

FRONT



INSTRUCTIONS

Please keep these instructions for future reference as they contain important information.

BEFORE YOU BEGIN

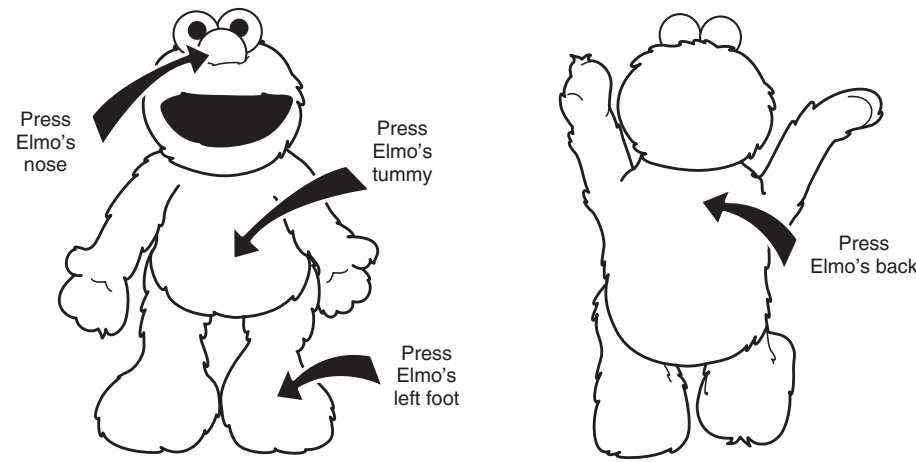
- Remove and discard the "Try Me" pull-tab, located next to the battery compartment on the bottom of Elmo's left foot (see battery diagram). Once the pull-tab is removed, the toy will perform its full play pattern as described below.
- Be sure the ON/OFF switch is in the ON position. The ON/OFF switch is also located next to the battery compartment.

NOTE: Under certain conditions, the product can malfunction due to static electricity. If this occurs, simply reset the toy by turning the power switch off and then on again.

HOW TO PLAY

- For best performance, place Elmo on a hard, flat surface.
- Place Elmo's chair directly behind his legs while he is standing.

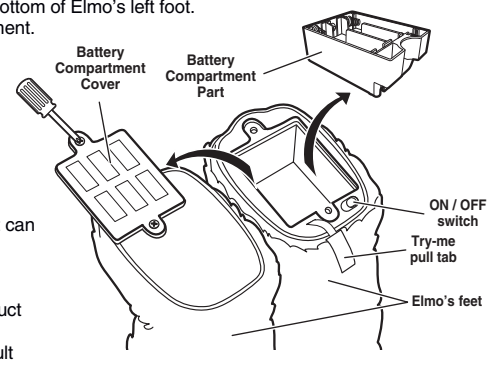
Elmo has life-like movements. His mouth moves as he speaks, he gestures with his hands, he can cross his leg when he sits, he stands up, dances... and more! Elmo encourages your child to interact with him. There are 4 "activation points" where you can press Elmo to begin play and interact with him during play:



1

BATTERY REPLACEMENT

Unscrew and lift the battery compartment cover from the bottom of Elmo's left foot. Replace batteries as indicated inside the battery compartment. Batteries included are for demonstration purposes only. For longer life use only alkaline batteries. Requires 6 "AA" (LR6) batteries. Do not connect the toy to more than the recommended number of power supplies.



BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

Required tool:
Phillips screwdriver (not included)



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 related 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.
Mattel Inc. 333 Continental Blvd. El Segundo, CA (310) 252-2400
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.

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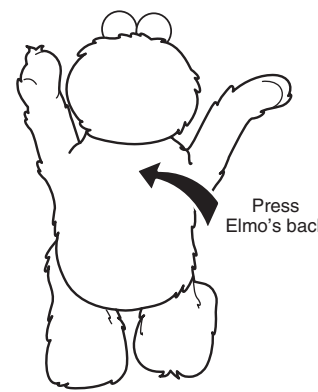
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Here are some of the fun things you can do with Elmo:

LOVE & KISSES & MORE!

Press Elmo's back for one of the following random responses. Each time you press, you will get a different response in a random order.

