

Light'n Go 3-in-1 Activity Walker

AGES 9-36 MONTHS ADULT SUPERVISION REQUIRED ADULT ASSEMBLY & BATTERY INSTALLATION REQUIRED

640957

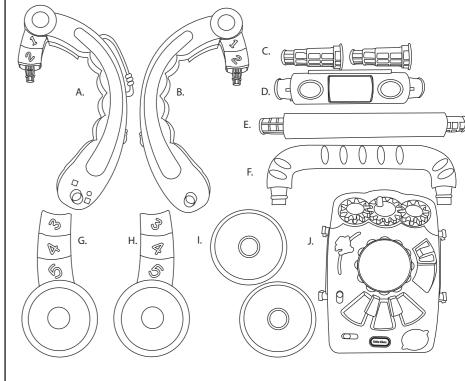
CONTENTS

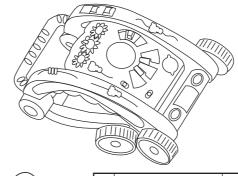
A. 1 front right leg B. 1 front left leg C. 2 wheel pegs

D. 1 drum E. 1 support bar F. 1 hande

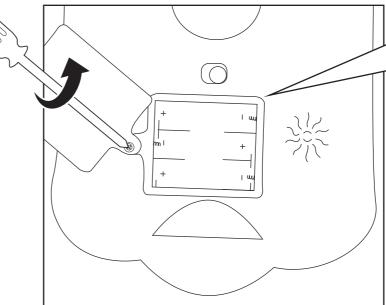
G. 1 back right leg H. 1 back left leg I. 2 wheels J. 1 Activity Table

Illustrations are for reference only. Styles may vary from actual contents.









3 x AA Batteries

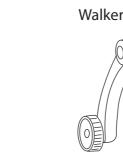
⊕ 1.5V AA/LR6 ⊝ ⊕ 1.5V AA/LR6

The batteries included in the walker are for in-store demonstration. Before playing, an adult must install fresh

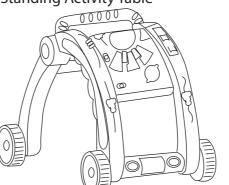
1. Using a Phillips screwdriver (not included) remove the screw and battery compartment cover from under the activity table.

alkaline batteries in the activity table. Here's how:

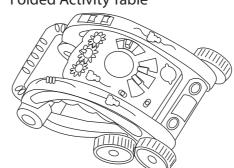
- 3. Install three (3) fresh 1.5V AA (LR6) alkaline batteries (not included) making sure the (+) and (-) ends face the proper direction as indicated inside the battery
- 4. Replace the compartment cover and tighten the screw.



Standing Activity Table



Folded Activity Table



'Let's care for the environment!'

The wheelie bin symbol indicates that the product must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item. Do not treat old batteries as household waste. Take them to a designated recycling facility.

Please keep this manual as it contains important information.



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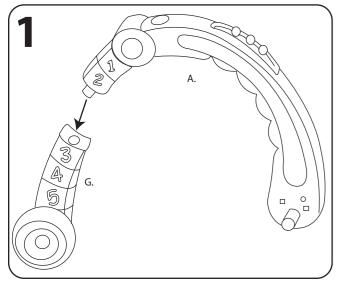
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8

ASSEMBLY

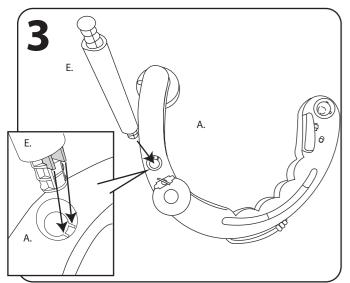


Snap the back right leg (G) onto the front right leg (A). The numbers should face the same direction.

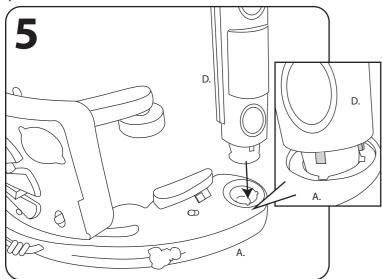
B. B. H. S

Snap the back left leg (H) onto the front left leg (B). The numbers should be facing the same direction.

