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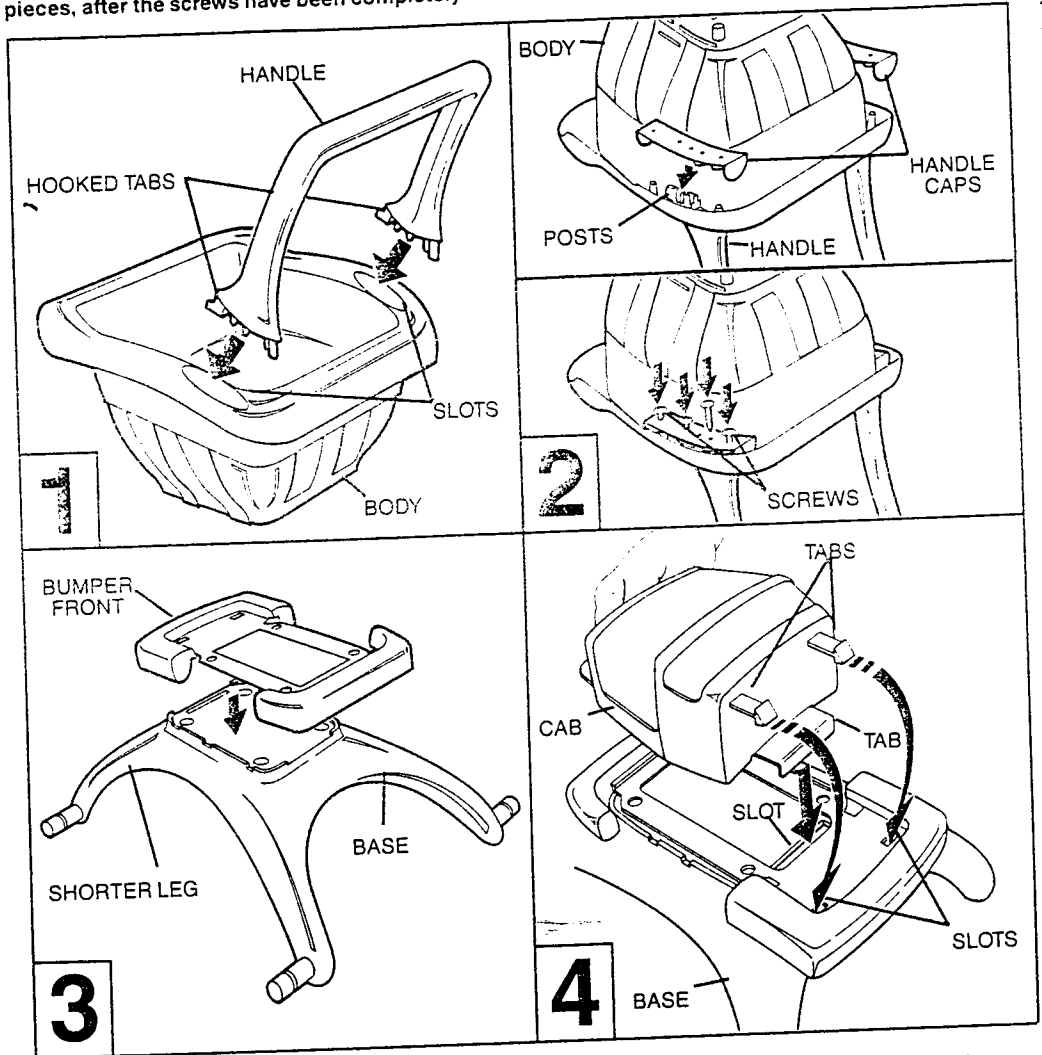
9 mos. - 2 yrs.