- Elmo plays the "Elmo loves you this much" game:**
Guess how much Elmo loves you! Go ahead! Guess! Does Elmo love you... this much? Nope. Elmo loves you... THIS MUCH!!! Because Elmo loves you... a lot. How much do you love Elmo?



Elmo gives you a kiss:

Hey, come closer to Elmo please... Elmo has something important to tell you... Can you hear Elmo? Elmo just wanted to say that Elmo loves you. Mmm hmmm... kiss kiss!

Elmo asks you to scratch his itch:

Elmo has an itch on Elmo's back. Can you help Elmo scratch it, please? Oh yeah... wow... that's nice... ah, thank you! Ooh, it went away!

GAMES & JOKES & SONGS & MORE!

Press Elmo's tummy for one of the following random responses. Each time you press, you will get a different response in a random order.

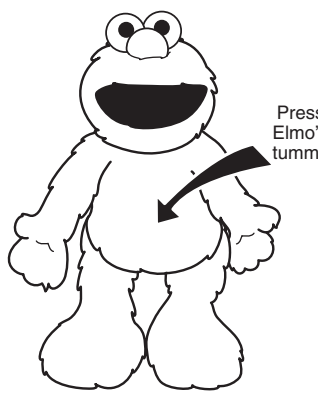
- Elmo plays "Freeze Dance":**
Come on! Dance with Elmo! Elmo loves this game. When Elmo says dance, you dance. When Elmo says stop, you stop dancing. Ready? Can we have a little dance music please?

Dance! Uh huh uh huh! That's right! That's right! Yeah baby! Go Baby! That's right! Uh huh uh huh! Work it! Work it! Now STOPI! Yeah!

Elmo continues the game by speeding up the music. Can you keep up with him?

Elmo plays his own version of Simon Says called "Elmo Says":

Ooh! Elmo knows a fun game we can play together! It's called, "Elmo Says!" Okay, let's play! Here we go! Elmo says: sit down! Touch your chin. Elmo didn't say "Elmo says!" Okay, here we go. Elmo says: touch your chin. Elmo says: stand up! Elmo says: open your arms wide. Elmo says: wave your arms like a silly person. Elmo says: keep going! Elmo says: stop! That was fun!



2

BACK

Elmo tells random jokes. You'll hear a different joke at various times during play as you press Elmo's tummy.

- Some of Elmo's jokes include:
- Elmo just flew in from Sesame Street yesterday... and boy are Elmo's arms tired!
- What has four legs but doesn't move? A table!
- Why is six afraid of seven? Because seven ate nine!

In between jokes, Elmo says additional funny phrases.

Elmo sings two silly songs:

"Get Silly" Song

Come dance along
To a silly song
Move to the beat and you can't go wrong
Get silly, Get silly
When you hear the beat
Get outta your seat
Don't stop movin' those dancin' feet
Get silly, Get silly
Do a silly dance
Do a silly dance
You're so silly!!!

"Elmo's Rap"

Dance with Elmo! Here we go!
Elmo's gotta get on up!
Get down, Get up!
Elmo's gotta sit back down
Stand up, Sit down!
Cross your legs now!
On your feet now! To the beat now!
Here we go! Break it down!
Uh huh, Uh huh
Elmo's gotta sing out loud!
Say Yeah! Oh Yeah!

Keep dancing
Wave those arms
Uh huh, Uh huh
Bounce to the beat
Sit down, Get up
Uh Huh, Uh Huh... jazz hands!!!

Sometimes Elmo gets ticklish when you press his tummy!

That tickled! Elmo's still very ticklish!

SILLY SNEEZES & MORE!

Press Elmo's nose for one of the following random responses. Each time you press, you will get a different response in a random order.

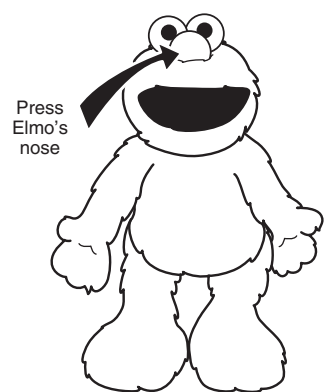
Elmo sneezes:

Elmo feels a sneeze coming on!
Oop! Oh boy... Ahh... Ahh...
False alarm...
ACHOO! Whoooooohoo!
Big sneeze!

In between sneezes, Elmo says additional fun phrases and encourages you to keep squeezing his nose.