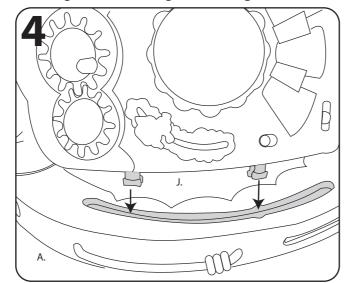
IMPORTANT: Parts D, E, and J MUST be assembled to one leg before attaching the other leg.



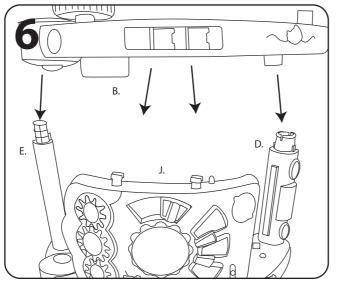
Place the front right leg (A) on a flat surface and snap the support bar (E) into place, aligning the posts and slots.



Snap the drum (D) into the front right leg (A), aligning the posts and slots as shown.



Snap the activity table (J) into the front right leg (A), aligning the curve of the table with the curve of the leg.



Snap the left leg (B) onto the support bar (E), activity table (J) and drum (D).

MARNING:

- Adult supervision required. Do not leave children unattended.
- Do not expose the unit to moisture of any kind. Wipe the unit with a damp cloth to clean.
- Prior to assembly, this package contains small parts: hardware which is a choking hazard and may contain sharp edges and sharp points. Keep away from children until assembled.
- To prevent injury (pinching, crushing, or collapse) both leg engagement pins (leaf locks) must be locked into position to keep the product upright.
- Do not use the walker if it is damaged or broken.
- Use only on flat, level surfaces free of objects that could cause the walker to tip over.
- To avoid burns, keep the child away from hot liquids, ranges, radiators, space heaters, fireplaces, etc.
- Never use near steps, pools, hot surfaces, or areas that may be hazardous to a child.
- Never use near staircase.
- Never leave child unattended. Always keep child in view while using the walker.
- Never place walker near windows where cords from blinds or drapes may strangle child.
- Block stairs/steps securely before using walker.

BATTERY SAFETY INFORMATION

- Charging of rechargeable batteries should only be done under adult supervision. Use only size "AA" (LR6) alkaline batteries (3 required)
- Never mix old batteries with new batteries, rechargeable (nickel-cadmium) or carbon zinc with alkaline batteries.
- Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instruction.
- Always remove exhausted or dead batteries from the product.
- Dispose of dead batteries properly: do not burn or bury them.
- Do not attempt to recharge non-rechargeable batteries.
- Remove rechargeable batteries from the product before recharging.
- Charging of rechargeable batteries should only be done under adult supervision with batteries removed from product.
- · Avoid short-circuiting battery terminals.
- Remove batteries before placing the unit into storage for a prolonged period of time.

FCC COMPLIANCE

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

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.

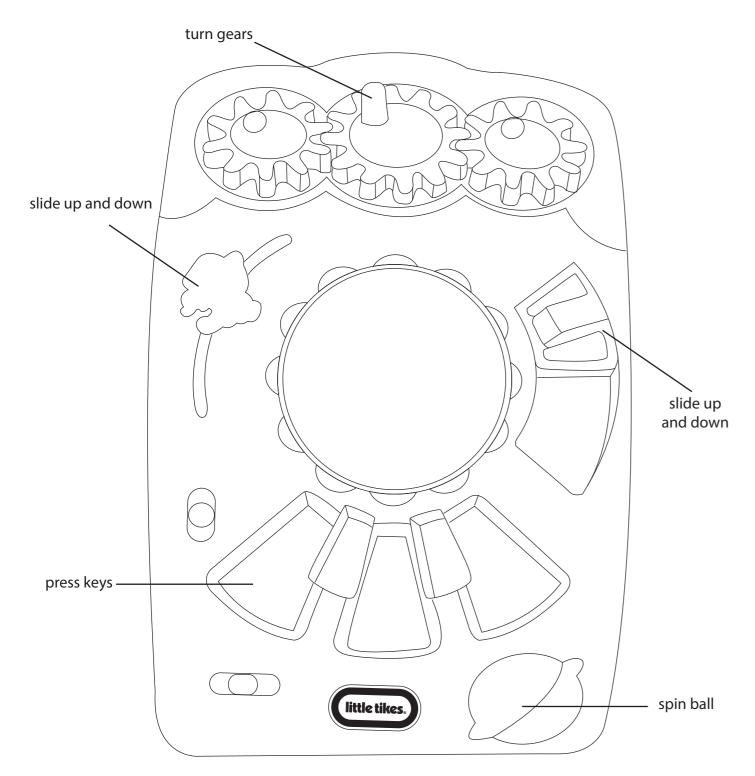
Caution: Modifications not authorized by the manufacturer may void users authority to operate this device. CAN ICES-3 (B)/NMB-3(B).

