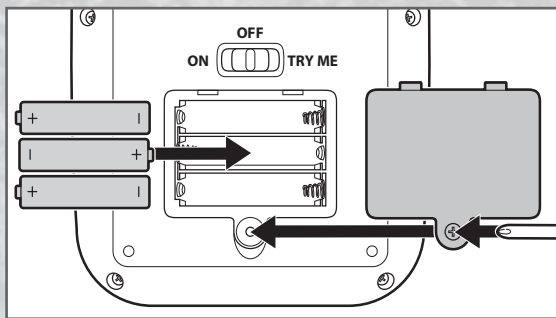


TO REPLACE BATTERIES:

Replace demo batteries with alkaline batteries. Phillips/cross head screwdriver (not included) needed to insert batteries. Use screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door. Insert 3 x 1.5V fresh "AAA" batteries. Alkaline batteries are required. Replace door and tighten screw.



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
 - f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
3. 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.

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.

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

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

Questions? Call 1-800-327-8264

PN: 7260760000
98958

Product and colors may vary. Retain these instructions for future reference

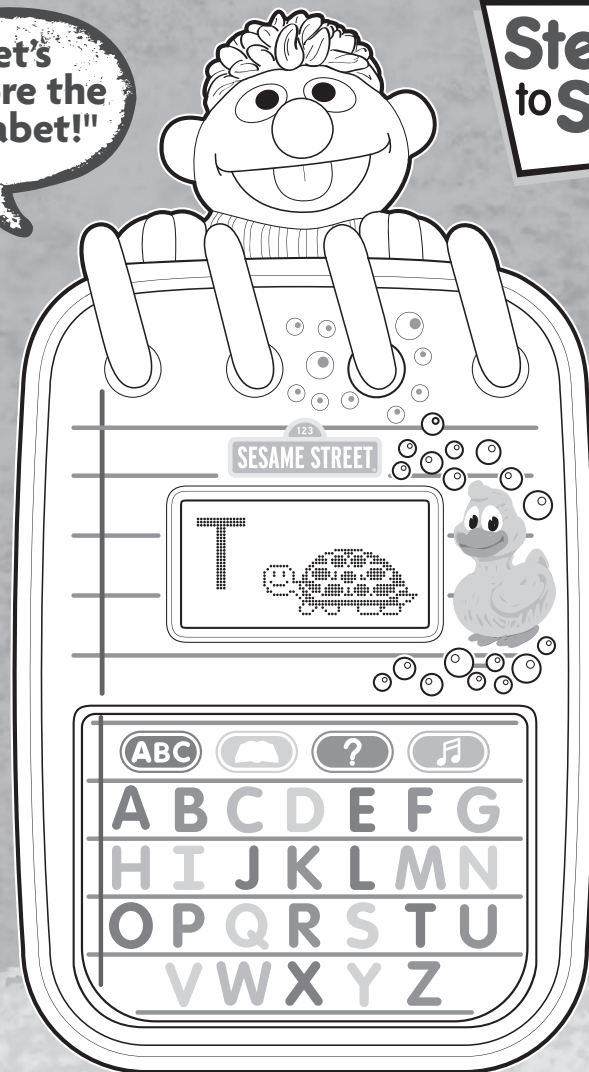
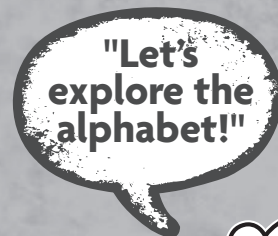
® and/or TM * & © 2012 Hasbro. All Rights Reserved. TM & © denote U.S. Trademarks.

Sesame Workshop®, Sesame Street™ and associated characters, trademarks and design elements are owned and licensed by Sesame Workshop. © 2012 Sesame Workshop. All Rights Reserved.

Learn and play at
SesameStreet.org

PLAYSKOOL

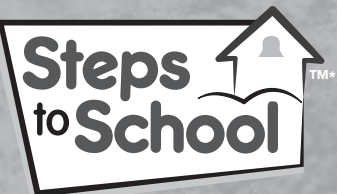
123
SESAME STREET



98958

AGES 2+

Ernie's Alphabet Notepad



 x3 1.5VAAA
ALKALINE BATTERIES REQUIRED
DEMO BATTERIES INCLUDED



NOTE TO CONSUMER:

This toy is packaged in TRY ME mode. When you remove the toy from the package, activate its full range of features by moving the power switch from the TRY ME position to ON.

TO PLAY:

ABC Explore Mode:

Press **ABC**

When your child presses one of the letter buttons, Ernie will say the name of the letter. An image of an object that begins with that letter will appear on the screen. Ernie will also say the name of the object. For example, if your child presses the K button, Ernie will say, "K. Kangaroo."

PLAY TIP

As your child is playing in **ABC** Explore Mode, different objects will appear on the screen that begin with the selected letter. Ask your child if she can find another object in the room that also begins with that letter.

Storytime Mode:

Press 

Ernie will ask your child to push three different letter buttons. As each button is pressed, Ernie will say the name of that letter and it will appear on the screen. Then, Ernie will tell a short, silly story featuring all three selections.

Letter Search Game Mode:

Press 

Ernie will ask your child to find and press specific letters. If the wrong letter is chosen, Ernie will give your child some verbal and visual hints to help him find the correct letter.

Music Mode:

Press 

When your child presses the Music Mode button, Ernie will sing The ABC Song.

Here are the words to sing along with your child:

The ABC Song

A B C D E F G
H I J K
L M N O P
Q R S
T U V
W X Y and Z

Now we know our ABCs,
I'm happy when you sing with me!

In Music Mode, whenever your child presses one of the letter buttons, a short melody will play. As it plays, fun animations will appear on the screen to accompany the music.

NOTE: If your child presses a letter button while Ernie is singing The ABC Song, it will interrupt the song and start playing the assigned melody.

PLAY TIP

Encourage your child to choose a letter of the day. Throughout the day, help him point out objects that begin with that letter. For example, if you choose the letter T, see if your child can find a tree, truck, tomato, tail, etc.

Sleep Mode:

After a short period of inactivity, Ernie will enter sleep mode. Press any button to resume playing.

