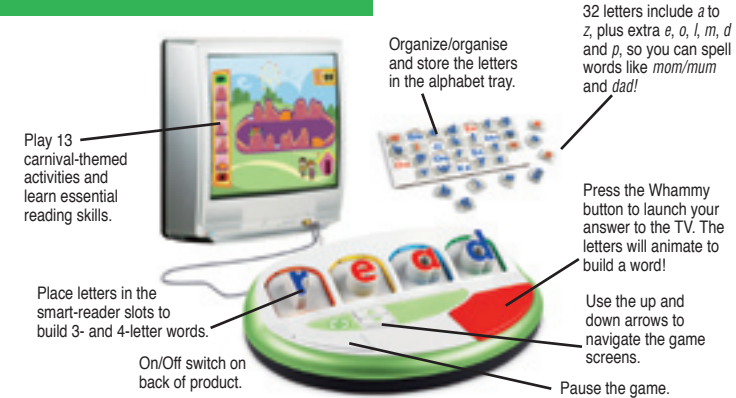


Welcome to WORDLAUNCH!



Make Reading Skills Click in Ways That Stick!

Combining active tile play with memorable animated learning activities, the WORDLAUNCH™ system launches children on a learn-to-read carnival adventure that teaches through sight, sound and touch. Thirteen learning activities quickly move children from identifying letter names and sounds to building and reading four-letter words!

GETTING STARTED

Installing the Batteries

Note: Batteries are small objects. Replacement of batteries must be done by adults.

Make sure the unit is turned off.

Locate the battery cover on the bottom of the main unit.

Using a Phillips screwdriver, loosen the screw on the battery compartment to remove the battery cover.

Insert 4 AA (called LR6 in some countries) alkaline batteries, following the polarity (+/-) diagram in the battery compartment.

Replace the battery cover.

Tighten the screw.

Connecting the WORDLAUNCH Learning System

Make sure both your TV and your WORDLAUNCH system are turned off. Connect the base unit to the TV by plugging the white and yellow cables on the unit into the matching color/colour video and audio input jacks on your TV set. Turn on your TV and your WORDLAUNCH system.

For TVs without audio/video inputs outside of North America: Connect the included SCART connector or Euro-connector to the SCART input on the TV. Plug the colored/coloured cables on the unit into the matching video (yellow) and audio (white) input jacks on the SCART connector. Set the TV to video mode.

GETTING READY TO PLAY

Turn on the system by sliding the On/Off switch to the On position.

Multiplayer

At startup, your child will be given the option of playing alone or with a friend. In two-player games, players take turns to see who can build the most words.

Sign In

The WORDLAUNCH system will store the game information of up to three players. Each time a player signs in, the system will remember the number of words he or she has successfully spelled, the number of gold tokens earned, the rollercoaster created and the level that the player has reached in each game. This enables children to return automatically to the level where they left off—and to show you how many words are on their 'life list' of every word they've learned!

1. Follow the on-screen instructions to sign in.
2. To add a new player, choose the star on the Sign In screen.
3. To remove or replace a player, choose the X on the Sign In screen. This option is only available when all three player spots are being used.

Level and Game Selection

As your child advances through each level, the WORDLAUNCH system will automatically track his or her progress and adjust the pace within each game to keep your child engaged. Players can return to their favorite/favourite games or try new challenges by simply selecting a carnival location from the Game Selection screen.

The first time your child plays, you may want to help select the activity that represents the appropriate learning challenge. There are four options on the Game Selection screen:



HOW TO PLAY

In each game level, your child can choose between Game mode and Explore mode.

Game Mode

The Game mode includes two curricular learning rounds separated by a bonus mini-game. In the first round, your child is asked to find letters by either their names or their sounds, and to use them to build three- or four-letter words. Round 2 is a "speed round" that reinforces the curriculum learned in Round 1. In between, players are rewarded with a fun, fast-action mini-game in which they can win gold tokens to build their very own rollercoaster.

Explore Mode

Explore mode encourages your child to practice/practise building words. Your child can add one to four letters of his or her choosing and hit the Whammy button to hear them sounded out. If the word is on the recognized list of 2000+ age-appropriate words, your child's Word Count score increases by one. If the word is a nonsense word, the WORDLAUNCH system sounds it out and rewards your child's creativity with an animation.

Build-A-Coaster

Players can go to the Build-A-Coaster area at any time to buy loops, climbs, dips and more speedy tracks using the gold tokens they've earned. Each time they add a segment, they can send a car careening around their very own coaster creation!

LEARNING LEVELS

Level 1: Bumper Cars

Blending Sounds into Words

Understanding that words are made of individual sounds, and that sounds are represented by letters, is an essential step in learning to read. The first learning level helps children sound out and build simple consonant-vowel-consonant (CVC) words.