Elmo plays "Got Your Nose" with you:

Oh boy... Elmo thinks you got it...
Um... ah, excuse Elmo...
Can Elmo have his... his nose back please?
If Elmo doesn't get his nose back, Elmo has to talk like this all day...
Elmo continues playing "Got Your Nose" with additional phrases and encourages you to keep squeezing his nose.



3

ELMO HAS A HUG FOR YOU!

Sometimes when you press Elmo's tummy he will ask you for a hug.

Hi! Elmo is so happy to see you!
Come give Elmo a big hug!
Ahh... Elmo loves you, too!

You can give Elmo a hug by pressing Elmo's back.

ENJOY STORY TIME WITH ELMO!

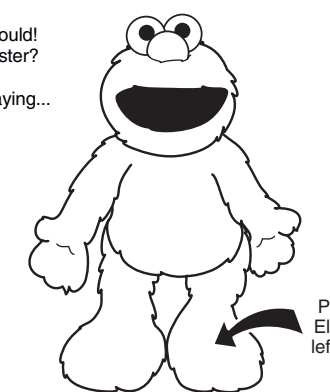
Press Elmo's left foot for one of the following random stories. Each time you press, you will get a different story in a random order.

Elmo and the Giant

Elmo wants to think of just the right story to tell you!
Hmm... oh, oh! Elmo's got it!
Ahhem... One day, Elmo was walking down Sesame Street.
Elmo heard someone say: "Fee fi fo furl! Something smells like a little monster!"
Elmo was scared. Elmo looked up... and up... all the way up!
Whoa-ho-ho! It was a giant! Elmo screamed! "Ahhhh!!!"
But then, the giant screamed too! "Ahhhh!!!"
Elmo said, "Hey! What are you screaming for??? You're a big giant!"
The giant said, "But I'm scared of little red monsters..."
Elmo and the giant looked at each other, and then laughed for being so silly!
Elmo had so much fun with his new friend. The end. Elmo loves that story!

Genie Story

Elmo wants to think of just the right story to tell you!
Hmm... oh, oh! Elmo's got it!
Ahhem... One day, Elmo and Cookie Monster found an old lamp.
To clean the lamp, Elmo rubbed it with his hand and out came a great genie!
Whoa! The genie said, "I am the genie of the lamp and I will grant three wishes!"
Elmo started to think of a wish. Hmm... Now what should Elmo wish for?
Ooh! Ooh! Elmo knows! Elmo knows! But before Elmo could think of a wish, Cookie Monster said, "Me wish for cookie!!!!" So the genie waved his hands and said, "Ala Kazam! Wish granted!"
And suddenly, Cookie Monster was holding a teensy weensy cookie!
When Elmo tried to make his wish, Cookie Monster said, "No! Me wish for a BIG cookie!"
So the genie waved his hands and said, "Ala Kazam! Wish granted!"
Cookie Monster was holding a gigantic cookie!
Cookie Monster shouted, "Cookie!!!" and started eating as fast as he could!
You know, like this: "YUM YUM YUM". How's that cookie, Cookie Monster?
Cookie Monster said, "Mmmmm!"
Aww... Elmo wishes he could understand what Cookie Monster was saying...
So the genie waved his hands and said, "Ala Kazam! Wish granted!"
Cookie Monster said, "Hey... where did delicious cookies go?
Me want more cookies!"
But the genie said, "Sorry, no more wishes."
So Elmo and Cookie Monster went to Hoopsters for a snack.
The end. Elmo loves that story.



4

ELMO KNOWS WHEN HE'S FALLEN OVER OR STANDING UP!

Elmo knows when he's standing up or if he's fallen over and will interact each time.

- If Elmo up falls over he will ask for your help.

Elmo fell down. Can you help Elmo up please?

