



Keep this instruction sheet for future reference,
as it contains important information.

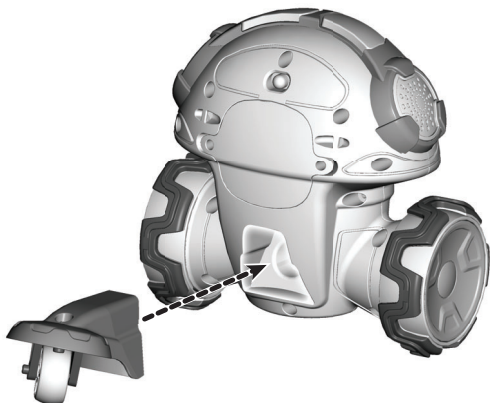
Adult assembly is required. No tools are needed for assembly.
Requires four C (LR14) **alkaline** batteries (included) for operation.

Batteries included are for demonstration purposes only.

When batteries need to be replaced,
you will need a Phillips screwdriver (not included) to open the
battery compartment door.

THiNK & LEARN

Assembly

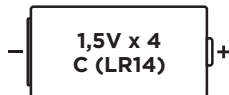
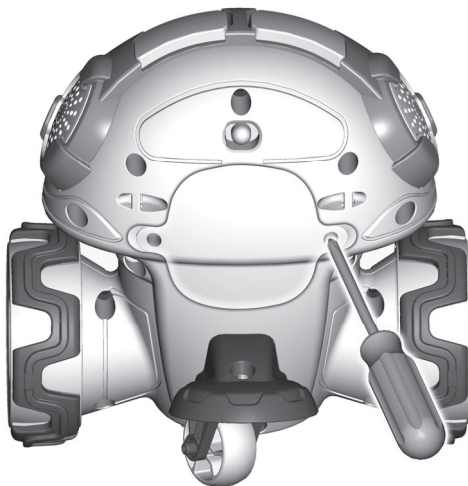


-
- **“Snap”** the third wheel into the socket into the back of this toy.

Care

- Wipe toy with a clean, damp cloth. Do not immerse. This toy has no consumer serviceable parts. Do not take apart.

Battery Replacement



For longer life, use **alkaline** batteries.

- Loosen the screws in the battery compartment door and remove the door.
- Remove the exhausted batteries and dispose properly.
- Insert four, new C (LR14) **alkaline** batteries.
- Replace the battery compartment door and tighten the screws. Do not over-tighten.
- If this toy begins to operate erratically, you may need to reset the electronics. Slide the power/volume switch off and back on.
- When movement/sound/lights slows/becomes faint/stops, it's time for an adult to change the batteries.

Battery Safety Information

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product.

To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable.
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

FCC Statement

(UNITED STATES ONLY)

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.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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.

CAN ICES-3 (B)/NMB-3 (B)

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.



CONSUMER ASSISTANCE

1-800-432-5437 (US & Canada)

1300 135 312 (Australia)



service.fisher-price.com

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.

Hearing-impaired consumers: 1-800-382-7470.

Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,
Mississauga, Ontario L5R 3W2; www.service.mattel.com.

Great Britain: Mattel UK Ltd, Vanwall Business Park,
Maidenhead SL6 4UB. Helpline: 01628 500303.
www.service.mattel.com/uk

Mattel Europa B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

Australia: Mattel Australia Pty. Ltd., 658 Church Street,
Locked Bag #870, Richmond, Victoria 3121 Australia.

New Zealand: 16-18 William Pickering Drive,
Albany 1331, Auckland.

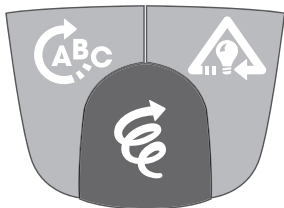


Protect the environment by not disposing of this product or any batteries with household waste. This symbol indicates that this product shall not be treated as household waste. Check your local authority for recycling advice and facilities.

Let's Go!

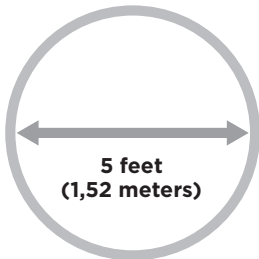


- Slide the power switch to ON with low volume, ON with high volume or OFF.



- Press a tummy button on Teach 'n Tag Movi™ to choose a mode: **Alpha Fun Actions**, **Think & Move Shapes** or **Learn & Play Games**.
- There are two games in each mode. After each game, press the red button on his head to play again or press the green button on his head to switch to the other game.

Tips & Hints



- Teach 'n Tag Movi™ moves alot! Use him in a room that has at least a 5 foot (1,52 meters) diameter of free space.
- Uh-oh! If Teach 'n Tag Movi™ runs into a wall, quickly turn him around and he'll keep going.
- If Teach 'n Tag Movi™ tips over or is stuck against an object, pick him up or turn him around and then press the mode button to re-start!
- You can expect about about 6,5 hours of continuous play with each fresh set of batteries. If you notice Teach 'n Tag Movi™ slowing down, it's time to replace his batteries.

Alpha Fun Actions



Animal Actions

- Listen about an animal animal and its action. Can you jump, growl, waddle and more just like it?
- Time to sing and dance to an ABC song!

Movi Says

- Listen to prompts like pressing buttons or hopping on one foot. Be careful ... only do what "Movi Says".. haha!



Think & Move Shapes



Shape Moves

- Listen to directions or a question. Then follow Teach 'n Tag Movi™ in circle, triangle or square or press a button on his head to choose the correct answer.

Step-by-Step

- Time for a dance party. Listen carefully to each dance move. Are you ready to put them all together for silly dance! Can you do it faster and faster?

Learn & Play Games



Red Light Green Light

- When you hear “green light” - walk, skip or hop until you hear, “red light”. Freeze!

Silly Sounds Tag

- Catch Teach ‘n Tag Movi™ if you can and tag him. Tap a button on his head.
- Are you ready for quiz time? Listen to the question and press a button on his head to answer.