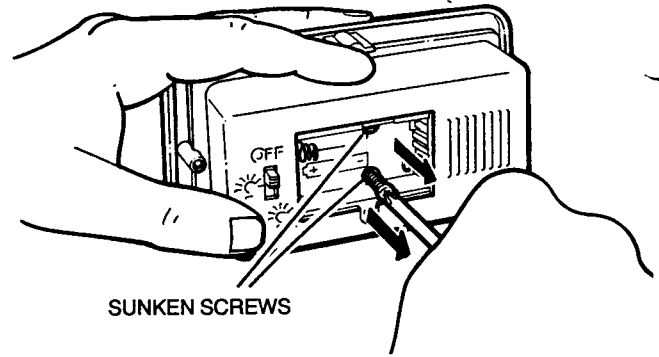
3. Loosen screw on battery compartment cover and remove cover.



5. With lens and frame off, unscrew and remove defective light bulb, and replace with new bulb.

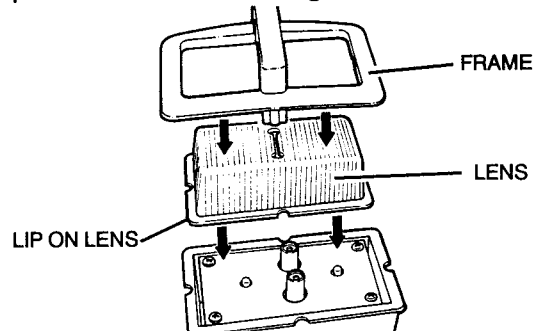


7. Hold assembly together, turn module upside down, and drop two screws into holes in battery compartment. Retighten screws.

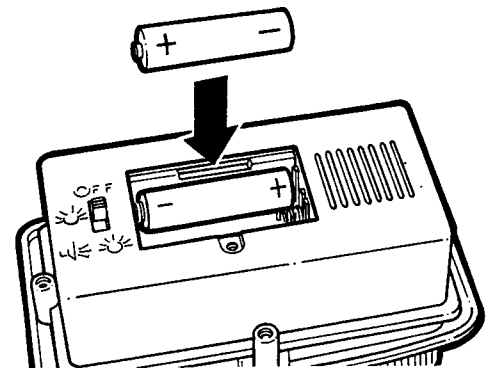


SUNKEN SCREWS

4. Remove batteries and remove two sunken screws under the compartment as shown. The frame and lens can now be removed from the module. Note: When removing the 2 sunken screws, hold the module from the bottom or do this step with the module resting on a flat surface.



6. Refit lens into module (lip around bottom of lens fits inside module) and fit frame over lens as shown.



8. Place batteries back into compartment, and refit door over compartment as described in step 3 in the "TO ASSEMBLE" section. To place module back into walker, follow step 4 in the "TO ASSEMBLE" section.

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 harmful 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.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.