LIMITED WARRANTY

The Little Tikes Company makes fun, high quality toys. We warrant to the original purchaser that this product is free of defects in materials or workmanship for one year * from the date of purchase (dated sales receipt is required for proof of purchase). At the sole election of The Little Tikes Company, the only remedies available under this warranty will be the replacement of the defective part or replacement of the product. This warranty is valid only if the product has been assembled and maintained per the instructions. This warranty does not cover abuse, accident, cosmetic issues such as fading or scratches from normal wear, or any other cause not arising from defects in material and workmanship. *The warranty period is three (3) months for daycare or commercial purchasers. U.S.A and Canada: For warranty service or replacement part information, please visit our website at www.little-tikes.com, call 1-800-321-0183 or write to: Consumer Service, The Little Tikes Company, 2180 Barlow Road, Hudson OH 44236, U.S.A. Some replacement parts may be available for purchase after warranty expires—contact us for details. Outside U.S.A and Canada: Contact place of purchase for warranty service. This warranty gives you specific legal rights, and you may also have other rights, which vary from country/state to country/state. Some countries/states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

ACTIVITY TABLE PANEL

Move the sliders and gears to change the lights and sounds!

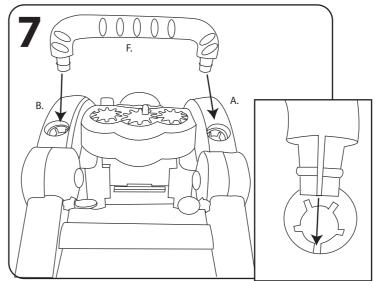


WALKER PHRASES

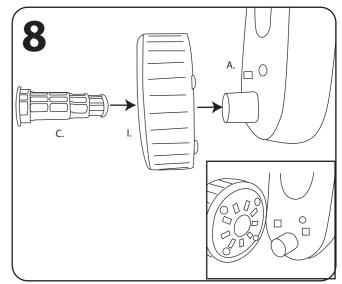
In addition to the sounds and animal noises that the walker makes during motion or when buttons are pressed, it says fun phrases including:

"Shiny" "Let's go!"
"Colorful" "Let's Walk!"
"Green" "Wooh"
"One" "Wow"
"Red" "Nice"

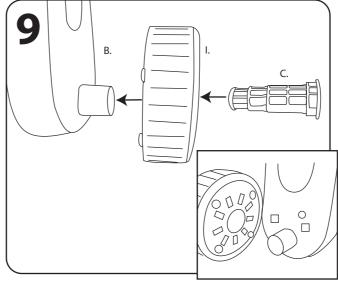
"Two" "Let's Play with Color!"
"Blue" "Let's Play Music!"
"Three" "Let's Play Piano!"



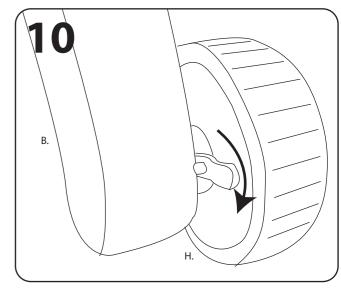
Insert the handle (F) into the openings on top of the front legs (A, B) and snap in place aligning the posts with the slots.



Place the wheel (I) on the front right leg (A). Insert the peg (C) through the wheel and leg and press firmly to snap together. Wheel notches should face inward.



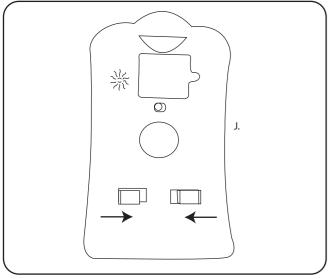
Place the remaining wheel (I) on the front left leg (B). Insert the peg (C) through the wheel and leg and press firmly to snap together. Wheel notches should face inward.



