

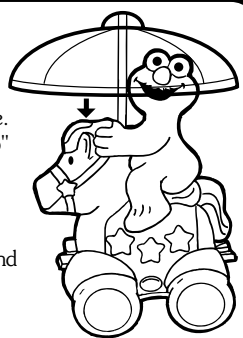
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SESAME STREET **Elmo's R/C Crib Pony**

INSTRUCTION SHEET

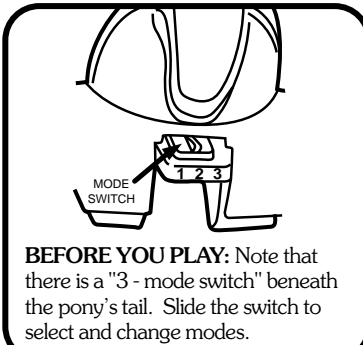
Please keep these instructions for future reference as they contain important information.

CAUTION-- PLEASE READ BEFORE YOU USE!

The umbrella is not a toy and could cause a safety hazard if not properly inserted into crib pony. Before using, the umbrella must be completely locked in place. Please insert the umbrella firmly into the slot until you hear a "snap" or "click" noise. This means the umbrella is locked in place. If the umbrella is not locked in place, reinsert it until you hear the "snap" or "click" noise.



The umbrella must be in place for use in **ALL MODES**. **DO NOT USE IF THE UMBRELLA IS NOT LOCKED IN PLACE!** If the umbrella is not properly inserted, you will hear a "beeping" noise and the toy will not operate. The toy will only work if the umbrella has been properly inserted.



BEFORE YOU PLAY: Note that there is a "3 - mode switch" beneath the pony's tail. Slide the switch to select and change modes.

ATTACHING TRACK SYSTEM TO CRIB

To use this product with a crib, the enclosed, four-piece Track System must be attached to crib first.

NOTE: The track system is not a toy. Please do not allow the child to play with this track separately.

STEP 1: Insert track pieces and tighten screws as shown. The track pieces with mounting nuts must be at the beginning and end.

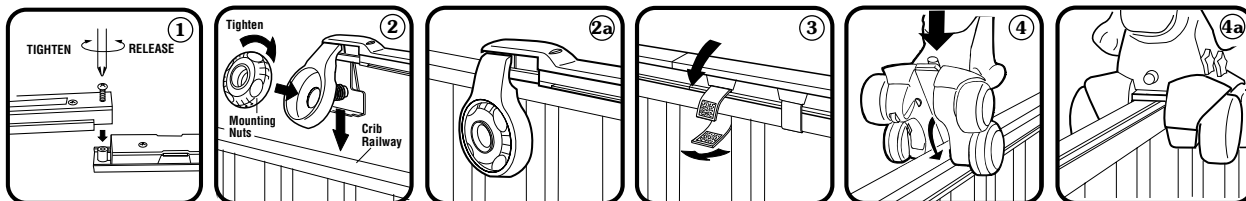
NOTE: For smaller cribs, three pieces may be enough.

STEP 2: Mount track system over your crib railing and tighten the mounting nuts securely onto crib railway.

STEP 3: Fasten the middle pieces of the track to the crib railing using the velcro snaps.

STEP 4: To attach the Crib Pony onto the Track System, press the green button below the Pony's nose and hold it pressed as you place the Pony on the track. Release button. Verify that Pony is securely attached to the track. If not, remove the Pony and reinstall by repeating the above mentioned steps. To remove the Pony from the track, press the green button below the Pony's nose again and lift off.

NOTE: Make sure track is assembled with mounting nuts facing outside of crib.



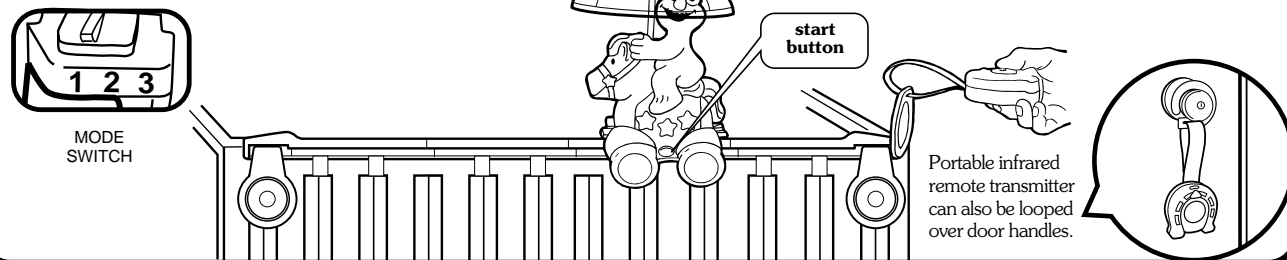
Mode 1

Slide Mode Switch on Pony to Mode 1 position

- A. To start the crib pony, set switch to "Mode 1" and press the "start" button. Crib pony will light up and play music as it moves back and forth on track system.
- B. In Mode 1, mom can operate crib pony from a distance so she doesn't disturb baby. Attach pony to crib railing and make sure switch is set in Mode 1.
- C. Mode 1 lets you activate the crib pony on the crib railing.