- If you put Elmo back in an upright position, he thanks you:

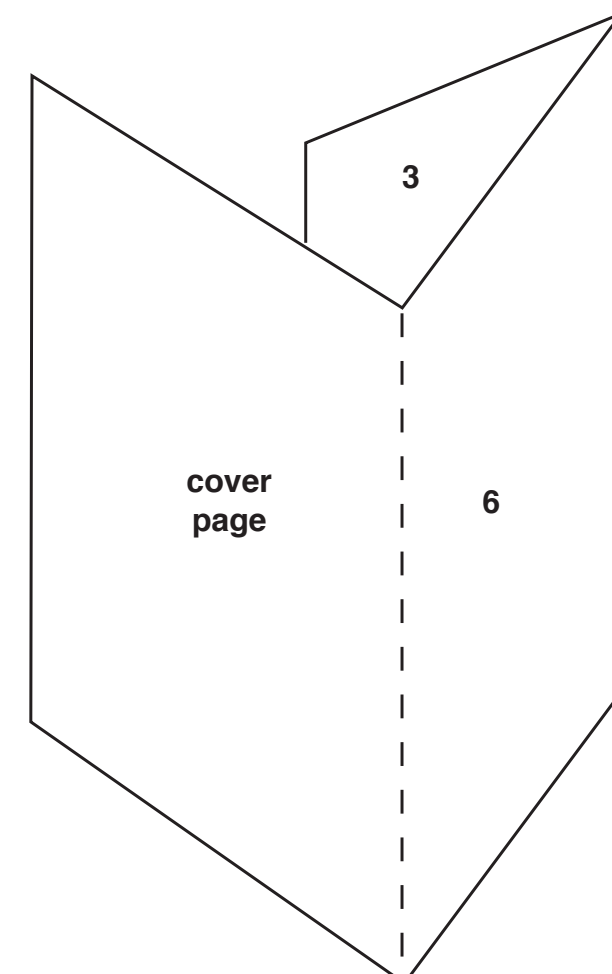
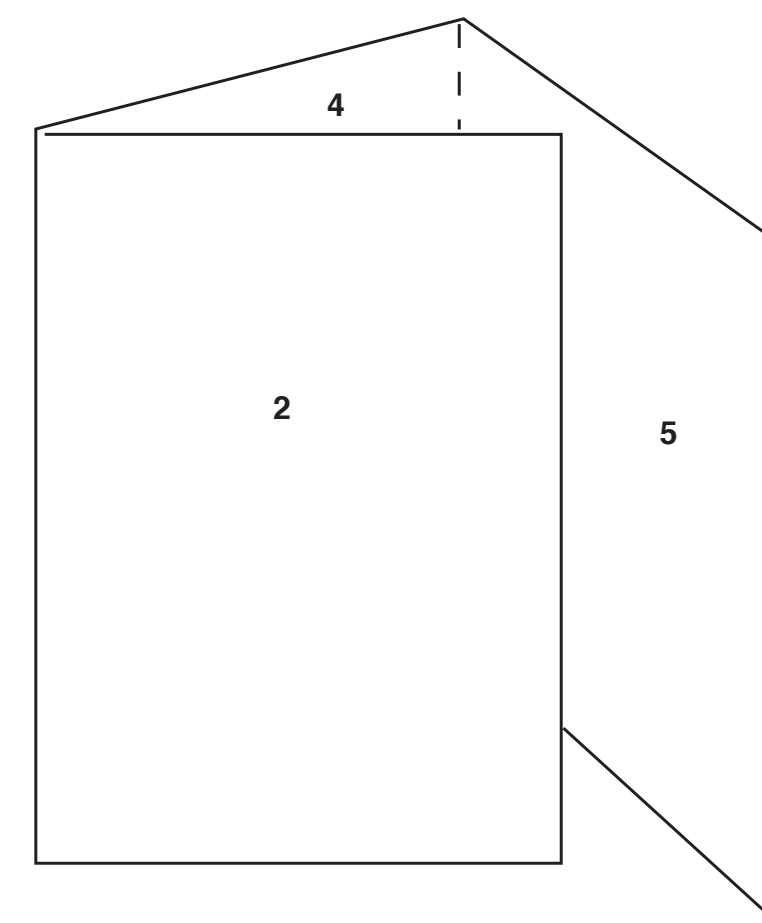
Ah, thank you! You're Elmo's best friend!

BATTERY SAVE MODE

NOTE: If Elmo is not played with for a while he will yawn and go to sleep to preserve battery life. Elmo thinks it's time for a nap. See you later!

Press any of the activation points to resume play.

5



Folding method

Item No : L9049-0920
Version : English
Size : A4
Paper : Woodfree paper 80 gsm
Color : Black
Date : 04/22/2008