All images in this Parent Guide are representative of gameplay only and do not reflect actual screen pixelation.

Round 1

Players are asked to identify and place letters in the Word Machine by either their names or sounds. As letters are added, animated letters appear in the bumper cars on screen. When the final letter in a CVC word has been added, your child can hit the Whammy button to see the bumper cars bump the letters together to form words.

Bonus Round

Your child's goal is to collect as many gold tokens as possible before the time runs out! Players drive one of the bumper cars using the Whammy button as a gas pedal. If another car gets in the way, players have to release the Whammy button to avoid bumping the other car—or get bounced back to the beginning!

Round 2

Speed round! When your child hears a word, he or she must find the bumper car with that word printed on its side and press the Whammy button to win a token.

Level 2: Whirly Word Cups

Combining Consonants

In the second level, children learn to build and read four-letter words with beginning or ending consonant blends.

Round 1

Players are encouraged to identify and place letters in the Word Machine by either their names or sounds. As letters are added, animated letters appear in the whirly cups on screen. When all four letters have been added, your child can hit the Whammy button to see the whirly cups spin the letters together, creating a dizzily blended-together word.

Bonus Round

Four whirly cups whirl as carnival music plays! Players have to hit the Whammy button as soon as the music ends to stop the spinning cups. If the button is hit in time, a gold token pops out of one of the cups. If the button is hit too late or too early, your child will see a silly animation instead!

Round 2

Speed round! When your child hears a word, he or she must find the cup with the right word written on it. When the right cup slows to a stop, your child can press the Whammy button to win a token!

Level 3: Magic Silent E Show

Long and Short Vowels

The third level teaches long and short vowels by showing your child what happens when a silent e is added to the end of a word.

Round 1

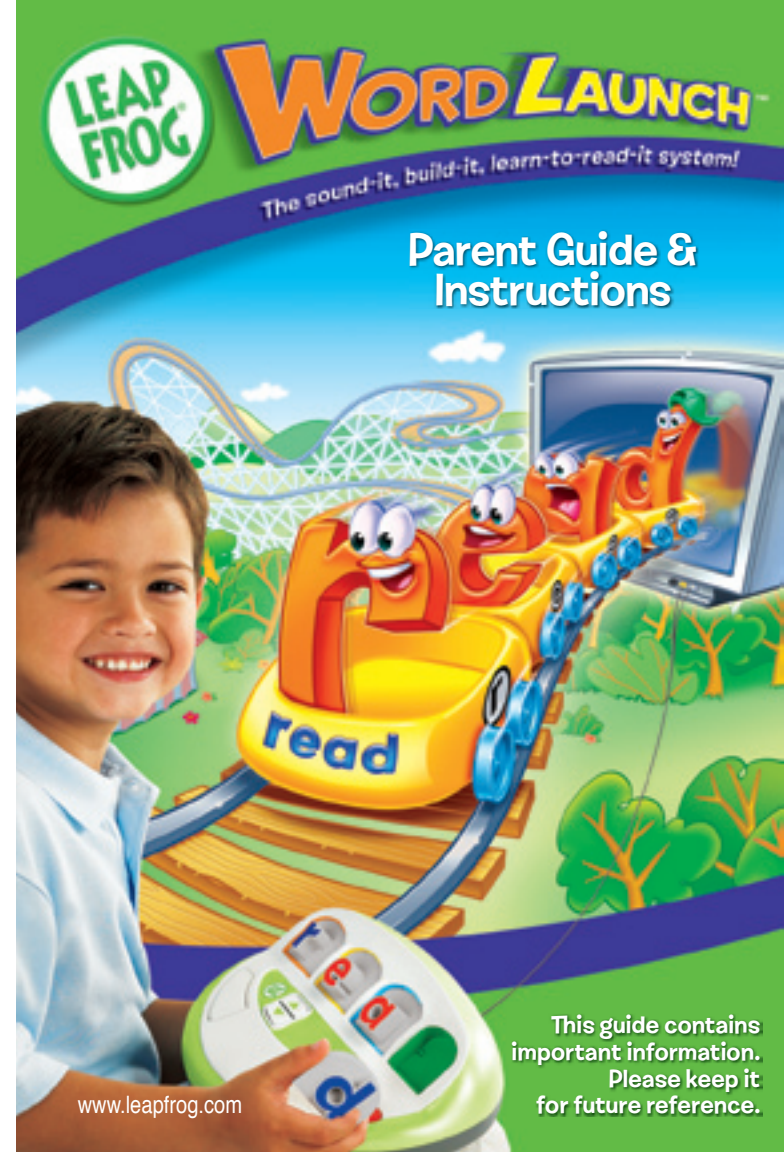
Players are encouraged to identify and place letters in the Word Machine by either their names or sounds. As letters are added, animated letters appear on stage. Once the magic silent e has been added, your child can hit the Whammy button to see the magic show. Letters will say their sounds, and then in a pool of magic dust, silent e will transform the vowel sound and the word!