NOTE: Toy goes into "sleep mode" after 15 minutes of inactivity and cannot be reactivated with the remote transmitter in "sleep mode." To reactivate the toy, the start button must be pressed again. Once the toy "wakes up," the remote transmitter will once again be able to control the toy.

CAUTION: Remove track system and pony from crib when baby begins to push up on hands and knees!

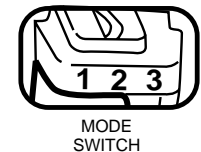


Portable infrared remote transmitter can also be looped over door handles.

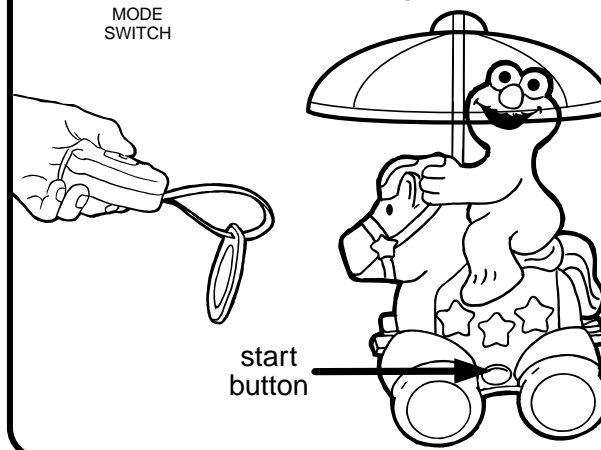
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Mode 2

Slide Mode Switch on Pony to Mode 2 position

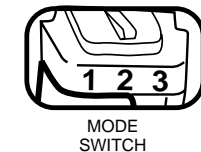


- A. Set mode switch to **Mode 2**. Mode 2 lets you activate the pony on a dresser or other flat surface.
- B. Place Elmo's Crib Pony on the dresser.
- C. There is a battery-saving "sleep mode" feature that automatically turns the toy off when not in use. When the toy is in "sleep mode," you must press the "start" button in order to reactivate it using the infrared remote transmitter.
- D. Press start button.
- E. Activate crib pony using infrared remote transmitter.
- F. Pony will stop after two minutes. To reactivate, press "start" button.

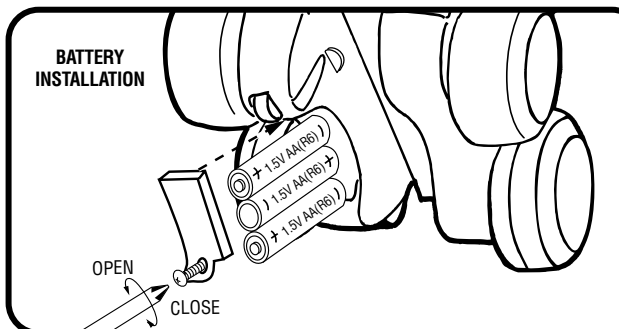
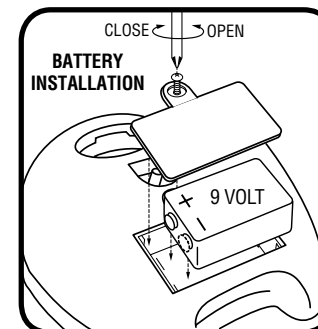
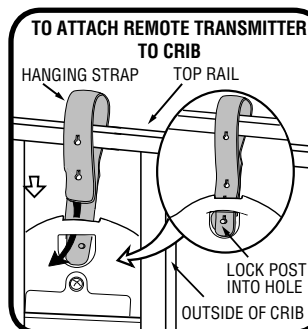
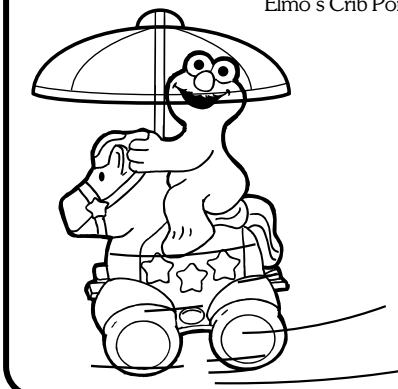


Mode 3

Slide Mode Switch on Pony to Mode 3 position



- A. Set mode switch to **Mode 3**.
 - B. Press start button.
 - C. Child can activate crib pony using remote transmitter.
 - D. Child can also activate pony by pressing "start" button.
 - E. In Mode 3, the crib pony will move in a circle continuously for 2 minutes or until baby hits button on remote.
 - F. Mode 3 allows the child to play with the pony outside of the crib when they are older.
- SPECIAL NOTE:** If you hear a "beep" noise when you press start, the item is either incorrectly assembled or in the wrong Mode. Please refer to these instructions to correctly use Elmo's Crib Pony.



CAUTION

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before they are charged.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- 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.
- Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturers' instructions.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.

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Should this product cause local electrical interference we recommend moving it away from other equipment.

ADULT ASSEMBLY REQUIRED.

Questions or Comments?
1-800-432-5437



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