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John Deere LC35206

John Deere Sit 'N Scoot Activity Tractor User Manual

Model: LC35206

INTRODUCTION

The John Deere Sit 'N Scoot Activity Tractor is a versatile ride-on toy designed for children aged 12 months to 5 years. This product encourages imaginative play and helps develop motor skills through its three-in-one design, allowing toddlers to scoot, push, or be pushed. It features interactive elements such as farm animal sounds and a musical horn.

Key features include:

- Three-in-one design: ride-on, push-along, or be pushed by an adult.
- Educational playset: The seat flips open to reveal a play area with four included farm animal toys that produce sounds.
- Interactive sounds: Pressing the horn plays 'Old McDonald', beeping, or vroom noises.
- Durable construction for long-lasting play.

PRODUCT OVERVIEW



Image: A child interacting with the John Deere Sit 'N Scoot Activity Tractor. The tractor's seat is open, revealing a miniature farm playset with small animal figures. This demonstrates the toy's dual functionality as both a ride-on and an activity center.



Image: A young child sitting on and riding the John Deere Sit 'N Scoot Activity Tractor. The child is holding the steering wheel, illustrating the ride-on feature of the toy.



Image: A side view of the John Deere Sit 'N Scoot Activity Tractor, showcasing its green and yellow design, steering wheel, and the push handle at the back. This image highlights the overall design and components of the toy.

SETUP

1. Unpacking and Assembly

Carefully remove all components from the packaging. Ensure all parts are present before proceeding. The main body of the tractor is pre-assembled. The rear push handle may need to be inserted into the designated slots at the back of the tractor. Press firmly until it clicks into place. While designed to be secure, occasional re-insertion may be required during vigorous play.

2. Battery Installation

The tractor requires 3 AAA batteries (included) for sound functions. The battery compartment is located on the underside of the tractor. Use a screwdriver to open the compartment, insert the batteries according to the polarity indicators, and secure the cover. Ensure the red pull tab, if present, is removed from the battery compartment to activate all sound features. If only horn sounds are active, check for a partially inserted red tab.

3. Farm Animal Placement

The four included farm animal toys (cow, pig, sheep, horse) can be placed in the designated slots within

the flip-open playset area under the seat. When placed correctly, each animal will produce its unique sound.

OPERATING INSTRUCTIONS

1. Riding and Scooting

For children capable of sitting independently, they can sit on the tractor seat and use their feet to propel themselves forward or backward. The steering wheel allows for directional control, though it does not directly turn the wheels. The rear handle can be used by an adult to push the child along.

2. Push-Along Mode

For toddlers learning to walk, the rear handle serves as a stable support. Children can hold onto the handle and push the tractor, aiding in balance and mobility development.

3. Interactive Sounds

- **Horn Button:** Press the red button in the center of the steering wheel to activate horn sounds or the 'Old McDonald' tune.
- **Engine Sounds:** Press the key-shaped button on the steering wheel to hear engine start-up noises.
- **Animal Sounds:** Place the farm animal figures into their corresponding slots in the playset area under the seat to hear their unique sounds.
- **Sound Settings:** The toy features three sound settings (normal/low/off) for volume control. Refer to the underside of the tractor for the switch.

4. Playset Activity

Lift the seat to reveal the farm playset. Children can engage in imaginative play with the included farm animals, placing them on the illustrated farm paths and activating their sounds.

MAINTENANCE

1. Cleaning

Wipe the tractor and animal figures with a damp cloth and mild soap. Do not immerse the toy in water. Avoid harsh chemicals or abrasive cleaners.

2. Battery Replacement

When sounds become faint or stop working, replace the 3 AAA batteries. Always use new batteries of the same type. Dispose of old batteries responsibly.

3. Storage

Store the tractor in a cool, dry place away from direct sunlight when not in use. If storing for an extended period, remove the batteries to prevent leakage.

TROUBLESHOOTING

Problem	Solution
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Problem	Solution
No sound or faint sounds.	Check battery installation and replace with new AAA batteries if necessary. Ensure the red pull tab (if present) has been fully removed from the battery compartment. Verify the sound setting switch is not in the "off" position.
Rear push handle detaches easily.	Ensure the handle is fully inserted into its slots until it clicks securely. Apply firm pressure during insertion.
Farm animals do not make sounds.	Ensure the animals are placed correctly in their designated slots within the playset area. Check batteries as described above.

SPECIFICATIONS

Product Dimensions: 22 x 11 x 20 inches

Item Weight: 5.62 pounds

Model Number: LC35206

Recommended Age: 12 months - 5 years

Batteries: 3 AAA batteries (included)

Manufacturer: TOMY Intl.

Release Date: September 26, 2006

OFFICIAL PRODUCT VIDEO

[Video player placeholder]

Video: An official product overview of the TOMY John Deere Sit 'N Scoot Activity Tractor, demonstrating its features and play patterns.

WARRANTY AND SUPPORT

For warranty information or product support, please contact TOMY Intl. customer service. Keep your purchase receipt for proof of purchase.

Note: Product specifications and features are subject to change without notice.