

# Fisher-Price®

## FXG15



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

**Code n Learn**  
**KinderBot™**



**UNITED STATES:** 1-800-432-5437.

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

**GREAT BRITAIN:** Mattel UK Ltd,  
Vanwall Business Park, Maidenhead  
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www.service.mattel.com/uk.

Mattel Europa B.V., Godel 1, 1186 MJ  
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**CANADA:** 1-800-432-5437.

Mattel Canada Inc., 6155 Freemont  
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**AUSTRALIA:** Mattel Australia Pty. Ltd.,  
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Consumer Advisory Service  
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**NEW ZEALAND:** 16-18 William  
Pickering Drive, Albany 1331, Auckland.

**ASIA:** Mattel East Asia Ltd., Room  
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Centre, Harbour City, Tsimshatsui, HK,  
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Oleh: Mattel Southeast Asia Pte. Ltd.,  
No 19-1, Tower 3 Avenue 7, Bangsar  
South City, No 8, Jalan Kerinchi,  
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**SOUTH AFRICA:** Mattel South Africa  
(PTY) LTD, Office 102 I3, 30 Melrose  
Boulevard, Johannesburg 2196.

**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.

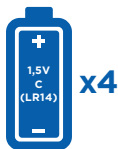
L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :

- (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.

## BEFORE YOU BEGIN



Adult assembly is required. No tool is needed for assembly.



Includes four C (LR14) **alkaline** batteries. Batteries included are for demonstration purposes only. For longer battery life, use **alkaline** batteries.



Tool required to install batteries: Phillips screwdriver (not included).



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



Wipe this toy with a clean, damp cloth. Do not immerse.



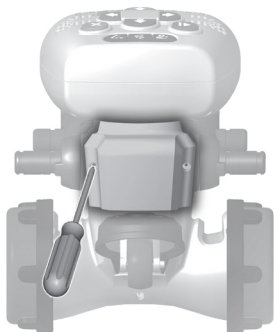
Protect the environment by not disposing of this product or any batteries with household waste. This symbol indicates that this product shall not be treated as household waste. Check your local authority for recycling advice and facilities.

## HELP! I NEED MY 3RD WHEEL!



“**Snap**” my third wheel into the socket in my back.

## PLEASE REPLACE MY BATTERIES



- Loosen the screws in my battery compartment door and remove the door.
- Remove the exhausted batteries and properly dispose.
- Insert four, new C (LR14) **alkaline** batteries.
- Replace my battery compartment door and tighten the screws. Do not over-tighten.
- When my sound/lights/motion become faint, slow or stop, it's time for an adult to change my 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 (+ and -).
- 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.



## CODE MODE



- Press the Code Mode button on top of my head.
- Press my arrow buttons up to 10 times to create a path. With each press, you'll see my forehead light up the same color as the code button.
- Press my Play button. I'll follow your coded path!



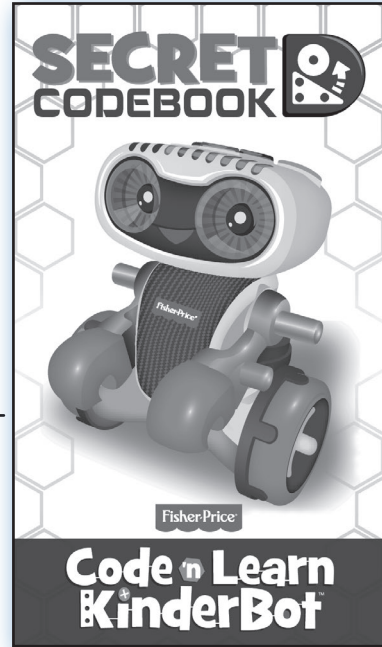
## CHALLENGE MODE



- Press the Challenge Mode button on top of my head.
- Listen carefully to my directions and start coding.
- Press my Play button.
- Ready for a new challenge? Press the Challenge Mode button again.
- Challenges get harder when you master several challenges in a row.



## SECRET CODES



- Grab my Secret Codebook, plane, axle, wheel and wedge. Then press my Secret Code button.



### Shapes

- Can you code all of the shapes in my Secret Codebook?

### Early Engineering

- Use my plane/axle/wheel/wedge to create and demonstrate early engineering concepts in my Secret Codebook. Then program the secret code for more fun!



### Let's Create

- Follow the instructions in my Secret Codebook to attach parts. Now enter the secret code and pretend along with me!

## DO YOU NEED HELP?

- It's easy to cancel a code input or a code sequence. Press the **X** button on my head to erase the last input programmed. Press again to cancel another input. If you want to cancel a code sequence, press and hold my **X** button. Don't press too hard, you might give me a headache!
- I move around a lot! Use me in a room that has at least a 5 foot (1,52 meters) square free area.
- Uh-oh! If I run into a wall or tip over, turn me around or pick me up and I'll keep going.
- If you nudge me while I'm moving, I might look like I'm a bit confused. I'll find my way and continue on your programmed code.
- If you aren't playing with me, I'll go to sleep after about a minute. Press any of my buttons to wake me up.
- I'll let you know when I'm tired and my battery power is low. Time for an adult to change my batteries.
- If I seem to be acting erratically, try resetting my electronics. Slide my power-volume switch off and back on.