Bonus Round

Players must hit the Whammy button each time they hear the cymbal crash. A rabbit will hop out of the magician's hat and grab a gold coin!

Round 2

Speed round! When your child hears a word, he or she must look for the right spelling in magic clouds of sparkly dust and press the Whammy button to win a token!



www.leapfrog.com

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

INSTRUCTIONS FOR CARE

Keep food and beverages away from product.

Clean with a slightly damp cloth (cold water).

Do not use soap or detergent.

Never submerge the unit in water.

For prolonged storage, remove batteries and letter tiles from the Word Machine.

Avoid prolonged exposure to extreme temperatures and direct sunlight.

Avoid dropping the unit. Never try to dismantle it.

BATTERY INFORMATION

Requires 4 AA (called LR6 in some countries) alkaline batteries, not included.

Battery Safety

Batteries are small objects. Batteries must be replaced by an adult.

Follow the polarity (+/-) diagram in the battery compartment.

Promptly remove dead batteries from the toy.

Dispose of used batteries properly.

Remove batteries for prolonged storage.

Only batteries of the same or equivalent type as recommended are to be used.

Batteries in products used for in-store demonstration should be replaced with alkaline batteries for home use.

DO NOT incinerate used batteries.

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.

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.

Les piles incluses dans les produits lors de l'achat sont uniquement destinées aux démonstrations en magasin et doivent être remplacées pour améliorer les performances du produit.

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 des piles rechargeables.


NE PAS recharger des piles non rechargeables.


NE PAS court-circuiter les terminaux d'alimentation.


 **CAUTION:** For indoor dry location use only.


 **ATTENTION:** À utiliser uniquement en intérieur.


 **WARNING:** It is rare but possible for seizures to be triggered by light flashes or patterns such as those on computer or TV screens. To reduce exposure to this potential hazard, play or watch TV in a well-lit room, sit an appropriate distance from the screen and take 10- to 15-minute breaks every hour.

 **AVERTISSEMENT** - Il peut arriver que certaines personnes soient sujettes à une attaque sous l'effet d'une lumière vive ou d'un jeu de lumières provenant de l'écran d'un téléviseur ou d'un ordinateur. Pour réduire ce risque, utilisez le téléviseur dans une pièce suffisamment éclairée, installez-vous à une distance raisonnable de l'écran et faites une pause toutes les heures, pendant 10 à 15 minutes.

 **CAUTION** - Any frame left on the television for an extended period may cause images to be burned into the screen. To avoid this occurrence, it is recommended to turn the unit off, instead of using pause, during extended breaks.

 **ATTENTION** - Ne pas laisser l'image sur Pause trop longtemps car celle-ci risque de se figer sur votre écran de télévision. Pour éviter ce problème, nous vous recommandons de mettre l'unité hors tension si vous envisagez de ne pas l'utiliser pendant un certain temps.

 **WARNING:** The cords are a strangulation hazard; keep out of reach of children under 3 years of age. Also, children pulling on the cord could cause the TV or other equipment to which the unit is connected to fall with the possibility of property damage, serious personal injury or death. Adult supervision required during play.

 **AVERTISSEMENT** - Les cordes constituer un risque d'étranglement. Ne convient pas aux enfants de moins de 3 ans. Ne pas laisser les enfants tirer sur les cordes qui connectent votre téléviseur ou tout autre équipement à la console car ceux-ci risquent de tomber et de causer des risques de blessures ou de mort. La présence d'un adulte est impérative lorsqu'un enfant joue.

