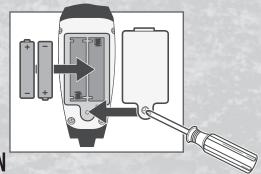
Replace demo batteries with alkaline batteries. Phillips/cross head screwdriver (not included) needed to insert batteries. Use screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door. Insert 2 x 1.5v fresh "AA" batteries. Alkaline batteries are required. Replace door and tighten screw.



IMPORTANT: BATTERY INFORMATION

CAUTION:

- 1. 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.
- 2. 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.

PN: 7268280000

98960 Hasbro

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Product and colors may vary.

Questions? Call 1-800-327-8264

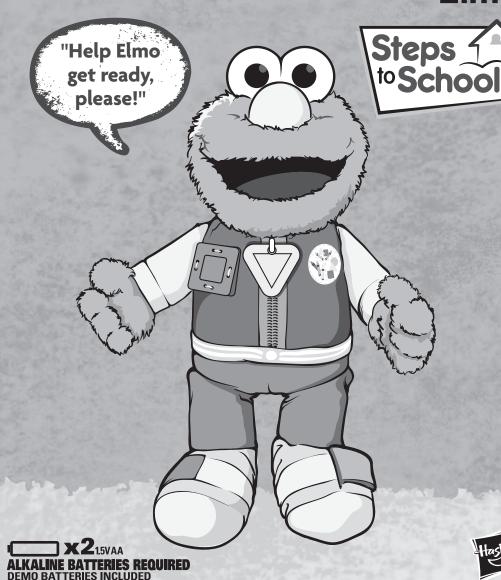
Learn and play at SesameStreet.org



AGES 2+



Ready for School Elmo



Explore Mode:

When you first start to play with Elmo, he will automatically start in this activity. As your child explores Elmo's snap, zipper and strap, Elmo will call out the shape and color of what is being explored. For example, when your child unzips the zipper, Elmo will say, "You unzipped Elmo's yellow triangle zipper!"

Color Mode:

Elmo will describe what your child explores by identifying the color of the object. For example, when your child unzips Elmo's zipper, Elmo will say, "You unzipped Elmo's yellow zipper!"

Shape Mode:

Elmo will describe what your child explores by identifying the shape of the object. For example, when your child snaps Elmo's snap, Elmo will say, "You snapped Elmo's square snap!"

Ready For School Elmo also includes the following songs:

Squeeze Elmo's right foot to hear the ABC song. Here are the lyrics to sing together with your child:

ABC Song:

ABCDEFG, HIJKLMNOP, QRS,TUV, WXY and Z!

Now we know our ABCs, Next time won't you sing with Elmo!

Doo doo do doo do Ha ha! That was fun! Ha ha ha! Squeeze Elmo's left foot to hear a counting song. Here are the lyrics if you'd like to sing together with your child:

Counting Song:

One... two... Close Elmo's shoe!
Three... four... Let's get ready for some more!
Get ready, get ready, get ready!
Five... six... Snap the snap real quick!
Seven... eight... Zip the zipper! That's great!
We're getting ready, get ready,
Elmo's ready for school, thanks to you!



PLAY TIP

Encourage your child to find shapes in every day objects. After your child has explored some of the shapes and colors with Elmo, choose a shape of the day. Ask your child to identify objects with that shape throughout the day!



While helping your child get dressed, call out all of the different items of clothing and what you're doing such as zipping the zipper on his jacket and buttoning the buttons on his shirt. Encourage your child to practice doing these things too.

Sleep Mode:

After a short period of inactivity, Elmo will enter sleep mode. Press any of Elmo's activation points to keep playing.