



Before you begin your adventure, set the Odyssey Globe's world clock.

- 1 Press the power button.
- 2 Turn the dial to "Time" and touch the globe with the Magic Pen.
- 3 Follow the instructions as the Odyssey Globe guides you.
- 4 First touch your home location on the globe with the Magic Pen.
- 5 Set the time using the Compass Rose, located on the globe in the North Atlantic Ocean. To set the hour, use the red arrow. Press the purple arrow when you hear the correct hour.
- 6 Once you have set the hour, set the minute and day of the week.
- 7 Press the orange circle to confirm the time settings.

To begin your adventure, press the power button. Choose a fact category to learn different facts about the world or select a Eureka Challenge game to test your knowledge.

Note: Whenever you touch the Odyssey Globe remember to use the Magic Pen. Never use a regular pen on your Odyssey Globe!

Learn Facts About the World!

The Odyssey Globe teaches the following facts:

- Location Names
- Population
- High Point
- Music
- Capital
- Area
- Money
- Time

To learn a fact about a specific region, turn the dial to the specific fact you want to learn. Next, touch the area you want to learn about with the Magic Pen to hear the fact. To learn additional facts about the same area, turn the dial to another fact.

To compare the population and land area of two different places, turn the selector dial to "Comparison," then touch the two locations you want to compare.

To learn the distance between two locations, turn the selection dial to "Distance," then touch two points on the globe. The globe will also state the flying time between the selected locations.

While exploring with the Magic Pen, the country or state you select may be too small for the Magic Pen to identify. When this happens, the Odyssey Globe will announce a series of possible countries or states and corresponding colors—"El Salvador, touch green, Nicaragua, touch yellow." Turn to the globe's Compass Rose, located in the North Atlantic Ocean, and touch the Magic Pen to the part of the Compass Rose (arrow or circle) that is the color of the area you would like to select. The Odyssey Globe will say the area's name and the fact you selected.

More Fun Learning Products From LeapFrog!



iQuest™ Handheld
Grades 5-8
10 years and up
Interactive handheld helps students study for tests in math, science and social studies with questions based on actual textbooks.

*Not all products available in all markets outside the USA.

Expand your iQuest™ handheld with questions based on your school textbooks!

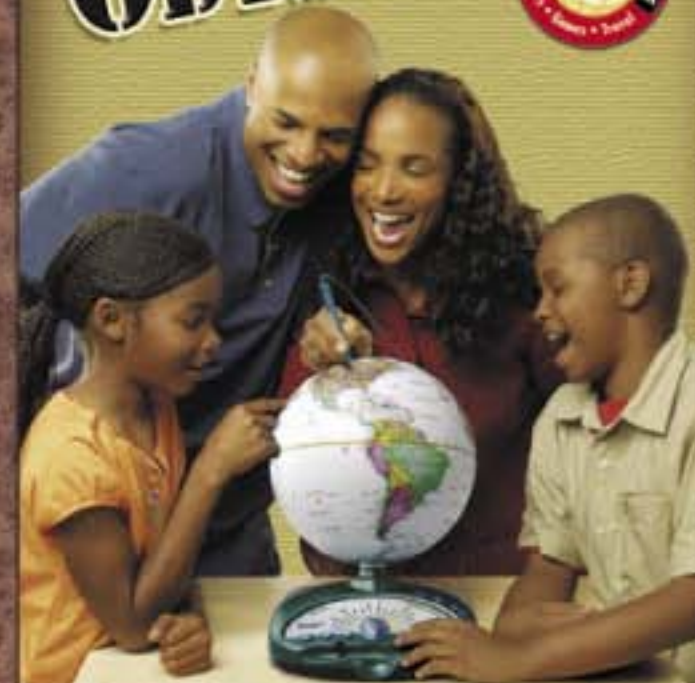


Expand with new quiz questions based on your school textbook: Select your textbook and chapter, and then play quiz games to master the materials!

*Not all textbook supported. Cartridges sold separately.

www.leapfrog.com

ODYSSEY III



User Guide & Instructions

This guide contains important information. Please keep it for future reference.

Dear Parent,

We at LeapFrog know that you are your child's most important teacher. Our goal is to help you build an environment for your child that is rich in experiences—one that encourages discovery and fosters learning success.

We have developed learning toys that are designed to teach fundamental skills such as math, language arts, science and social studies to Grade School students. Our products feature a hands-on, multi-sensory approach to learning. Children can see, hear, touch, and interact with our learning toys. The products are designed to adapt to the skill level of each child, and provide positive feedback that encourages children to explore and learn at their own pace.

LeapFrog® learning toys are designed to grow alongside your child through each stage of development. All are made with the same playful spirit that promotes a lifelong love of learning. For additional information on how to make learning fun and effective, visit our Web site (www.leapfrog.com), where you'll find tips from parents and educators. We hope you'll join us there.

Sincerely,

Tom Kalinske
CEO
LeapFrog Enterprises, Inc.

Play the Eureka Challenge Game

Take the Eureka Challenge to test your geographic knowledge. You will be asked to locate a series of places around the world within a limited amount of time. Three levels of difficulty make Eureka fun for everyone. Follow these steps to play a game of Eureka:

1. To begin a game of Eureka, turn the dial to a Game Category:
 - States
 - State Capitals
 - Continents
 - Countries
 - Country Capitals
 - Free for All—includes all categories

You will be asked to find various areas corresponding to the category you selected.

