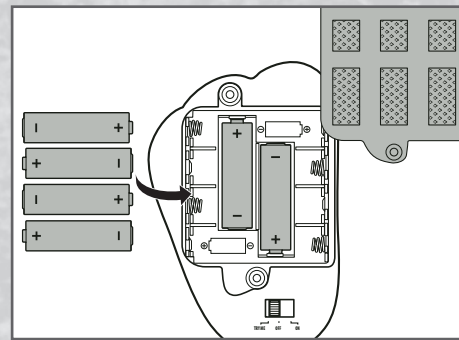


OVER 18M-4Y

TO REPLACE BATTERIES:

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Remove and discard old batteries. Replace with fresh 6 x 1.5V "AA" or LR6 size batteries. (Alkaline batteries recommended). Replace cover and tighten screw.

**IMPORTANT: BATTERY INFORMATION****CAUTION:**

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them 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 batteries. 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.

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.

PN: 7176680000

32452

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"Elmo's World Theme Song"

Words and Music by Tony Geiss

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"It Takes Two"

by Sylvia Moy and William Stevenson

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Product and colors may vary. Please retain these instructions for future reference.

Questions? Call 1-800-327-8264

"What I Like About You"

By Walter Palamarchuk, James Marinos, and Mike Skill

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This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in a household waste bin.

Learn and play at
SesameStreet.org**PLAYSKOOL**123
SESAME STREET**LET'S
ROCK!
ELMO****IMPORTANT! PLEASE
READ INSTRUCTIONS
COMPLETELY BEFORE
USING TOY.**

Note to Consumer: This toy is packaged in TRY ME mode. When you bring the toy home, activate its full range of features by moving its ON/OFF/TRY ME switch to the ON position.

Includes Let's Rock! Elmo, microphone, tambourine and drums.

**X6
TEMPORARY
BATTERIES
INCLUDED**
For try-me feature**REPLACEMENT
BATTERIES
NOT INCLUDED**
Works best with fresh batteries

Replace with 6 x 1.5V "AA" or LR6 size alkaline batteries. Alkaline batteries required. Phillips/cross head screwdriver (not included) needed to replace batteries.





Elmo's microphone fits in his right hand only.



Elmo's tambourine fits on his left hand only.



Elmo's drums stand in front of him. His foot slides into place on the base of the drum.

Once an instrument is secured, Elmo will recognize the instrument and thank you for giving it to him.

Note: Elmo does not like to play the drums when he already has his microphone and tambourine in his hands.

Note: Elmo will ask for a specific instrument to be placed in his hands. If the instrument is not placed in his hands after he has asked 5 times, he will assume the instrument is lost and no longer ask for that instrument. To reset this feature, simply turn Elmo off and on once again.

TO PLAY: Elmo performs for you

To hear Elmo sing, place his microphone and/or tambourine in his hands, and then press Elmo's left foot. Elmo can also play the drums and sing. Place his drums in front of him and under his feet, then press his left foot. Elmo knows 6 different songs!

Note: To activate Elmo in ON mode, press his foot. Elmo's hand activation point only works in TRY ME mode.

Note: If Elmo is given all of his instruments at once, he will say that he cannot play all of his instruments at the same time. If his drums are not removed, Elmo will just play the tambourine and sing.

Join along with Elmo

While you are playing with Elmo, he will ask you to join his band. Just grab an instrument Elmo isn't playing to rock along with him.

Interact with Let's Rock!™* Instruments:

If you own a Let's Rock! instrument, it interacts with your Let's Rock!™* Elmo. Make sure to stand close and face Let's Rock! Elmo's front side when you are playing with your instrument. Switch your instrument to "Band Mode." Elmo will automatically recognize it and ask you to play along. Simply press any button to hear Elmo rock out!

Elmo Likes to Rock and Roll:

Elmo's gonna rock. YEAH!
Feel the music.

We're dancing to the beat!
123, come and move your feet.

456, everyone let's go!

Cause Elmo likes to Rock and Roll!

Elmo likes to Rock and Roll!

Elmo likes to Rock and Roll!

Rock 'n Roll Alphabet 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 you know your ABCs,
Rock 'n Roll Alphabet is fun to sing!

What Elmo Likes About You:

What Elmo likes about you,
The way you sing and dance!

When you go up, down, jump around, move your head and clap your hands, yeah!

You can do it, there's nothing to it.

Sing Elmo a song like no one else can do!

Cause that's you,

What Elmo likes about you!

Sing Out:

Come on now, let's play along.

You got it, it's a brand new song!

Rock to the beat, and clap your hands.

Come be a part of Elmo's band!

Sing out, sing loud.

Sing out, sing loud (echoed)

Play out, play loud.

Play out, play loud (echoed)

and sing out!

It Takes Two:

Making music, friends forever,

Elmo loves to sing with you!

You can sing it all by yourself,

But with friends it's more fun to do!

It takes two, Baby.

It takes two, Baby.

Elmo and you,

It just takes two.

Elmo's World:

La la la la,

La la la la,

Elmo's World!

La la la la,

La la la la,

Elmo's World!

Elmo loves his goldfish,

His crayons too,

That's Elmo's World!

SLEEP MODE:

After 4 or 5 seconds of inactivity, Elmo will say a random phrase. If you do not respond, Elmo will enter sleep mode within 45-50 seconds. Push Elmo's foot to reactivate.

Troubleshooting:

If you are having trouble playing with Elmo, make sure to switch the ON/OFF/TRY ME switch from TRY ME mode to the ON position.

If Elmo is having trouble playing the drums, place him on a hard surface.

If Elmo's speech slows down or he begins behaving erratically, try replacing the batteries.

If Let's Rock! Elmo is not responding when you are playing an instrument, try these easy steps:

1. Make sure Elmo is turned on and active.
2. Wait for Elmo to stop singing before playing your instrument.
3. Make sure your instrument is in "Band Mode."
4. Make sure the speaker on your instrument is facing Elmo's front.
5. Try standing closer to Elmo.