Manage the walker speed with the brakes on both back wheels (G, H).

MOVING AND FOLDING THE TABLE

walker position



Push in the two levers on the back of the activity table (J) at the same time to slide it up and down on the legs until it locks into place.

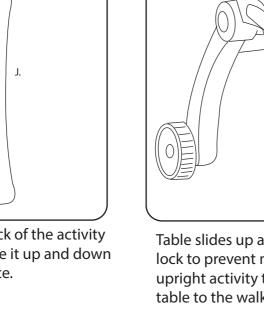
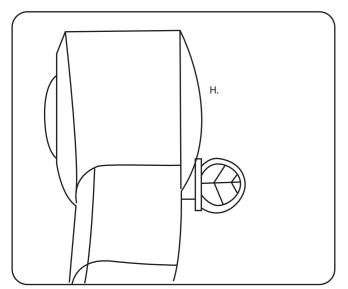
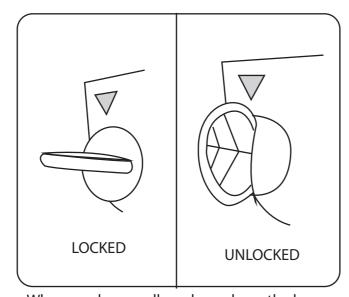


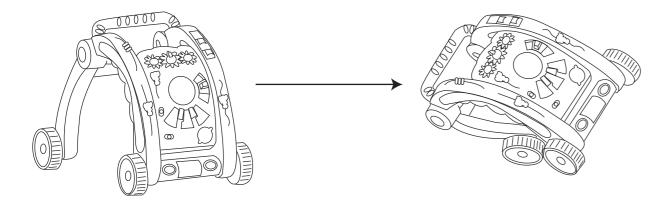
Table slides up and down. The front right leg will lock to prevent movement when the table is in the upright activity table position. To unlock, move the table to the walker position.



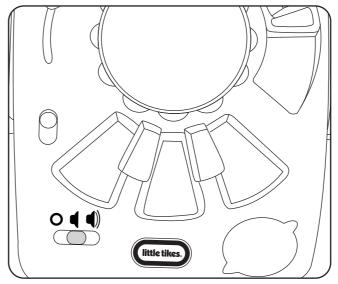
Turn the leaf locks on both rear legs (G, H) to convert the walker into a flat table top for storage or for use while sitting.



When used as a walker, always keep the legs in LOCKED position. To move from locked to unlocked, rotate the leaf lock until it aligns with the arrow on the legs.



LIGHTS AND SOUNDS

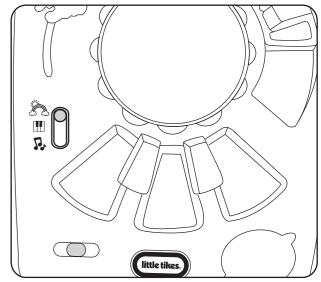


Move the switch on the activity table from OFF to LOW VOLUME (\P) or HIGH VOLUME (\P)). Lights will glow from the center of the activity table only when the walker is being pushed.



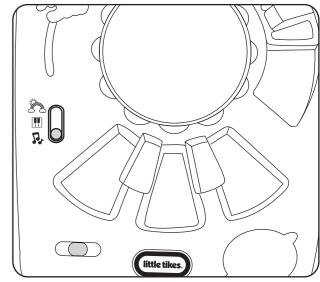
PIANO MODE: "LET'S PLAY PIANO!"

Move the switch to piano mode (!!!). Press the piano keys to hear notes and watch lights in the center of the activity table. Table will say fun phrases.



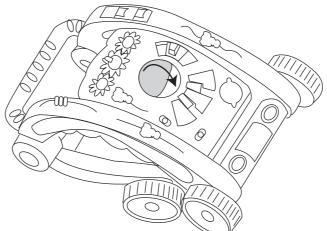
COLOR MODE: "LET'S PLAY WITH COLOR!"

Move the switch to color mode (). Press the piano keys to change the light color in the center of the activity table. Table will say fun phrases.



MUSIC MODE: "LET'S PLAY MUSIC!"

Move the switch to music mode (,). Press
the piano keys to hear songs and watch lights
in the center of the activity table. Table will
say fun phrases.



When the walker is in the standing or folded table positions, a lid will close over the center lights to protect the child's eyes and create a fun glowing effect.

4