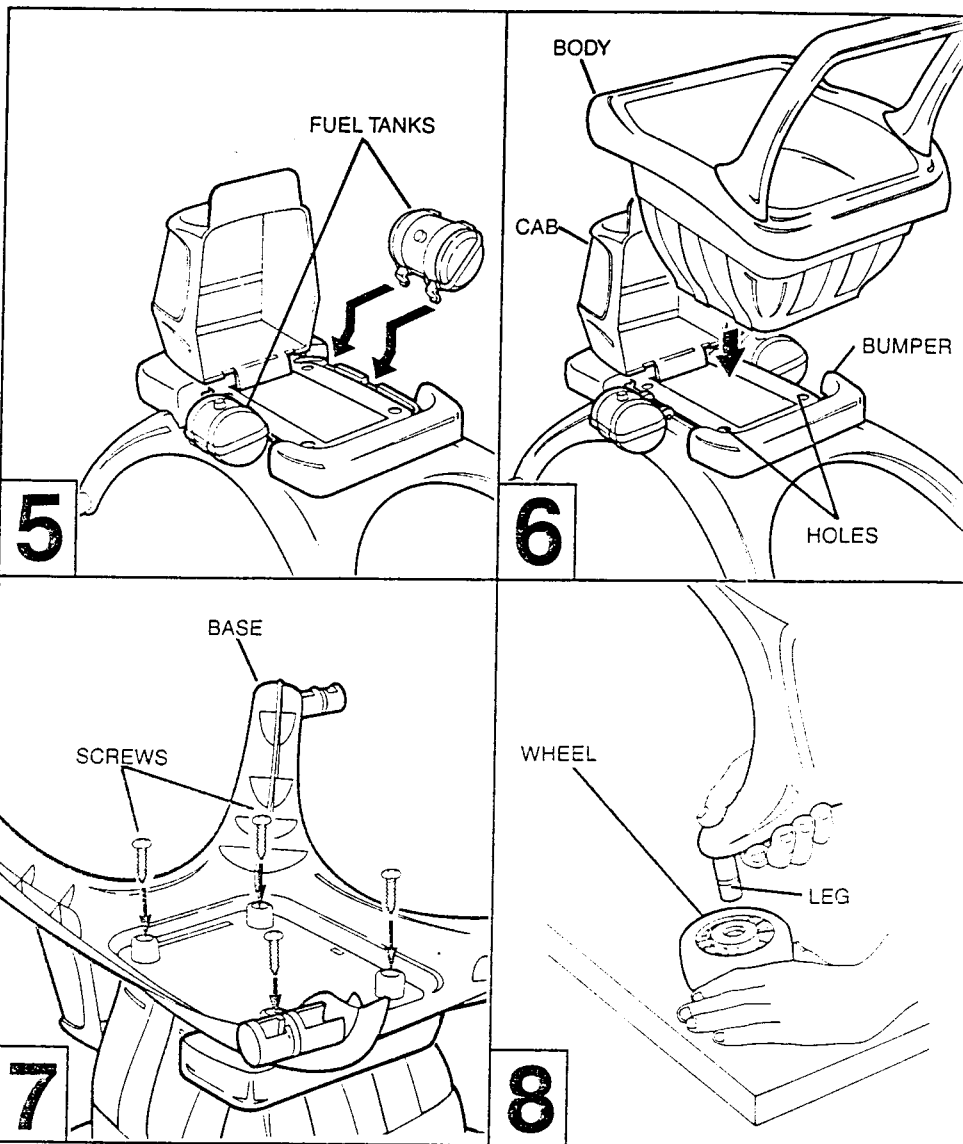
Steady Steps® Walker Truck

INSTRUCTIONS

Note: When attaching the screws to the walker, make sure the screws are inserted straight, not on an angle. The screws are attached correctly if the heads of the screws lie flat against the assembled pieces, after the screws have been completely inserted.



- 1 With handle curving away from body, first insert hooked tabs on front end of handle into slots in body, then swing down remaining part of handle and fit into holes as shown. (ILL. 1)
- 2 Turn basket upside down. Attach left and right handle caps, marked "L" and "R," to posts on handle sides as shown. Make sure caps are securely attached to handle. Using a Phillips® head screwdriver, insert two (2) screws into each handle cap to secure to handle. Insert two (2) screws into each handle cap to secure caps to body. (ILL. 2)
- 3 Place bumper on base with bumper front over shorter legs. (ILL. 3)
- 4 To attach cab, insert single tab on cab bottom into slot in base. Swing cab upright, then snap two remaining tabs on cab bottom into base as shown. NOTE: All 3 tabs must be inserted into slots. (ILL. 4)



- 5** Push fuel tanks down into slot in base and rotate to lock into place. (ILL. 5)
- 6** Line up posts on body with holes in bumper and base. Slip tab on top of cab under ridge beneath body lip. Press posts on body into holes in bumper and base. NOTE: Post on body has tab that aligns *only* with notched holes in bumper and base. (ILL. 6)
- 7** Turn body upside down. Insert four (4) screws into base as shown. (ILL. 7)
- 8** Place one wheel on a flat surface with the Playskool logo facing down. Snap post on one leg into hole in wheel. Repeat for remaining three wheels and legs. (ILL. 8)
NOTE: Do not remove wheels as they cannot be re-attached. (ILL. 8)
- 9** Peel and apply windshield and bumper labels as illustrated on package.

CAUTIONS

Make sure screws are securely attached. If child cannot walk independently, do not leave child unattended when he or she is playing with Walker. Not to be used as a ride-on or ride-in toy.