Let's Pretend Elmo

Let's Pretend Elmo pretends to be 10 different things - 2 ways for each of the 5 poseable positions explained below. To make Elmo perform properly, he has to be close to, if not exactly, in the positions shown. Carefully read the following instructions before starting.

IMPORTANT TIPS TO HAVE THE MOST FUN WITH ELMO

- If Elmo is not in any of the positions shown, he will NOT pretend to be anything.
- If you put Elmo in the same position and then change it really fast, he may still think he is in the first position you tried and pretend to be that thing first.
- If you keep Elmo in the same position and he goes through both routines, he WILL NOT go back to the first one again. You either have to put him into another position or take him out of the position and put him right back in it again to have him start again.
- You can always make Elmo REPEAT a routine by squeezing his RIGHT hand immediately after he has finished that routine. You can do this as many times as you wish.
- Elmo says some fun phrases in between routines. Some of these phrases will prompt you to change his position, or tell you he will pretend to be something else or will encourage you to keep playing.
- After Elmo says "Let's pretend later", he will shut himself off. To begin again, press his RIGHT hand.
- Your Let's Pretend Elmo may be a little bit different than another one. Try to put Elmo into the positions as close as possible to what is shown in the drawings. If he does not respond as he is supposed to, try adjusting his position slightly until he reacts.

Before playing with Elmo

A. To make Elmo do all the things he can do, first turn him upside down.
B. Pull off and throw away the Tag from the Battery Box located under his RIGHT shoe.
Now he is ready to have fun!

Let's Start playing with Elmo

Squeeze Elmo's RIGHT hand

To turn Elmo ON:
Squeeze his RIGHT hand as shown.

How to make Elmo pretend he's a "Train" or a "Policeman"

Place Elmo upright on a smooth flat surface

A. In this position, place Elmo upright on a smooth, flat surface.
B. Next lift ONE arm (his Left or Right) 3/4 way up as shown.
C. Elmo will begin to move and pretend to be a train or a policeman. (Elmo does not walk. He will move at his waist from side to side).
D. If you keep Elmo in this position, he will go into the second routine after he says a couple of fun phrases.

Note: In all cases: If you want Elmo to do one of his "routines" again, press his RIGHT hand after he has completed the routine. This will cause Elmo to repeat what he has just done.

How to make Elmo pretend he's a "Monster" or a "Monkey"

Lift up ONE of Elmo's arms: Left or Right

A. In this position, place Elmo upright on a smooth, flat surface.
B. Next lift BOTH arms straight up (next to his head) as shown.
C. Elmo will begin to move and pretend to be a monster or a monkey. (Elmo does not walk. He will move at his waist from side to side).
D. If you keep Elmo in this position, he will go into the second routine after he says a couple of fun phrases.

Note: In all cases: If you want Elmo to do one of his "routines" again, press his RIGHT hand after he has completed the routine. This will cause Elmo to repeat what he has just done.
How to make Elmo pretend he's a "Puppy" or a "Baby"

A. In this position, put Elmo "on all fours" with his arms and legs touching the ground as shown.
B. You can also put Elmo's head back so that he is looking forward.
C. Elmo will begin to move as if he is a puppy or a baby. He might even "move forward" in a crawling-like motion.
D. If you keep Elmo in this position, he will go into the second routine after he says a couple of fun phrases.
Note: In all cases: If you want Elmo to do one of his "routines" again, press his RIGHT hand after he has completed the routine. This will cause Elmo to repeat what he has just done.

How to make Elmo pretend he's an "Airplane" or "Super Elmo"

A. In this position, put both of Elmo's arms out to the sides as shown.
B. Hold Elmo securely at the waist, and put him in the horizontal position "in the air", as if he were flying.
C. Elmo will begin to make sounds like an Airplane or Super Elmo.
D. Elmo's body does not move in this position but can gently "fly him around" while he pretends to be either of these things.
E. If you keep Elmo in this position, he will go into the second routine after he says a couple of fun phrases.
Note: In all cases: If you want Elmo to do one of his "routines" again, press his RIGHT hand after he has completed the routine. This will cause Elmo to repeat what he has just done.

How to make Elmo pretend he's a "Cowboy" or a "Race Car Driver"

A. In this position, put Elmo in a sitting position with his legs stretched out in front of him (they can be opened up a little bit to keep him balanced).
B. Next, put both of his arms straight out in front of him.
C. Elmo will begin to move and pretend to be a race car driver or a cowboy! Elmo will not "drive" or move forward as if he were a car. If you prefer, you can push him gently from behind.
D. If you keep Elmo in this position, he will go into the second routine after he says a couple of fun phrases.
Note: In all cases: If you want Elmo to do one of his "routines" again, press his RIGHT hand after he has completed the routine. This will cause Elmo to repeat what he has just done.

How to Replace Batteries

A. When the batteries run down and require replacing, turn Elmo upside down and unscrew the Battery Cover located on the bottom of his RIGHT shoe.
B. Insert 3 new "AA" size (LR6) alkaline type batteries into the battery compartment as shown, carefully noting the direction of the (+) and (-) symbols.
C. Replace the cover and tighten the screw.

CAUTION:
- Here's a list of non-rechargeable batteries that are not to be recharged:
- Rechargeable batteries are to be removed from the product before they are charged.
- Removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nicad-sodium) batteries.
- Do not mix old batteries and new batteries.
- Only batteries of the same or equivalent type are to be used.
- Be sure to insert batteries with the correct polarities and always follow the by and battery manufacturer's instructions.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.