TROUBLESHOOTING	
Symptom:	Try This:
Toy does not turn on or does not respond	<ul style="list-style-type: none">• Make sure the ON/OFF switch is not in the OFF position• Make sure batteries are correctly installed• Make sure battery cover is securely attached• Remove batteries and put them back in• Clean battery contacts by rubbing lightly with a soft eraser and then wiping with a clean and dry cloth• Install new batteries
Toy makes strange sounds or behaves erratically	<ul style="list-style-type: none">• Follow the above instructions to clean battery contacts• Install new batteries
Toy makes improper responses	<ul style="list-style-type: none">• Follow the above instructions to clean battery contacts• Install new batteries
Display stops working	<ul style="list-style-type: none">• Adjust brightness/contrast controls• Install new batteries
Colors/Colours are distorted on TV or TV image is flickering	<ul style="list-style-type: none">• Make sure the yellow video connector is fully inserted in the correct input jack on the TV• Make sure you have selected the correct video input on your TV
Power is on, but there is no picture on TV	<ul style="list-style-type: none">• Make sure the yellow video connector is fully inserted in the correct input jack on the TV• Make sure the SCART connector or Euro-connector is correctly inserted in the SCART input on the TV• Make sure that the yellow cable on the unit is plugged into the matching video input jack on the SCART connector• Make sure you have selected the correct video input on your TV
Power is on, but no sound from TV	<ul style="list-style-type: none">• Make sure the white audio connector is fully inserted in the correct input jack• Make sure the SCART connector or Euro-connector is correctly inserted in the SCART input on the TV• Make sure that the yellow cable on the unit is plugged into the matching video input jack on the SCART connector• Adjust the volume settings on the TV
Images on the TV appear stretched or cut off at the top and bottom	<ul style="list-style-type: none">• Make sure the TV is set to display the standard 4:3 aspect ratio
Colors/Colours do not appear accurate	<ul style="list-style-type: none">• Adjust the color/colour settings on the TV
Console is not responding	<ul style="list-style-type: none">• Make sure the console is plugged into the TV correctly
Letters are misplaced	<ul style="list-style-type: none">• Contact Consumer Support to order replacement letters

U.S. Consumer Service Contact

Search for frequently asked questions, review your previous questions or submit a question to our support staff via email 24 hours a day at our U.S. Consumer Support website at <http://www.leapfrog.com/support>. If you do not have Internet access, please call (800) 701-LEAP (5327) during normal business hours.

Canada Consumer Service Contact

Search for frequently asked questions, review your previous questions or submit a question to our support staff via email 24 hours a day at our Canada Consumer Support website at <http://lcanada.custhelp.com>. If you do not have Internet access, please call (800) 701-LEAP (5327) during normal business hours.

U.K. Consumer Service Contact

Search for frequently asked questions or submit a question to our support staff via email 24 hours a day at our U.K. Consumer Support website at <http://leapfroguk.custhelp.com>. If you do not have Internet access, please call 0800 169 5435, or Eire +44 (0)1702 200244, during normal business hours.

Australia Consumer Service Contact

Please submit questions to our support staff via email at info@funtastic.com.au or free-call 1800 244 543 during normal business hours.

IMPORTANT: If you have a problem with this product, return it to the retailer where the product was purchased for exchange. If the retailer is unable to assist you for any reason, contact LeapFrog Consumer Services. If our service representative is unable to help you resolve the problem, you will be given instructions on how to replace the product and an authorization/authorisation number. Returns must have a Return Merchandise Authorization/Authorisation (RMA) number to be accepted at our warehouse. If you need replacement parts for this product, please contact LeapFrog Consumer Services.

FCC NOTICE:

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

NOTE: Changes or modifications to this unit not expressly approved by LeapFrog Enterprises, Inc. could void the user's authority to operate the equipment.

AUDIO-VIDEO CABLE NOTE: Use only the audio-video cable attached to the unit. Using any other cable may exceed FCC and other regulatory emissions limits.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme ICES-003 du Canada.

Note: The letters included with this product do not work with other LeapFrog products, and letters included in other LeapFrog products do not work with this product.

Warranty Information

This LeapFrog® product is warranted only to the original purchaser for a period of three 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 of the product. All warranty claims are subject to: (1) LeapFrog being notified of the warranty claim within the warranty period, (2) LeapFrog verifying the existence of a defect in the product and (3) receipt of valid proof of your purchase date.

Before returning a product to LeapFrog for any reason, please notify the LeapFrog Consumer Service Department. If the service representative is unable to solve the problem, you will be provided with instructions as to how to go about having the unit repaired or replaced if it is under warranty. Return of a product under warranty is governed by the following rules: If LeapFrog believes that there may be a defect in materials or workmanship and LeapFrog confirms your purchase date, LeapFrog will provide you with prepaid shipping instructions for returning the product. Otherwise, you must return your product, shipping prepaid and with proof of purchase date, as instructed by a LeapFrog service representative.

In the event that a product under warranty is repaired or replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer. Repair or replacement is your exclusive remedy, and LeapFrog's exclusive liability, under this warranty. Replacement may consist of replacing the product with the same product or with a different product of the same value. LeapFrog shall not be liable for any incidental or consequential damages for the breach of any 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 and country to country.

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 three-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. You may also have other rights under U.K. law, which this warranty does not limit.

Australia: You may also have other rights under consumer protection conditions and warranties implied by Australia federal, state and territory laws.

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Visit our fun-filled website at www.leapfrog.com!

For ages 4 years and up.

Convient aux enfants à partir de 4 ans.