2. Select the number of players (1 to 4) by pressing the player button.
3. Select the challenge level (Tourist, Frequent Flier, Globe Trotter) by pressing the level button until you hear the desired level.
4. Press the start button.
5. Press the repeat button to hear the question or fact again.

Return to Explore Mode

When you are finished playing Eureka, you can return to exploring the globe by turning the dial to a fact.

Volume Control

Two buttons on the base allow you to adjust the audio volume.

Automatic Shut-Off

When you are finished playing with your Odyssey Globe, press the power button. The Odyssey Globe will turn off automatically if it hasn't been used for a few minutes.

Repeat Button

To repeat what you just heard, press the Repeat button.

Headphone Jack

For quiet play, plug your personal headphones (not included) into the headphone jack located on the side of the Odyssey Globe's base. Consult the headphone manufacturer's operating instructions.

Warning: Headphone wires can be dangerous to small children. Headphones should only be used under adult supervision.

Product Information

A/C Adapter

The Globe has an adapter socket on its back panel. Use only a 6-watt DC 500mA \oplus — \ominus A/C adapter. Suitable A/C adapters (Part #19-010) are available in specialty stores.

Warning: Do not use with any other A/C adapter.

An A/C adapter should only be used under adult supervision.

To use the Odyssey Globe with an A/C adapter:

- Make sure the Globe is turned OFF.
- Insert the adapter plug into the DC 6V socket on the back of the Globe.
- Securely plug the adapter into a wall outlet.
- We recommend that you install batteries even if you plan to use an adapter. Batteries ensure that the preferences you set (Time, Day) are maintained even when the Globe is unplugged.
- Make sure to turn the power off before unplugging the A/C adapter.
- Transformers or battery chargers used with the toy are to be regularly examined for damage to cord, plug enclosure and other parts; and in the event of such damage, toy must not be used with the transformer or battery charger until such damage has been repaired.

• Toy is not to be connected to more than recommended number of power supplies.

• The transformer is not a toy.

Care and Maintenance

Keep the Globe away from foods and beverages. To clean the globe, use a slightly damp cloth (cold water) and mild soap. Air dry only. Never submerge the Globe in water. Remove batteries for prolonged storage. Avoid extreme temperatures.

Battery Information:

Batteries included are for in-store demonstration purposes only. Replace with new batteries to improve performance.

Battery Safety:

Adults must replace the batteries. Follow the polarity (+/-) diagram in the battery compartment. Promptly remove dead batteries from the toy. Only batteries of the same or equivalent type as recommended are to be used. DO NOT incinerate used batteries. Dispose of used batteries properly. DO NOT dispose of batteries in fire, as batteries may explode or leak. DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard). DO NOT use rechargeable batteries. DO NOT recharge non-rechargeable batteries. DO NOT short-circuit the supply terminals.

Battery Installation:

Requires 4 "C" (called LR14 in some countries) alkaline batteries.

1. Open the battery door with a screwdriver.
2. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
3. Replace the battery door securely.

Warning: This unit may temporarily cease to function if subjected to electrostatic disturbance. To resume normal operation, it may be necessary to cycle the power off and back on or to remove and reinstall the batteries.

Sécurité relative aux piles :

Les piles sont des objets de petite taille. Le remplacement des piles doit être effectué par un adulte. Respectez le schéma de polarité (+/-) reproduit dans le compartiment des piles. Enlevez rapidement les piles usagées du jouet. Suivez les procédures adéquates pour vous débarrasser des piles usagées. Retirez les piles en cas de non-usage prolongé. Utilisez uniquement des piles ou accumulateurs du type recommandé ou d'un type équivalent. NE PAS INCINÉRER les piles usagées. NE PAS JETER les piles au feu, car elles peuvent exploser ou fuir. NE PAS MÉLANGER piles usagées et piles neuves, ni différents types de piles (c'est-à-dire alcalines/standard). NE PAS UTILISER de piles rechargeables. NE PAS RECHARGER des piles non rechargeables. NE PAS COURT-CIRCUITER les terminaux d'alimentation.

Troubleshooting

Symptom:	Try This:
ODYSSEY Smart Globe does not turn on or does not respond	<ul style="list-style-type: none">• Remove batteries and put them back in. Make sure battery cover is correctly secured.• Clean battery contacts by rubbing lightly with a soft eraser and then wiping with a clean dry cloth.• Install new batteries.
ODYSSEY Smart Globe makes strange sounds or behaves erratically	<ul style="list-style-type: none">• Install new batteries.
ODYSSEY Smart Globe makes improper responses	<ul style="list-style-type: none">• Install new batteries.

U.S./Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: <http://www.leapfrog.com/support>, or our Canada Consumer Support Web site at: <http://fr.canada.custhelp.com>, 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)
Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at: <http://leapfroguk.custhelp.com>, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435
Eire: 00 44 1702 200244
Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note:

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.

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 to radio communications. Because this toy generates, uses, and can radiate radio frequency energy, there can be no guarantee that interference will not occur. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful:

- Reorient or relocate the receiving antenna
- Increase the separation between the toy and the radio or the TV
- Consult the dealer or an experienced TV-radio technician for help

Warning: This unit may function incorrectly if subjected to radio-frequency interference. To resume normal operation, the source of RFI must be removed, and it may be necessary to cycle the power off and back on or to remove and reinstall the batteries.

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under

this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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U.S. Patent Numbers RE38,286; 5,686,705 and 6,661,405.
Patents Pending.

Visit our fun-filled Web site at: www.leapfrog.com

For ages 8 and up.
À partir de 8 ans.

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